

Contract Bridge

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

GOLD MEDAL DISTRICT WINNERS who qualify for Provincial Games but whose playing partner is unable to attend, may choose a new playing partner for the Provincial Games but must pick their new playing partner from individuals who competed in the District qualifier.

Any person not present at the scheduled commencement of play and throughout the competition is in default and is automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings.

The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
<p>NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level, but must qualify at the District level before going to the Summer Provincial Games.</p>	

C) TOURNAMENT SET-UP

1. Each Session will consist of a minimum of twelve (12) rounds, with four hands to be played in each round, for a total **48** hands.
2. **At the end of four (4) hands, the East-West team will move up one table. The North-South team will remain stationary.**
3. Approximately twenty minutes shall be allowed for four hands of play.
At the provincials, two sessions of Contract Bridge will be held over a two day period.

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. The total **tournament** score by a team after all rounds will determine the team's placing.
3. If at the conclusion, there is a tie for placings, the following procedure will be used to break the tie:
 - a. **The total scores obtained by a team from all rounds;**
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game of four (4) hands should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The provisions of the laws of Contract Bridge as outlined in Morehead& Mott-Smith, Hoyles Rules of Games shall apply, with the exceptions listed under "Tournament Set-Up" and "Contract Bridge Rules Summary." If any irregularity occurs, teams are to immediately summon the Tournament Convenor. The Tournament Convenor shall base his/her ruling on the rule source and/or Technical Manual. The Tournament Convenor's ruling on any corrective action to be taken or penalties to be awarded shall be considered as final.

F) EVENT REQUIREMENTS

- Equipment**
1. 20 regulation size card tables.
 2. 40 new decks of standard bridge playing cards.
 3. Scorecards, pens, etc.

- Facilities**
1. The facility must be well illuminated and large enough to appropriately space 20 regulation size card tables.
 2. The facility should be air-conditioned.

G) OFFICIALS

The OSGA requires at a minimum, the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Two (2) Official Scorekeepers

The host committee is responsible for ensuring that all major officials have the required qualifications as specified by the OSGA prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Contract Bridge Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. High card cut will determine the first dealer. In the case of a passed out hand, the dealer deals again but only once more. If a second deal is passed out, there is no score for that hand. Each team records a zero and the next person deals. "One" bids must be played.
3. It is recommended that each team keep a scorecard. Once the four hands have been played, the score will be transferred to each team's scorecards and initialed by an opponent. A zero must precede all three-digit scores (e.g. 0650).
4. If a team is using an unusual bidding system, the opponents must be informed before the commencement of play.
5. **The Ontario 55+ Summer Games Contract Bridge tournament will be based on the Chicago scoring and vulnerability system and will be conducted in the following manner.**
 - a. Vulnerability will be determined as follows for each round:
 - First Hand: No one vulnerable
 - Second Hand: Dealer's team vulnerable
 - Third Hand: Dealer's team vulnerable
 - Fourth Hand: Everyone's vulnerable
 - b. **Vulnerable affects both under-tricks penalties and slam bonuses.**
 - i. **500 for vulnerable game score**
 - ii. **300 for non-vulnerable game score**
 - iii. **Honours will be scored if declared before the next hand is dealt.**
 - c. Partscores: Partscores made previously may be combined with a partscore made in the current deal to complete a game of 100 or more trick points. The game premium is determined by the vulnerability of the side that completes the game. When a side makes or completes a game, no previous partscore of either side may thereafter be counted toward game. A side that makes a partscore in the fourth deal, if the partscore is not sufficient to complete a game, receives a premium of 100 points. This premium is scored whether or not the same side or the other side has an uncompleted partscore. There is no separate premium for making a partscore in any other circumstances.
 - d. Trick Values

Diamond or Clubs - 20	No-Trump - 1st Trick -40
Spades or Hearts - 30	No-Trump - each subsequent trick – 30
Doubling double trick values. Redoubling multiples them by four.	

e. Premiums

	Not Vulnerable			Vulnerable		
	Not Doubled	Doubled	Re-doubled	Not doubled	Doubled	Re-doubled
Extra Tricks	Trick Value	100	200	Trick Value	200	400
Little Slam	500	500	500	750	750	750
Grand Slam	1000	1000	1000	1500	1500	1500
Making Doubled or redoubled Contract	-	50	50	-	50	50
Honours Four in One Hand, 100 Five in One hand, 150 Four Aces in One hand, No Trump - 150						
	Not Vulnerable			Vulnerable		
Under Tricks	Not Doubled	Doubled	Re-doubled	Not doubled	Doubled	Re-doubled
One	50	100	200	100	200	400
Two	100	300	600	200	500	1000
Three	150	500	1000	300	800	1600
Four	200	800	1400	400	1100	2200