Rubber Bridge Tournament

Bridge is played at home with a variety of ways of determining opponents and partners. Some people play Rubbers (win 2 games). More play some form of four-deal Bridge. You play four hands and then move getting new opponents.

We will play a number of rounds, each round consisting of four deals. The director will assign you a table and direction at the beginning of each round. A round of four hands will last about 35 minutes. If you finish early you may play an extra hand or two “for fun” until everyone finishes their four hands. These hands do not count in the scoring

The dealer is predetermined for each hand of the round, as follows.

|  |  |  |
| --- | --- | --- |
|  | **Hand** | **Dealer** |
|  | 1 | North |
|  | 2 | East |
|  | 3 | South |
|  | 4 | West |

A hand that is passed out is redealt by the same dealer.

Scoring is as usual in Rubber Bridge with the following exception.

At the end of a round total the scores for each side and compute the difference. Each side should then turn in their score card at the director’s table. Your score will be converted by the computer to a number of Victory Points. The use of Victory Points reduces, to some extent, the effect of the luck-of-the deal on the final results. The following table lists the conversions:

|  |  |  |
| --- | --- | --- |
| **Score Difference** | **Winner VP** | **Loser VP** |
| 0-40 | 10 | 10 |
| 50-140 | 11 | 9 |
| 150-240 | 12 | 8 |
| 250-340 | 13 | 7 |
| 350-540 | 14 | 6 |
| 550-740 | 15 | 5 |
| 750-940 | 16 | 4 |
| 950-1240 | 17 | 3 |
| 1250-1540 | 18 | 2 |
| 1550 or more | 19 | 1 |
|  |  |  |
| If we have an odd number of pairs you may miss playing one round. You will be awarded 12 Victory Points for the round when you “sit out”. | | |

Your running total of Victory Points will be posted. The tournament winners will be determined by total VPs.

**The Director**

The director is here to be sure the tournament is run in a smooth and fair manner.

The Laws of Rubber Bridge are set up to be sure that no one gets an unfair advantage when they make a mistake like an insufficient bid, a lead out of turn, an exposed card, or a revoke (renege). It is the director’s job to know the Laws and to help the players in following those Laws. Whenever there is an issue at the table the director must be called. All four players are responsible for calling the director.

**Rubber Bridge Scoring**

**Trick Score** - Scored below the line if the contract is fulfilled.

For each trick bid and made

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **At Trumps** | **♣** | **♦** | **♥** | **♠** |
| Undoubled | 20 | 20 | 30 | 30 |
| Doubled | 40 | 40 | 60 | 60 |
| Redoubled | 80 | 80 | 120 | 120 |
| **At No Trump** | First  Trick | | Each  Additional | |
| Undoubled | 40 | | 30 | |
| Doubled | 80 | | 60 | |
| Redoubled | 160 | | 120 | |

**Premiums** – Scored above the line

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Overtricks** | | Not Vulnerable | | Vulnerable |
| Undoubled | | trick value | | trick value |
| Doubled | | 100 | | 200 |
| Redoubled | | 200 | | 400 |
| **Other Bonuses** | |  | |  |
| Winning a 2-game rubber | | 700 | | |
| Winning a 3-game rubber | | 500 | | |
| Having won the only game in an unfinished rubber | | 300 | | |
| Having the only part score in an unfinished game | | 100 | | |
| Making a Small Slam | | 500 | | 750 |
| Making a Grand Slam | | 1000 | | 1500 |
| Making a Doubled Contract | | 50 | | |
| Making a Redoubled Contract | | 100 | | |
| **Honors** | |  | | |
| 4 of the top 5 trumps | | 100 | | |
| All of the top 5 trumps | | 150 | | |
| 4 aces at notrump | | 150 | | |
| **Undertricks** Scored above the line | | | | |
| **Not Vulnerable** | Undoubled | | Doubled | Redoubled |
| First undertrick | 50 | | 100 | 200 |
| Second and third | 50 | | 200 | 400 |
| Fourth (and more) | 50 | | 300 | 600 |
| **Vulnerable** | Undoubled | | Doubled | Redoubled |
| First undertrick | 100 | | 200 | 400 |
| Second (and more) | 100 | | 300 | 600 |