

OLLI BRIDGE CLUB GUIDELINES 2008

Rule Number 1: Comportment

Never yell at your partner. (Even if he goes down two, doubled and vulnerable; just blame rotten distribution). Give participants in the previous course 15 minutes to vacate the classroom before setting up tables.

Rule Number 2: Organization

Each round consists of four hands. Winners at each table rotate clockwise and split up, losers remain and play against each other in the next round.

Extra players: At the scheduled time for beginning the session if there are one or two extra players present, all players will cut cards and the lowest one or two will sit out the first round. If any foursomes start play prior to the scheduled time, they should finish that hand (which shall be a "fun" hand) as quickly as possible so the real games may commence. After each round all players who have not yet sat out a round will draw a card and the one (or two) with the lowest card will be replaced by those who had been sitting out. If there are three extras, a dummy from another table bids the hand, but then leaves. The new dummy plays the vacated hand but for scoring purposes does not change sides. Anyone sitting out a round receives 500 points.

Rule Number 3: Scoring

Each hand is totally independent and bid for what it's worth; no partials are carried over. Vulnerability changes with each hand: For the first hand neither side is vulnerable, for the second and third hands the dealing side is vulnerable, and for the fourth hand both sides are vulnerable. Tricks, overtricks, undertricks, honors, and penalties are scored as in rubber bridge and a game is at least 100 pts.

At the end of the day scores will be compared and the winner announced. For easy scoring, see the handout "ACBL Instant Scorer"

Counting Points

High-Card Pts (HCP) (Ace - 4, King - 3, Queen - 2, Jack - 1)

Long-Suit Pts: Add one point for every card over four in a suit, e.g. 5-card suit: +1, 6-card suit: +2

Short Suit Pts (Void=5, Singleton=3, Doubleton=1): Once the partnership has found a trump suit of at least 8 cards, dummy reevaluates his point count to take into consideration short suits. (Never count short suit points in the trump suit or in a no trump contract.)

OLLI BRIDGE CLUB CONVENTIONS

Note: If you do NOT play one or more of these, please inform your tablemates

Game requires 25 pts in a major or NT; 29 in a minor

Five-card major to open

Convenient or preferred minor opener

15-17 pts 1NT, 20-21 pts 2NT, 25-27 3NT opener

Weak-Two Opener and Weak-Jump Overcall

Strong 2-Club Opener

Limit Raises

Drop-dead responses to 1NT (2♦, ♥, □□♠)

Stayman

Blackwood

Gerber