- 1. At check-in you will receive a colored score sheet. Make sure it says your correct age group at the top.
- 2. One person at the table will write in the scores on all the score sheets. Anyone who feels comfortable with keeping score can keep score. Scorekeepers Do not keep a running total of the scores. The score of each game is needed in case of ties. Make sure to leave the pencil at the table.
- Players, verify your score is correct after each game and definitely before leaving the table. If a correction
  is needed, you must contact an official so he/she can make the change to score sheets with a red pencil.
  DO NOT ERASE OR MAKE ALTERATIONS ON THE SCORE SHEETS.
- 4. At your table, a small assignment card will be provided to each player. The number at the top of the card is your number. The card tells you game by game what table you will be playing at, who your partner is, and who your opponents are. You MUST keep the same table-assignment card throughout all the games. Please do not write on the assignment cards. After the 8<sup>th</sup> game, leave all game table-assignment cards on the table.
- 5. The tables you will play at are all in the same row, and the table number is the same color as your table assignment card. When you change tables before starting a game verify all the correct players are present.
- 6. You will play 8 games, each game having 8 hands for a total of 64 hands. During a game, each player deals twice. There is no cutting of cards, so dealer do not offer for cards to be cut. Cards should be dealt 2 or 3 at a time. When naming trump, a left bower is not a trump until trump is named. Each hand will be played. There is no passing up the deal. After the second bid round if trump has not been made the dealer must name trump and play the hand. There is no penalty for re-deals.

## 7. Scoring:

Both partners playing: Three tricks taken = 1 pointAll five tricks taken = 2 points Fewer than three tricks taken = 2 points for the opponents

Loner: Three tricks taken = 1 point All five tricks taken = 4 points Fewer than three tricks taken = 2 points for the opponents

Renege (not following suit when able) = 2 points for opponents if the renege is caught by opponent during tricks later in the same hand; call for official if needed

Only one pair gets points at the end of a hand.

- 8. If you have a question or discrepancy, call for an official. The decision of the official will be final.
- 9. At the end of the 8<sup>th</sup> game, total the scores of your 8 games and have your score verified and initialed by your last opponent.
- 10. Place your score sheet in the appropriate <u>age group</u> basket where you checked in and please return to a seat. Once all cards are turned in and results completed, we will then start the medal presentation. Winners are determined by the high score. In case of a tie within an age group, the player with highest score in a single game will be awarded the higher medal.