

1. Men and women are combined in five year age groups. Different age groups may play together; however, medals will be awarded in each age group.
2. At check-in you will receive an individual score card in the correct color for your age group. Make sure it says your correct age group at the top.
3. One player at each table will keep score on the table score sheet and enter all players's scores on their individual score cards. Anyone who feels comfortable with keeping score can keep score.
  - 1) On the Table Score Sheet, keep a **running total** for "WE" and "THEY". In case of a tie at the end of a game, the pair who made the last successful bid will be considered the winners. LEAVE THE TABLE SCORE SHEET ON THE TABLE WITH THE PENCIL.
  - 2) On the Individual Score Cards at the end of a game, you will record the score for that game and keep a **running total** as well. The score of each game is needed in case of ties. Let others at the table double check their scores and initial the cards before anyone leaves the table. Make sure to leave the pencil at the table.
4. Dealer is first player to the left of scorekeeper.  
Six games of eight hands will be played. Each player will have two deals in each game.  
The cards will be dealt one at a time. Do not offer to cut the cards. There must be a re-deal if
  - a) an ace or jack is turned face up or
  - b) a bid is made out of turn.
5. Bid must include suit at time of call. A player must open with a three bid. A bid cannot be changed once spoken. If no bid is made (all players pass), the dealer has to name trump. A "no trump" bid may be made at any time.  
  
Players must make at least the number of tricks made in their bid. If a bid of five is made and only four tricks are taken, the players are set back the five bid.  
  
Pepper bids: Ask for 2 cards = 12 points; Ask for 1 card = 15 points; Say "No Cards" = 18 points
6. **In the event of a Pepper, the suit must be named at the time of bidding. A person has to accept card(s) from his/her partner after passing his/her unwanted cards.**
7. Tricks should be stacked in order, so there are no discrepancies.
8. If a player reneges (does not furnish the proper suit), there will be a five (5) point deduction off his/her final score for that game. There is no re-deal – the play continues.
9. All players should verify that 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 pen. **DO NOT ERASE OR MAKE ALTERATIONS ON SCORE SHEETS.**
10. If you have a question or discrepancy, call for an official. The decision of the official will be final.
11. After each game, the winning pair moves to the next higher numbered table. The losing pair remains at the table and one person changes seats so each person gets a new partner.
12. At the end of the 6<sup>th</sup> game, total the scores of your 6 games and have your score verified and initialed by your last opponent. Place your score card in the appropriate age group basket where you checked in and please return to a seat. Total score at the end of six games will determine winners. In case of a tie at the end of six games, ties will be broken by single high game score. Once results are completed, medals will be presented.