

Premier Bridge League

Rules of the Tournament

The first round matches will be held on a league basis (teams play each other twice).

A game will be decided on the basis of the best (total points) of 17 deals. The winner of a game gets 2 match-points. In the unlikely event that total game-points are tied, each team scores 1 match-point. All game-points for every game will be recorded and used to decide the place for each team in the competition ladder. In the event of tied match-points, net game-points [(points for/points against) x 100] will be the decider in the ladder.

Top 8 teams from the ladder (first round results) will go into the finals [qualifying finals (QF), elimination finals (EF), semi-finals (SF), preliminary finals (PF) and Grand Final). The framework is as follows (exactly the same as the AFL model): Of the top 8 in the ladder, qualifying finals include 1 vs 4 (QF1) and 2 vs 3 (QF2), and elimination finals include 5 vs 8 (EF1) and 6 vs 7 (EF2). Semi-finals to include Loser QF1 vs Winner EF1 (SF1) and Loser QF2 vs Winner EF2 (SF2). Preliminary finals to include Winner QF1 vs Winner SF2 (PF1) and Winner of QF2 vs Winner SF1 (PF2). The Grand Final will be held between the two preliminary final winners.

First-round matches are scheduled to take place on every alternate Friday between 19:30 and 21:30 hours at a venue to be decided by the concerned team members. Any team unable to play or miss any scheduled game must complete that particular game within the week starting from the preceding Monday to the following Thursday.

Registration fee (A\$100/team) must be paid before the start of the competition.

All enquiries/communication regarding PBL are to be made via the group email, no phone communication will be accepted.

Playing conditions include the following (see, for more information, Epstein, 1994):

- We play auction bridge. Cards are dealt clockwise, one-at-a-time and face down starting on the dealer's left so that each player receives thirteen cards.
- Cards are ranked AKQJ1098765432 and suits are ranked No Trump, Spades, Hearts, Diamonds and Clubs.
- The auction (bidding) starts with the dealer and the declarer of the pair (winning the final bid) plays the cards in his own hand as well as the dummy's (the partner of the declarer) cards.
- Odd-tricks: no trumps are worth 10, spades 9, hearts 8, diamonds 7 and clubs 6.
- Game is 30 points, and only odd-tricks are counted towards a game. The first side to win two games wins the rubber and scores a 250 point bonus.
- Each under-trick is worth 50 points to the opponents.

- Small slam (LS) is worth 50 points; grand slam (GS) is worth 100 points.
- Honours are scored: 4 trump honours in one hand 80; 5 trump honours or 4 aces in no trumps in one hand 100; for an additional honour in partner's hand or 3 or more honours are divided between both hands 10 each.
- Contracts can be doubled or redoubled, which would double or quadruple the odd-trick and under-trick amounts. There is a bonus of 50 points (FC) for fulfilling a doubled contract and for each over-trick (OT), this is doubled (and quadrupled if the contract is redoubled).
- Leading comments in call-making and/or game progression are totally prohibited and comments/post mortem discussions at the end of each hand are limited to a maximum of one minute.

Reference

Epstein, R.A. (1994). *The Theory of Gambling Logic*, Academic Press, ISBN 012240761X.

Ladder

The following ladder will be adopted for the League.

Teams	P	W	L	P	F	A	NP (%)
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P= Matches played

W= Matches won

L= Matches lost

P= Match-points earned

F= Game-points earned

A= Game-points conceded

NP = $(F/A)*100$