

Notes from Christchurch Bridge Club programme 2011

TEAM EVENTS

Unless specified otherwise, all teams events are limited to teams of four, with substitutions allowed.

a) Other than "Back to the Future" teams, all matches will be scored in IMPs converted to Victory Points. The format of each competition may vary depending on entries.

b) Once entered in a round-robin teams event, the team will be responsible for ensuring substitutes are arranged for any night that part of the team will not be available, otherwise the team will not be eligible. For Swiss teams, this does not apply.

c) **Restricted Teams** requires the team members to play with each of the members of the team. Three matches are to be played each night of the event and partnerships to change for each match.

d) **Multiple Teams:** This is an event where there are sections of 7 or 9 depending on entries and the E/W pairs move the boards forward one table and themselves forward two tables like a Mitchell movement (playing all the other teams but their own). The results are scored as IMPs. The winner will be the team with the most IMPs after the three nights. This event is computer scored.

g) **Back to the Future Teams**

Entries taken as teams of four, the event to be limited to three rounds. Play will be as pairs and the combined pair score will be credited to the team. Players are to swap partners after each round. A pair will not play against their own team-mates.