



Homestyle Bridge Program

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The Homestyle bridge program was developed by ACBL as a way of attracting social players to clubs in hopes of getting them interested in duplicate, the ACBL and its activities.

Homestyle bridge is a less threatening form of bridge and is useful in helping social players overcome the apprehensions they may have about duplicate. Social players like a relaxed approach to bridge and the Homestyle format caters to that need. By offering this type of game, new recruits are likely to try duplicate at various levels.

Homestyle duplicate and team approaches will be more effective with players that have already spent time in a bridge club setting while the Swiss pair approach will appeal to the newcomers.

Social players may not be able to spend a great deal of time in your club at one stretch. Many prospective new players have regular jobs, early rising times, families and babysitting problems. Traveling to and from a game site can also limit time for play. You'll need to keep these things in mind when setting up your Homestyle program.

Remember to stress sociability and make it clear that bad behavior will not be tolerated. It is said that there are at least 10 people who play bridge for fun for every one that plays for masterpoints.

Regulations for the Homestyle Program

TYPES OF GAMES: Regular duplicate games, Swiss teams and Swiss pairs.

CONVENTIONS: These games will share one significant characteristic; a highly restricted use of conventions. We strongly recommend that you limit the use of conventions and we urge you to consider a restricted approach to bidding. However, the final decision is yours to make.

LAWS: This form of play will be governed by the latest edition of "The Laws of Duplicate Bridge". (<http://www.acbl.org/acbl-content/wp-content/uploads/2014/01/Laws-of-Duplicate-Bridge.pdf>)

DURATION OF CONTEST: In some instances it may be desirable to curtail the length of the traditional club game, particularly in the case of evening sessions. Therefore we recommend that you consider no more than three hours and not less than two hours as a session of bridge play. In any event, you may not conduct more than one contest during any specific morning, afternoon or evening session.

CLUB MASTERPOINT AWARDS: : These games earn the same point awards that any regular pair or team game would receive in your club. The Swiss events earn match awards.

LIMITATIONS: : This format is not to be used for ACBL-wide or District-wide games. The alerting procedure is not to be used at all. The skip-bid warning should not be used or encouraged. A specially-designed scorecard is available from on the ACBL website at: <http://web2.acbl.org/documentlibrary/clubs/Home-Style-Score-Card.pdf> .

Participation in this type of game is open to all ACBL affiliated clubs and units. Applications to conduct this event must be made through ACBL Headquarters.

Homestyle Rubber Bridge — Swiss Pairs

Swiss Pairs are easy to run and require little equipment. All you need are two decks of playing cards for each table, a recap sheet, score pads or scorecards and pencils. Assignment cards would be nice, but a regular recap sheet will do the job with a few modifications.

A scoring table, which outlines the scoring method for this type of game, is included in this guide.

For the first round, pairs should be assigned at random. The N/S pair at table #1 should be listed as Pair #1, the E/W pair at table #1 should be listed as Pair #2, the N/S pair at table #2 should be Pair #3, etc. Players cut for the deal and in most movements they will play four deals of bridge per round. At the end of the round, they will total up their scores and report the total point difference to the director. The director will then convert the score to Victory Points, using the attached scale, and then record the VP total on the recap sheet. After all the results have been turned in, pair up the pairs that have the closest scores, starting with the two highest totals. Keep a record of the pair assignments for each round and do not let the same pairs play against each other more than once in the same session. Give the players their seating assignments and start the next round.

We recommend that you conduct a contest with five matches of four deals, but you can use other combinations that may better accommodate your players. If the pace of the game seems too slow, you may wish to eliminate one round. If your group is quite fast, you may wish to add an additional round the next time that the group meets.

CLUB MASTERPOINT AWARDS: There will be overall and match awards. Match awards are based upon actual scores before conversion to Victory Points. In the event of an exact tie, divide the individual match award. Please use the Swiss match awards schedule the club award charts. Overall placings are determined by the highest total of Victory Points in a session of play. Players in the overall standings earn either the overall award or the total of the match awards, whichever is greater. For the overall awards, please refer to the appropriate one winner movement in the club award charts.

Guidelines for Chicago Rubber Bridge Tournament

(also to be used for the Swiss Pairs Portion of Homestyle)

A rubber consists of four deals	
First deal	Neither side is vulnerable
Second and Third deals	Dealer's side is vulnerable (other side is not)
Fourth Deal	Both sides are vulnerable

There is a bonus of 300 for making a non-vulnerable game and 500 for a vulnerable game. On the fourth deal only, there is a bonus of 100 for making a partscore that does not complete a game. Tricks, penalties, slams and honors are scored as in rubber bridge, but there is no rubber bonus. Partscores carry over, but any game wipes out previous partscores. A hand that is passed out will be redealt by the same dealer.

The contest will be governed by the "Laws of Duplicate Bridge", revised September, 2008, but subsequent revisions will apply.

Converting Rubber Bridge Points Into Victory Points

Size of Rubber Won	Victory Points
0-40	10-10
50-140	11-9
150-240	12-8
250-340	13-7
350-540	14-6
550-740	15-5
750-940	16-4
950-1240	17-3
1250-1540	18-2
1550 or more	19-1

With a half-table movement, award 12 Victory Points to the sitout pair for their bye round. With groups of three or four tables, we recommend that you let them play six-deal Chicago. No one is vulnerable on the first two deals, the dealer's side is vulnerable on the third and fourth