

TGRs Super League Autumn 2017 season

Team Simms

Welcome to the TGRs Super League.

Your schedule for the Round Robin is:

Date	Opponents	NS at	EW at	IMPs	VPs	Tot	Rank
06 Sep	SAAJ	1	8				
20 Sep	Pemberton	1	2				
04 Oct	Black	1	3				
18 Oct	Clack	1	4				
01 Nov	Harris	1	5				
15 Nov	Mueller	1	6				
29 Nov	de Botton	1	7				

Please note the information below, which is essential to the smooth running of the League.

- The starting time is 19:30. It is important that players are ready to start punctually.
- Before the match, please convene at your team table. Complete the name slip with the names and starting positions of all four players, and place it in the envelope with £40 (£10 per player including refreshments).
- When the Director asks you to move, the East-West pairs move to their opponents' table. You will play twelve boards, break for scoring and refreshments, and then the away team's pairs exchange places with their team mates while the home team's pairs remain where they started.
- We are using Bridgemates to score the League. The North player at each table is primarily responsible for entering the scores into the Bridgemate, but both pairs are responsible for correct verification of the scores. Please enter each board as it is played – don't wait until the end of a set before putting the scores into the Bridgemate.
- At half time and at the end of the match, you should score up with your team-mates as usual. We will give you a printout against which you can check your scores at half time and at the end of the match.
- **All teams are playing the same boards. This means that post mortems during play, and during any break while other tables are still in play, must be kept to a minimum – and that minimum is zero.**
- Hand records will be available at the end of play. Scores, Butler rankings and all manner of other data will be published on our website www.tgrsbridge.com shortly after play is complete. This information sheet can also be downloaded from the site. We hope you enjoy the Super League.