

North Iowa 500 Tournament

Saturday February 21st

Registration fee: \$10 per person (covers pizza, prizes, and supplies).

Start time: 2:30 P.M. for registration and 3:00 P.M. for the first round of play.

You can come with a partner or without one, it doesn't matter. If you come without a partner we will randomly assign you one.

Set Up

There will be 5 rounds of approximately 45 minutes. There will be 10-15 minute breaks between rounds and a 1-hour break for super at 6 P.M to use the bathrooms or stretch your legs.

The rounds will start at 3, 4, 5, 6:30 & 7:30 with calculations starting at 8:30 to determine the winner.

No new hands will be dealt after 45 minutes (3:45, 4:45, etc.) A bell will sound or an announcement will be made at this time.

After each round the scorecards will be brought up to the head table by one of the players. The winning team will want to make sure this happens in a timely manner or their points may be lost which will hurt their chances of winning.

All scorecards should be labeled clearly identifying:

Which 2 players make up each team,

The margin of victory or loss assigned to each team,

Which round it is,

Which table the game was played at

All scoring will be on an individual level, not per team for the daily point totals.

All pairs will be assigned to a table each round with another pair of players.

During odd numbered rounds you will play with your original partner; for even numbered rounds you will play against them. This will allow a better chance for getting to know other players and should have a balancing effect when it comes to finding the "best" player. This way wives won't be stuck playing with their husbands for 6 hours and soaking up all of their criticisms (or visa, versa)! Partners will play 3 games together and 3 against each other.

For games when you will not be playing with your original partner, use the cards for randomly deciding what the teams will be for the game. Flipping up cards and pairing the 2 highest is a good way to do this, but feel free to use any random way to decide teams.

Rules for Playing

Games will not be played to 500 points as usual. It just wouldn't work efficiently to play to a set score or set number of hands with so many people playing. You will play as many hands as you can during each round with a total score.

It will not matter if you win or lose; only the margin of victory or loss will matter.

This will remove the need for "suicide" bids or taking huge risks just to prolong the game. The most important thing will be maximizing the cards you are given each game.

There will be no nils, nellows, lows, or newlas (whatever you want to call it).

There will be no "declaring", "grand", or asking for your partner's best card and laying them down. You will be rewarded only for the points you bid and no more (not because you got a lucky middle).

6 bids are allowed and will be the lowest bid (not 7). There will be no "indications" or "inkles" or whatever you want to call it. You must either make at least a bid of 6 or pass. Please do not "table-talk" or try to indicate to your partner in any way other than bidding about what you may have. For those that play otherwise a 6 bid is really the same as an "indication", except that you can get stuck with it.

No Trump will of course be used along with the other 4 suits.

The joker can be played at ANY TIME in No Trump. You do not have to be out of a suit before you play it. You can also lead it and name it the suit of your choice. Some do not play this way, but I feel that most people around here do.

The deck will consist of 45 cards not 43 as some people play; with all 4's included. This means there will be a 5 card "middle" or "kitty."

There is no "rally bidding." Each player will allowed only 1 bid.

If the first 3 players pass, the dealer must make a bid. This shouldn't happen much, but it should keep things moving at a faster rate.

There will be no "misdeals" for not receiving a face card. You are stuck with the 10 cards you are dealt no matter whether you like them or not.

If the cards are dealt out wrong (as in each player not getting the right number of cards, or a card getting flipped up) the cards will be re-dealt. Also, the dealer will forfeit his deal; and the next person in

line will have the chance. If a “harmless” dealing error is made and ALL 4 players are fine with just moving a card around, that is fine.

NO CHEATING! Take some pride in your ability to win fairly. If cheating becomes a problem teams will have to be randomly assigned in the future.