1. Ladder games will always be arranged by the club organisers, although members may suggest possible games. Tournament games will always take precedence over ladder games.

2. Players may challenge anyone who is up to three places above them on the ladder. If some players are absent this may be altered to two players above them who are at the club meeting and available to play.

3. If a challenger wins his/her game against someone higher on the ladder, their name tab is moved into the place where the challenged player was situated and the intervening tabs are all moved down one place.

4. Players may play at most two ladder games in a single session; this will normally involve a challenge to their place from a person in a lower position and/or a challenge against someone in a higher position.

5. Players may not play two ladder games against the same person in a single session.

6. If the person who is at the top of the ladder is absent from the club meeting, the next person who is present is moved into the top position and the intervening tabs are all moved down one space; this ensures that it is always possible for someone to play for the top position.

7. The ladder will run continuously during the sequence of club sessions and the ‘ladder’ trophy will be held by the person at the top of the ladder from the end of one meeting to the next but must be returned at the start of the next session that he/she attends.

Club members are not permitted to move any of the names on the ladder.

JCD/ODL [Feb 2012]