

# **CLUB DIRECTORS MANUAL**

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Crockfords Bridge Club  
2013*



# TO CLUB DIRECTORS

Welcome to the first edition of the *Club Directors Manual*.

## How this manual came about

In 2007, when I started directing at Christchurch Bridge Club, the largest club in the southern hemisphere, I discovered how little I knew about my club, the roles that complemented mine, and all the behind-the-scenes processes that went into the handing out of the boards, posting of results, and running the different competitions. While we had a couple of in-house workshops each year, Directors' meetings were sporadic and there was no organised system of training or formal mentoring. I wasn't even aware of the *NZ Bridge Manual* as a resource until about 18 months into my directing career, when I saw a Senior Director taping pages into her law book and asked her what she was doing.

Fast forward 6 years and 5 folders of information (one covering procedures at the 3 clubs I directed for and workshop handouts and notes on the laws; others on movements, Scorer, teams and tournaments), in addition to a cumbersome administrative folder, *Patrick's Bridge Movements* and the Scorer manual. At any one time, I was carting around at least 3 folders, just in case! So when 3 players from Crockfords Bridge Club answered the call for new Directors, we needed a cohesive source of information; in fact ...

## A one-stop resource for new Directors

I have organised this manual based on procedures at Crockfords, (started 1934, second oldest club in NZ, approx. 400 members) which the committee has generously allowed me to share, with the aim of helping new Directors understand how everything fits together.

- Don't even think about reading this manual from cover to cover – it is a reference to be used as needed. Often information is repeated in different places. Different fonts are used to distinguish different types of information.
- Clubs or Directors can add, replace or correct information as appropriate. The binding enables additional material, e.g. workshop notes or handouts, to be inserted. (Warehouse Stationery punches and binds for minimal cost.)
- Exemplars from Crockfords can be replaced with material relevant to your club.
- Past exams and answers can be removed and placed in a separate binder.

## A work in progress

Many Directors have answered many of my questions during the process of compiling this manual. I am sure it will answer most of yours. There are still gaps, (for example, no index), but perhaps readers will address these in future editions. Please send any additions or corrections to Fiona Temple, Secretary Canterbury Regional Bridge Committee:

<http://www.canterburyregionalbridge.co.nz/>

**Carla Heslop 2013**

# CONTRIBUTORS

- Compiled by Carla Heslop, Crockfords Bridge Club, Christchurch, 2013
- Major contributor: *Introduction to Directing*, Allan Joseph, National Director (ND), Wellington, 2012

## Additional sources/ contributors

### Director's Role and Duties

- NZ Google Director's forum – Peter Bowyer, TD, Howick Bridge Club
- Directing Disasters – John Nimmo, TD, Crockfords Bridge Club

### Movements

- *Bridge Director's Handbook of Movements and Scoring* – Judi McKee, NSW, 2002
- *Patrick's Bridge Movements* – Julie Atkinson, ND, and Patrick Carter, ND, Auckland Bridge Club
- Workshop and notes by Keith Wignall, TD, Christchurch Bridge Club

### Scoring

- Scoring Across the Room – John Skipper, ex-president, Chch Bridge Club
- *Scorer Manual* (online), BridgeScorers – Martin Oyston, ND, Marton Bridge Club
- Workshop (Scorer) by Stu Edwards, TD, Chch Bridge Club
- Penalties – Murray Wiggins, ND, Taradale Bridge Club, Napier

### Laws

- *Zone 7 Law Interpretations, Regulations and Guidance* (notes on 2007 law changes) – Arie Geursen, Chief Director of NZ Bridge
- *Director is Called* – A handbook for the Director at the local Bridge Club – John McGrath, Sydney, 2008
- *Duplicate Decisions* – A Club Director's Guide for Ruling at the Table – American Contract Bridge League, 2008
- *NSW Bridge Association Tournament Directors Course Notes* – Tony Howes, 2007
- ABOARDSA workshop 2010 for NZ Directors presented by Arie Geursen, Laurie Kelso, CTD Victoria, Matthew McManus, CTD NSW, Sean Mullamphy, Chief Director of ABF (Insufficient bid, UI, Adjusted scores, Partnership understandings, Systems and alerting, Claims, Appeals)
- *NZB Manual*

### Special Events/ Other

- A variety of sources, including Keith Wignall, Patrick Carter, John Skipper, John Nimmo
- Handicapping – Peter Bowyer
- Seeding – Michael Johnstone, TD, Timaru Bridge Club
- Answers to May 2011 Club Directors Exam – Giles Hancock, Akaroa Bridge Club

# TO CLUB COMMITTEES

Clubs are often keen to spend money on their premises, admin and new technology. Directors also are a valuable investment. Non-directors are often unaware of the depth and breadth of a Director's role. Hopefully this manual will create a new appreciation of the many services a Director provides:

## Public Relations (PR)

- Because Directors direct at all levels, relieving for other Directors in other grades, they are often more recognised than the president or secretary/manager. A Director with people skills is an important asset.
- For many players, especially at Junior level, the Director is the face of the club, the go-to person for every concern. This means that Directors need to be informed about every aspect of the running of the club, from timetabling of sessions and events to lost and found.
- Directors are also responsible for preparing players for play in tournaments at other clubs. Directors have an important role in educating/updating players on the laws and protocol.

## Responsibilities

- As well as managing sessions, Directors are responsible for getting correct results out in a timely manner. If something is mucked up, a Director has to spend additional time at the end of the session sorting it out or even come in the next day to redo the results.
- Directors are required to know about the Scoring program (and bridgepads), timer and microphone system, heating and air conditioning, the photocopier and sometimes even the dealing machine and dishwasher.
- Directors are in sole charge of the health and safety of the players during night-time sessions. They need to know safety procedures and, if they are also club warden, are expected to be the last one out of the building if there is an emergency.
- Directors are in sole charge of the building at night. They need to know the security procedures – codes for alarms, gates, the safe – or just where the various keys are kept. Directors are also responsible for collecting and balancing the money.

## Training and Qualifications

- A new Director needs to sit a 3-hour exam which requires an 80% pass mark.
- A good Director needs to keep him/herself up-to-date with developments. This means regular attendance at workshops (often involving travel to other centres) – in their own time – and a commitment to learning and implementing new information, for example:
  - Amendments and new interpretations of the laws and regulations
  - Updated technology – Scorer updates, new generations of bridgepads, speaker systems etc
  - New movements coming into practice

- Tournament requirements and higher level directing for Club Directors wishing to advance or provide more value to their club.
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### **Feedback from players and sessions**

Directors are a valuable source of feedback on what is going on in a session. If there are decisions to be made about policy and procedures regarding the running of sessions, it is sensible to consult the Directors who run them.

Directors attend workshops where they are trained by more Senior Directors on the proper way to run a session, on successful techniques for managing slow play and problem players, as well as the implementation of laws regarding these and play in general. This manual summarises the advice Directors are given. If Directors aren't being mentored, then workshops are a great place to find solutions for issues from more experienced Directors, who understand the multi-tasking that directing requires.

Frequently, non-directors, even if they are very experienced players, don't understand this. Players tend to see things from the perspective of their own experience and often from speaking to a few like-minded individuals. They forget that the Director can see the whole room, and that they are generally in receipt of feedback from players from various 'cliques' and various sessions. Not only this, but they have no investment other than the smooth running of the whole room.

Also, individual directing personalities need to be taken into account. There is no point in a committee deciding on a policy if only some of the Directors feel comfortable with it. Policy decisions based on mutual feedback and respect are much more likely to be effective and implemented.

### **Attracting and keeping directors**

- Supportive management and committee that shares information freely and regularly and encourages input and listens to feedback from its directors
- Supportive directing team environment with good leadership and mentoring
- Decisive committee backup over rude or inconsiderate player behaviour – to other players (e.g. habitual slow play) or to the Director (e.g. breaches of code of conduct)
- Greater acknowledgement of the essential role a Director fills and the amount of learning required, including financial support to attend workshops

At present, fees for directing vary from club to club and region to region. Historically, payment for directing has been considered a gratuity. Directors have done it because they wanted to provide a service for their club. In the past, there has been no shortage of players putting their hands up to direct, and Directors have been treated as something of an expendable resource. This might not always be the case. I am hopeful that this manual will encourage both NZ Bridge and individual clubs to look at the contribution that Directors make to the game, with a view to acknowledging the long-term value a good Director can provide.

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- Job Descriptions for Directors, Convenor of Directors, Grade Chairpersons
- The Recorder's role
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## 7 NZ Bridge Manual Regulations

- Directing – general
- Alerting procedure – Enquiries/ Mistaken explanations/ Unauthorised information
- Alerting policy
- Appeals (and examples)
- Fouled boards
- Psychic bids
- Systems policy
- Master Points

## 8 Necessary Forms – exemplars

- Appeal form
- Bridge Instant Score Sheet (fun sessions)
- Howell Movement guide cards for 3-9 tables
- Movement sheet
- Check-off slips (for relay table and/or feed-in table)
- Personal score cards
- System card – official
- Basic system card for Juniors/Ints
- Table slips
- Teams Match Results slips
- Teams/ Swiss Pairs score sheets
- Travellers – blank
- WBF Continuous VP Scale
- WBF Discrete VP Scale

## 9 Club Director's Exam Syllabus

- Past Exams for Practice
- Answers courtesy of Allan Joseph
- Tournament Director's exam syllabus



# **1 The Club Director's Role and Duties**

- **General advice**
- **Law book**
- **Google Directors' Group (discussion forum)**
- **Other useful references**
- **Job Description for Directors**
- **Job Description for Convenor of Directors**
- **Job Description for Grade Chairpersons**
- **The Recorder's role**
- **Code of Conduct**
- **Etiquette**
- **Emergency procedures**
- **Heating/air conditioning**

### PR (Public relations)

- While the Director is the official representative of the club, they should consider themselves a host/ hostess for the event. Smart dress shows respect for the players and will engender mutual respect.
- The Director should also try to facilitate enjoyment of the bridge event. A sour, grumpy, nagging, officious Director will NOT achieve this goal. A friendly, courteous, and considerate Director (even if less than 100% competent) is the best starting point. A good Director should be seen, always readily and pleasantly available, but seldom heard.
- Be prepared to briefly explain your ruling. Sometimes players don't know the latest amendments or even understand what they did wrong. When necessary, however, the Director is expected to be decisive and firm.
- If things go wrong, a heartfelt apology has a **much** better reception than blaming the players. Even if players have mucked up a movement, it is better to say that the movement was fouled than to point fingers!
- The ethics of a Director should be exemplary. Don't make directing decisions at the table – call the Director. Set an example in your play, manner and timeliness of how to support the Director in charge.
- Supporting fellow Directors is also an important part of PR (and why it is important to all be on the same page re interpretations of the laws). Players will come to you every so often to complain about another Director's ruling or ask your opinion. Or players will tell you that, at the last table, the other Director gave a different ruling on exactly the same situation (implying that you are in the wrong). Just say, "I can't comment on that situation, but my ruling in this case is..." By all means check with your fellow Director, (nine times out of ten, you will not have been told the whole story), but never get drawn into criticisms. A unified front gives players confidence in their Directors.

### Management of the session

- The Club Director is expected to be able to conduct club sessions (pairs as well as teams). You should arrive early enough at the club to ensure the smooth running of the event, definitely no later than 20 minutes before the start of a club session and 30 minutes before the start of a tournament. At the end of the session, the Director is to ensure that the results are accurate and posted, and that all the boards and electronic scoring devices (if used) are collected and packed away. The Director should not leave until these matters are completed.
- The Director needs to be familiar with the technology in use at their club. Make sure you have familiarised yourself with the scoring system, the timer and microphone system, the photocopier, heating/ air conditioning etc.
- The Director and Grade Convenor/ Grade Chair need to work together, so it is helpful to know what the Convenor's duties are. Discussion and agreement over who does what saves overlapping of effort and clarifies areas of responsibility. Each person can support the other in their role.
- The Director's role may include being in charge of the health and safety of the players during the session. Familiarise yourself with these procedures – and security systems.

- Directors should also be aware of the ‘rules’ of bridge protocol, or table etiquette as it is often called, as well as the code of conduct for their club. See *Bridge Protocol – Stuff you should know!* in the references below.
- In order to avoid mistakes with movements, which can be very traumatic for all concerned and may end up in having to scrap an evening’s bridge, **ALWAYS double-check your movement and placement of relays and feed-ins**, including that you have the right number of feed-ins.

### Referee (authority referred to for a decision)

- The Director is required to administer and interpret the laws – see Law 81C. The *NZ Bridge Manual* guides us with this interpretation in an attempt to ensure uniformity throughout New Zealand. A qualified Director has the responsibility to keep updated on changes to the Laws and Regulations. Players, as well as your club committee, will rightly expect this of you. In applying the laws, emphasis should be on restoring equity, not imposing penalties. The preferred term in the 2007 laws is ‘rectification’. However, there are still penalties for procedural infringements and unacceptable behaviour.
- Many of the laws refer to other laws, or involve the application of other laws as well. The best place to start is to learn the laws relating to the 5 most common infractions off by heart. They are highlighted in the Commentary on the Laws.
- In your initial stages of directing, don’t worry about making mistakes with rulings. Directors’ errors are common enough to warrant a law to rectify such mistakes – see Law 82C. If you discover you have made a mistake, apologise, inform players and tell them how you are going to rectify it. Sometimes, in the lower grades, a mistaken ruling will have such negligible effect on the outcome of the game, there is no need to bother players (and possibly diminish their confidence in you) by correcting it.
- Wherever possible, play should continue and a score adjustment can be made later – if necessary! This means if you are not sure how to rule on an infraction, make a temporary ruling to allow play to continue and tell players you will sort it out and come back to them by the end of the night. Make sure you do get back to these players as they need to have confidence that you are doing the right thing by them.
- Be familiar with your role if there is an appeal of one of your rulings. It has changed in the last few years. Nowadays, Directors are expected to be present during the decision-making process to explain any aspects of the laws that appeal committee members are not familiar with, so they can understand why you have applied them.

### Training/ upskilling

- Be prepared to spend time on keeping up-to-date with amendments to the laws when the new *NZ Bridge Manual* comes out (every couple of years), on travelling to workshops – usually a couple/year for training from more senior Directors, and on learning new technology – developments with the scoring program and bridge pads.
- Directing Qualification: In New Zealand there are 3 levels of qualification – Club, Tournament and National. Club Exams are held twice a year, Tournament Exams once a year, and National Director by arrangement. Examinations are ‘open book’ – the 2 books you

are allowed in the exam are *The Laws of Duplicate Bridge 2007*, produced by the World Bridge Federation, and the current *NZ Bridge Manual*. (See exam syllabus at end of this manual.)

## Education

- As well as educating yourself on new developments, the laws and rules of etiquette, Directors have an important role in educating players about them.
- A brief explanation at the table can be followed up with a more detailed one at the end of the night if you sense that a player is dissatisfied. Taking the time to do this can be crucial. Players who feel they have been heard, and are satisfied that you have applied a law fairly, even if they are not happy with the outcome, are unlikely to want to take time up at the end of the night with an appeal.
- Rulings about the laws and protocol need to be at a level appropriate to the level of the players. This means that in Juniors, many minor infractions are overlooked and laws are applied at the most basic level to keep play moving. Intermediate is a good grade to start introducing players to the importance of the laws to the game. By this time players have got to the stage where they have mastered the basic elements of playing and they want to understand it better. The *Bridge Protocol* booklet came about from the questions of Intermediates, and very couple of weeks, I found myself giving short talks before the start of a session on aspects of protocol or the laws that players wanted – or needed – to know about. Consequently, they felt better about calling the Director, and are better informed if they decide to enter tournaments, visit clubs in other centres/ countries, or for when they are promoted to the next grade and a more stringent application of the laws.
- Senior Directors have an important role in educating/ training new Directors; providing a supportive team environment in which trainees can bring up issues to have them resolved or learn how to resolve them. The Senior Director should also provide a standard for rulings at the club, so all Directors are following the same interpretations of the laws.

## Personal satisfaction

- You can gauge your development as a Director by how much you enjoy directing: if directing is a hassle, you are not directing well – it is not the players' fault. *Be prepared to encounter problems*; all Directors experience problems. If you get pleasure by seeing other players enjoying their game of bridge, then you are on the right track.
- Confidence comes with experience. Experience for most of us comes after making some sizeable blunders and then recovering once again! (See Directing Disasters further on.)

## RELIEVING FOR ANOTHER DIRECTOR

- **Don't change anything** – unless you absolutely have to.
- Large clubs with different sessions for different grades should have Session Guides for each grade, written by the incumbent Director. (See examples end of following section.)
- If you don't have a Session Guide, find out from a player or Grade Convenor what the layout of tables is and the sitting seats. (Early in my career, I was called in to relieve for another night. I set up the tables in a sensible shape (oval) for the number expected and numbered them in what I thought was a sensible manner. I soon found out that I had put T1 in the 'wrong' place and, because they were used to playing in a square, several players couldn't sit in their favourite seats. There was murmuring all night, but a lesson learnt. I assured them it wouldn't happen again, now that I knew how things worked. There is no point in making players unhappy over unimportant things.)

## DISAGREEING WITH ANOTHER DIRECTOR

It's unreasonable to expect everyone to agree on law interpretations, tricky rulings or even best procedures; everyone who's attended a Directors' workshop will attest to this. However, club Directors need to present a united front. It's not fair on players for different Directors to be giving different rulings on the same situation. If you disagree with a ruling or interpretation of a law by a fellow Director, there are ways to handle it:

1. Approach the Director and ask him/her why s/he ruled that way. There may be something you don't know.
2. Approach your Head Director for a definitive ruling.
3. Take your query to Arie Geursen, Chief Director of NZ Bridge, via Alister Stuck, [secretary@nzbridge.co.nz](mailto:secretary@nzbridge.co.nz)

- Always carry your law book with you. Sometimes players are inclined to argue with a new Director and you may need to read out a law. Sometimes you may need to explain a law. Part of the Director's role is education – helping players understand the application of a law.
- Rulings at the table are often made under pressure – of time, raised emotions or information overload. Consequently, it doesn't hurt to have all your vital information immediately to hand. In my law book, I have pasted (reduced in size):
  - Score sheet (front cover)
  - *Manual* pages C12-14: Alerting procedure/explanations/UI; and D 9-13: Alerting Policy (sellotaped in as additional pages)
  - Updated amendments to the laws taped next to the relevant law (done whenever the new *Manual* comes out)
  - Mitchell Bridge Movements summary (back cover)
  - Coloured tabs on the pages of the most common laws so I can turn to them quickly;
  - I have also added my own highlights and notes to facilitate rulings.
- Every Director should have their own Law Book, kept up-to-date and ready at hand.

## **Some useful additions to the Index (in alphabetical order)**

### Alert

- Late alert C12
- After opp bid 21B
- Final contract influenced by misinfo due to non-alert 75B

Call Incomplete – can be changed but partner must take no info from incomplete call

### Cards

- from Wrong board bid on or played 12C2(a), 17D
- Dropped 50B
- Hidden in Dummy 67B1A
- Not properly designated 46
- Played prematurely 57
- Played simultaneously 58

Card missing: Found at end of play 67B2(b)

Declarer says "Play anything" 46B5

Double: Definition 19A/ Inadmissible 36 and 27B3 (replacing an IB)

Exposed card 24

Inadvertent bid (unintended) 25

Lead: simultaneous lead or play 58

Play from Dummy before Defender has played 57

Played card 45

Psyching D29 – 2 psychs/session allowed

## NZ BRIDGE DIRECTORS' GOOGLE GROUP

### The aim/purpose of this group

To support Club Directors who wanted to ask even the most simple question about the laws or running an event without feeling embarrassed – knowing there are at least 10 other Club Directors out there who also wanted to ask the same question! Answers come from some of our top Directors and are always answered very patiently and comprehensibly.

The initial and still current description for the NZBOARDS is:

*A moderated group for NZ Bridge Directors.*

*To support existing and potential, Club, Tournament and National Bridge Directors.*

*To share rulings and law interpretations (but NOT to the nth degree!)*

*To advise best Club and Tournament set up, tables, boards and movements.*

Moderator Peter Bowyer has been directing at Howick since 1994 and is now a Tournament Director. Peter was asked to initiate the NZBOARDS forum following moderating a group site for Howick Bridge Club. Peter is always keen to welcome new members to the group.

### Joining the group

The invite to join the group went out to Directors on the NZB file as at July '08. At the moment there are 253 NZ Directors who are members. Directors (existing and potential) not in the group who would like to join simply need to send an email stating their club and NZB computer number to either: [nzbridgeDirectors+subscribe@googlegroups.com](mailto:nzbridgeDirectors+subscribe@googlegroups.com) or to [bowyerpn@gmail.com](mailto:bowyerpn@gmail.com). There is also a link on the NZB website.

Some members do not like 3, 4 or 5 emails coming in on their email, especially if they are not really interested in that particular thread. **Email receipt options are available:**

1. Email – Each message is sent as soon as it's posted/approved.
2. Digest Email – New messages are consolidated and sent in a single email (max 1/day).
3. No Email – Read the group on the web. (You need to get a Google account (no charge) to read NZBOARDS group emails on the Internet).
4. Abridged Email – Get a summary of new activity each day.

Importantly

- Subscribing to the Google hosted group is free.
- Email addresses will not be shared (or given) to any third party.
- Emails are moderated to avoid spam and/or controversial postings.

## OTHER USEFUL REFERENCES

- *NZ Bridge Manual* )
- *Scorer Manual* by Martin Oyston ) All available online
- *Patrick's Bridge Movements* )
- *NZ Bridge Magazine* – Richard Solomon (Editor), [RKSolomon@xtra.co.nz](mailto:RKSolomon@xtra.co.nz)
- Te Awamutu Bridge Club – The Non Director's Guide to the Laws and Ethics of Bridge
- *Bridge Protocol – Stuff you should know!* by Carla Heslop is available from Christchurch or Crockfords bridge clubs (\$10).

# CONVENOR OF DIRECTORS/ HEAD DIRECTOR

## Key Duties

- To ensure that every session has a Director in charge, appropriate for the grade
- To create a harmonious team environment (by providing regular meetings and professional development opportunities) so that all Directors feel they can bring issues or problems to the table for resolution, and so they feel supported
- To standardise rulings through discussion and mutual agreement
- To represent Directors and present directing issues or feedback to the committee, and advise on matters of play. Directors need a voice on the committee to avoid a strong (albeit well-meaning) individual influencing changes based on their experience in a small microcosm of play (i.e. the tables surrounding them) and conversation with like-minded players; whereas Directors, who can see the whole room, as well as having the interests of **all** players at heart, should have the deciding say – particularly if it involves actions they may have to take
- Should be head Director – needs to be the most knowledgeable and experienced in order to properly represent and mentor other Directors. Also combining both roles avoids an extra layer in the hierarchy and possibility of miscommunications between the two roles

## Areas of responsibility

1. Management of Directors
  - Regular meetings and contact
  - Education of Directors
  - Issues with players
  - Applications of laws to maintain a common standard
  - Keeping players updated re amendments to laws and regulations
  - Directors' contribution to newsletter
  - Administrative issues – coordinate with Sec/Manager before Directors' meeting
  - Health and safety issues
  - Issues with heating, air conditioning, property
2. Timetabling of Directors and sessions
  - Appropriate Director for grade (in terms of training and personality)
  - Reserve Director for each session
  - Appropriate application of laws for grade
  - Oversee formation and updating of guidelines for each session (Session Guides), including updated lists of sitting seats
3. Training of new Directors
  - Support/ mentoring/ professional development
  - Provision of material
  - Feedback from workshops, or arrangement with trainees to attend workshops
  - Monitoring of performance and feedback
4. Interface with management
  - Keeping Sec/Manager informed of any directing issues (e.g. problems with the computer, scoring, players, boards, i.e. dealing of hands)
  - Keeping Sec/Manager informed of any changes of timetable
  - Attending regular meetings with committee
  - Pay issues



# DIRECTORS ROLE DESCRIPTION

In 2012, in acknowledgement of the evolution of the Director's role in the club, the incumbent Convenor of Directors at Crockfords asked club members **and Directors** for their input in compiling a list of what is currently regarded as a requirement for the role. The following list became the introduction to the Directors Job description, which cannot be included here for privacy reasons because it is part of a Director's employment contract. The Job Description lists the Director's duties and responsibilities, which correspond to those detailed in the session guide exemplars.

## **PERSON SPECIFICATION**

Directors will promote and enhance the reputation of the Club by ensuring each session of bridge is a pleasant experience for the players.

### **We will do this by:**

- Being friendly and welcoming
- Being organised and patient
- Being unobtrusive yet ensuring by our demeanour that players recognise our authority
- Knowing the rules and keeping up-to-date with rule changes
- Applying rulings fairly and consistently and when requested, providing explanations of rulings at the earliest convenient time
- Supporting the Grade Chairperson and Grade Committee
- Contributing to the status of the Club's Directors by sitting and passing professional exams
- Mentoring trainee directors and those with less experience
- Supporting fellow directors by providing training opportunities
- Utilising opportunities for professional development – in-house, local and national courses, workshops and seminars
- Demonstrating flexibility in the sessions we direct so as to enable other directors to gain experience directing other grades and/or tournaments
- Responding positively to feedback at an annual appraisal and at other times
- Supporting the endeavours of the Executive and Management Committees
- Using appropriate channels to bring to the attention of the Executive Committee any matter that may impact on the good name of the Club.

These attributes recognise that the Directors hold a unique place within our club. For many members, they are the face of our Club.

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The Directors are also expected to work closely with the Grade chair in clarifying duties – who does what – and how they can support each other. Because the Grade Chair is not a paid position at the club, an exemplar of the role description follows. (This has also evolved over the years and is in the process of being updated.)

# ***CROCKFORDS BRIDGE CLUB***

## **GRADE CHAIRPERSON**

***Responsible To:*** The Chairperson of the Management Committee

***Key Duties:*** To administer the affairs of the Grade in conjunction with the Grade Committee and represent the Grade on the Management Committee.

***Detailed Duties and Responsibilities:***

- To chair the Grade Committee meetings, allocate duties to committee members, arrange and oversee a Bar roster, and facilitate the flow of information and views between the Grade members and the Management and Committees.
- Facilitate the smooth running of each session of Bridge in co-operation with the Director. This includes reading notices and results, welcoming visitors, liaising with the tea person, clearing tables at end of session, assisting with results and dealing with issues raised by grade members.
- Assist the Director in securing premises at the end of the session.
- To provide a list of names to the Grading Convenor of people who are available for the dealing machine roster.
- To arrange Fire Drill practice as directed by the Executive.
- To contact people who are not regular attendees to make sure all is well, check if support is needed or if a bridge partner is needed.
- Inform the Secretary-Manager of any bereavements so that a card can be sent.
- To support Club events such as tournaments, social occasions and work days and promote the participation of grade members in these events.
- To assist the Executive with Grade Elections.
- To be responsible in conjunction with the committee for organising the end of year Christmas party and prize giving, and a mid-year function if desired.
- To draw up a list of grade members who have met promotion criteria and present it to the Grading Committee for consideration.
- To prepare for the Secretary-Manager, a Match Programme for the next year.

*05 Sep 2005*

# Role of a Recorder

The Recorder is a person to whom players may go to on a confidential basis if they are : -

- a) Offended by un-acceptable behaviour at the table, which they consider should not go unchecked but in their opinion it is not sufficiently serious to warrant a written complaint to the committee.
- b) Aggrieved by action(s) of opponents in matters of bidding or proprieties but are not sufficiently confident of their grounds and therefore are reluctant to call the Director.

The role of the Recorder is to provide a sympathetic hearing, diplomatic discussion and if need be advice to the complainant.

If the Recorder considers it warranted he/she will record the incident and should there be several repeat incidents (at least 3) reported by other club members, the Recorder may approach the offender(s) on a diplomatic and confidential basis to discuss the concerns that have been expressed to him/her.

Only matters of a very serious nature will be reported to the Committee. The Committee of course would give the offender(s) the right of reply and/or warnings before taking any appropriate action.

Examples could be :-

- A player who obnoxiously criticises their partner about bidding or play, which makes it uncomfortably embarrassing for other players at the table.
- Suspected partnership conventions (understanding) that are not alerted or explained in terms of NZ Bridge and Club guidelines.

The use of the Recorder must not replace the need to call the Director for any infringements during a session nor will it change a result. The Director is responsible for running each session of bridge.

It is envisaged that in our Club (Crockfords) the role of the Recorder would be of a very low-key nature.

## **BRIDGE RECORDING IN NEW ZEALAND**

A bridge recorder is an experienced player who is available for informal advice; this could be about an issue of play, bidding or etiquette. Any bridge player may contact the recorder to help them decide whether to take an incident to formal appeal, or just to report a concern about another bridge player's behaviour (at or away from the table). Communications with a recorder should remain strictly confidential to that person alone.

A recorder receives, investigates and evaluates incident reports. He or she then communicates, as appropriate, with those involved with a reported incident, especially the reporter and the subject. A record of all incident reports, along with records of investigation and resolution, is maintained. The recorder may make or assist with an impartial presentation of evidence to a disciplinary committee or may present a complaint to his or her appointing organisation.

The New Zealand Bridge Board appoints a national recorder, who is available for consultation at national events. Each of the seven regional committees should appoint a regional recorder, who, whenever possible, should be available at regional events and tournaments. All bridge clubs should have a recorder available for club events and tournaments. If a player is disciplined by his or her club for continuing misdemeanours, then the regional recorder should be informed. Regional recorders should in turn inform the national recorder about serious incidents, so that appropriate action may be taken at national events if the same player re-offends there.

A recorder has no disciplinary authority and must not give any indication to the contrary. He or she may file a complaint with an appropriate disciplinary body against a subject as a means to resolve an incident report or reports. A recorder may choose to inform a subject that a complaint may be filed in the future should the undesirable behaviour continue.

A recorder should not serve on any bridge disciplinary body. A recorder should preferably not serve on a bridge appeals committee as this may create a conflict of interest. However, if no other qualified people are available, a recorder may be a member of an appeals committee.

It is very important that bad behaviour be reported to the recorder. A quiet word in the ear of the perpetrators may be all that is required to prevent further incidents and make the game of bridge more enjoyable for everyone. Recorders should maintain a dossier of incident reports for use if our ruling body considers disciplinary action against players or partnerships. As far as possible, confidentiality should be maintained.

Noel Woodhall  
National Recorder  
2010

# **CROCKFORDS BRIDGE CLUB**

## **Code of Conduct**

This is a Code of Conduct developed to assist Club members in promoting good fellowship, by understanding the standards of conduct expected of them and acting in a way that enhances public opinion of the Club and its members.

### **Key Elements**

The Crockfords Bridge Club Code of Conduct is based on ten key elements which are :

#### **1. Conduct**

Club members are expected to act in a manner that is considerate of all other members. This includes the non-use of derogatory language towards others, acknowledging the rights of other people while treating everyone with courtesy.

#### **2. Behaviour**

Members must avoid behaviour that could constitute an act of disorder, misbehaviour, breaking of the law, discrimination, or behaviour or attitudes which could be construed as harassment. This means avoiding in any way those acts that are likely to bring the Club into disrepute including intimidation, verbal abuse, and the effects of intoxication.

#### **3. Complaints**

Members are required to follow the appropriate procedures if they have a complaint against a fellow member, or a Club employee. This means notifying the Club Recorder if the issue relates to bridge play, bidding or etiquette. The Management Committee may also be contacted if necessary. If the issue relates to a Club employee, any complaint should be submitted to the Executive Committee.

#### **4. Dress Code**

Members should dress appropriately.

#### **5. Tournaments**

Members participating in any competition, such as a Club event, or any event where they are representing the Club, are expected to do so in a way that their individual actions, or the actions of any team, show respect for all others participating in the event. Those participating members will accept handicapping, protest and any other outcomes. Most importantly members must not exhibit any form of rudeness, improper conduct, or action of any form that may be construed as 'unsporting behaviour'.

#### **6. Member's Guests**

Members will be personally responsible for all visitors they bring onto Club premises.

#### **7. Personal Dealings**

Members must not seek or expect personal preferential treatment for themselves or for family members because of their position as a Club member. This means no seeking of favours from the Club's management or employees for any reason what-so-ever.

#### **8. Decision Making**

Members have a duty to make decisions solely on merit and in the Club's interest. This means not acting in order to gain financial or other benefits for oneself, family, friends, or business interests. This means making decisions in order to primarily benefit the Club and not the decision-maker.

#### **9. Access to Information**

It is the obligation of all members to maintain the integrity and security of all the Club's confidential documents and information. This means that when dealing with personal information members must comply with the Privacy and Personal Information Act.

#### **10. Disciplinary Actions**

If a member is in breach of the Code of Conduct, the Club's Constitution makes provision to censure or suspend any member refusing to comply with the Club's regulations. This means that if a member is found to have breached the Club's Constitution, they then may be brought before the Executive Committee meeting to answer for their actions. Disciplinary actions may result.

# Bridge Etiquette

- Players should not indicate approval or disapproval of partner's bidding or playing in any way.
- Players should not volunteer information about the bidding or play unless they are responding to a question from their opponent.
- Players may only request a review of the bidding or cards played for their own benefit.
- Players should not call attention to the number of tricks needed to complete or defeat the contract.
- Players should not attract undue attention to the final score.
- Bids should not be made, nor cards played, with any special emphasis.
- Cards should not be played with undue delay when the play does not require particular consideration.
- Players should not detach a card from their hand before it is their turn to lead or play.
- Players should not arrange the cards in their hands in such a manner that their partner may draw inference from the arrangement.
- The dummy hand should not be placed on dummy's half of the table. Declarer may either reach across to play a card, or nominate a card for dummy to play.
- As tricks are won or lost, the cards played from dummy's hand should be placed on the outside of the remaining dummy hand.
- Dummy should not play a card until requested to do so by declarer, even when there is only one card that can be played to a particular trick.
- In particular, dummy should not immediately play a singleton from their hand on opening lead as this reduces declarer's planning time.
- Declarer should not play a card from dummy until their left-hand opponent has played.
- The player who wins a trick should be the first to turn their card face down.

## **FIRE WARDEN DUTIES**

**The Director on duty and the Grade Chairperson, or a designated member, will act as Fire Wardens for the period of his/her duties.**

### **DUTIES OF THE FIRE WARDEN ARE :**

- 1. On discovery of Fire, designate someone to telephone 111 immediately.**
- 2. Raise the alarm by operating the nearest fire alarm. (Break glass and push down switch.)  
Don the yellow vests provided. There are two under the Director's Desk.**
- 3. Begin the Evacuation of the building. Assemble in the rear car-park well away from the building.**
- 4. Check the total floor area to ensure that all persons have evacuated the building. Check toilets, cloakrooms etc**
- 5. Account for all building occupants.**
- 6. Do NOT turn off the lights.**
- 7. When the area is clear, designate someone to unlock the gate (evenings only).**
- 8. Report to the Fire Officers on their arrival.**

## *During an earthquake*



- **If you are inside** a building, move no more than a few steps, drop, cover and hold. Stay indoors till the shaking stops and you are sure it is safe to exit. In most buildings in New Zealand you are safer if you stay where you are until the shaking stops.
- **If you are in an elevator**, drop, cover and hold. When the shaking stops, try and get out at the nearest floor if you can safely do so.
- **If you are outdoors** when the shaking starts, move no more than a few steps away from buildings, trees, streetlights, and power lines, then Drop, Cover and Hold.
- **If you are at the beach or near the coast**, drop, cover and hold then move to higher ground immediately in case a tsunami follows the quake.
- **If you are driving**, pull over to a clear location, stop and stay there with your seatbelt fastened until the shaking stops. Once the shaking stops, proceed with caution and avoid bridges or ramps that might have been damaged.



## **2 Procedure for Sessions**

- **Running a session – general information**
- **Timing of rounds**
- **Slow play**
- **Substitutions**
- **Directing disasters**
- **Quick redeal of a fouled board**
- **Problem players**
- **Fun Sessions**
- **Running a session – Crockfords**
- **Posting and filing of results**
- **Ladders**
- **Cash return and banking**
- **Session Guide exemplars**

## RUNNING A SESSION – General information

There should be a basic outline on record of how sessions at your club are run. (If there isn't, start one for yourself.) This is so a new Director, or reliever, can step in and know what they are doing and players won't be disturbed by lack of continuity. See examples at end of section. In addition, there are several other things a Director needs to know:

- Emergency procedures – Director is in charge of players' safety, and in an emergency is the last one out!
- Cash return and banking procedure
- The technology – scoring programme, timer, microphone, photocopier, alarm, heating
- Necessary forms – where the various forms are kept, e.g. membership forms, system cards, personal record cards, instant scoring sheets, team scoring sheets etc
- Club/session preferences – 1 or 2 boards/round, layout of room, reserved seats etc
- How to fill out the Movement Sheet (information to be inputted into scoring programme)
- Procedure for posting and filing of results.

### Setting up

- Arrange the seating, i.e. number tables in your expected/ usual movement. Some (infirm) players have reserved seats, usually NS. **Keep a note of sitting seats.**
- Make sure tables are filled up – you don't want 2 phantoms!
- Count tables (always count a half table as a full table) and decide on the movement type, the number of rounds you will play, the number of boards per set, placement of any feed-in boards and the location for any phantom (see table of Bridge Movements).
- Be prepared to accommodate a last minute table or a late pair.
- Check your programme booklet so you know the event, trophy and any conditions.
- Check the hand records, cards and traveller for S on one of the boards dealt near the middle to make sure they all match, so you can sort out any discrepancies before play.

### Necessary Forms for a usual session

- Table slips and bidding pads
- Movement sheet, check-off slips and hand records
- Personal record sheets and system cards (keep on hand for players who require them)

### Number of boards to be played

There are a minimum number of boards that must be played for the sessions and tournaments in order to qualify for NZ Master Points allocation. The minimum for a Club Session (40 C Points) is 20 boards. Usually between 24 and 28 are actually played as this number fits nicely into the time slot allocated for the session.

- **Juniors** – Timing is fairly flexible for Juniors, particularly if they are just out of class. Generally allow 7-9 mins per board – so long as they get 20 boards played in a night so they are eligible for C points.
- **Intermediates** – This grade should be playing 24 boards/night so allow 7 mins/boards, but once again can be flexible so long as they have played 12 boards by supper you should be OK.
- **Senior Reserves and Seniors** – Allow 6.5 mins/boards for this level. Timing is pretty tight if you have 26 boards, so you need to be alert. Make sure Supper doesn't drag on.

### Announcements

- Keep all necessary announcements short and relevant.

- At the start of a session, it is usual (after the welcome) to announce the Name of the Competition (and qualifying criteria as appropriate), number of boards to be played, time limit, and placement of phantom and relays or feed-ins so players can keep an eye out for them. If there is an unusual movement, make players aware of this also.
- If the room is large or noisy, use a microphone if available. Avoid shouting, as this adds to the level of the noise, and players do not like being shouted at!
- If you incur any problems – slow play, fouled boards, score on the wrong line etc, speak to the individuals concerned if you can, rather than interrupting the whole room.

### **Timing of rounds**

Timing is another important factor in achieving equity. All players must have an equal amount of time to play all boards. The clock or timer needs to be visible to all tables. A club session is normally around 3 hours. Some clubs have a tea-break. If you are playing:

- 1 board per set, allow 7 minutes per round
- 2 boards per set, allow 13 minutes
- 3 boards allow 19.5 minutes – i.e. 6.5 minutes for each board.
- For Juniors, Intermediates and Social or elderly players, add another minute per round.

Keep control of timing, i.e. don't let players pass boards back before the round has been called. Fouling of boards sometimes happens if a table has two sets of boards on it and in the rush, the wrong set of boards gets passed on and played for a round or two before it is noticed. You don't want that! Sometimes you have to hold back the clock for a slow round. The rule of thumb is to move players on when 75% of the room has finished. Keep track of the general speed of play in the room in the first couple of rounds. If it is faster or slower than you have allowed for, adjust the clock accordingly.

### **Tea-break/supper**

Tea-break/supper is usually around 10 minutes for Juniors and Intermediates and the length of play of one board for SR and Seniors. If tea-break is in the middle of the session, one more than half the number of boards should have been played before the break.

E.g. Playing 24 boards with 2 boards/ round. When players start round 7 (boards 13 and 14 at Table 1), announce that this is the supper round and after players have bid their second board, Dummy can collect supper. With one board/round playing 26 boards, this announcement would be made in round 14, when Table one starts board 14. If 3 boards/table, announce that the third board will be played after supper. Give players a minute's warning of restart of play. If there is a move, immediately play resumes after supper, go round and check that the boards are all in order.

### **End of session**

- Ask players to check scores on the traveller/s for the last set of boards before handing them in to Director. (Not necessary if bridge pads are being used.)
- Thank players for keeping to time.
- Remind players of the clean up procedure for collection of boards, pads, table nos etc.
- Ensure person scoring has all travellers (or that all scores have been entered through the bridge pads), and oversee the process until an accurate result is produced.
- Post results.

## SLOW PLAY

**Slow play is players taking longer than the allotted time to play a board or set of boards so that play at their table continues past the end of the round.** This is a perennial problem for Directors, possibly their biggest headache. Some players enjoy playing quickly while others enjoy thinking and planning the total hand, and play at a much slower pace. This often results in some tables being held up, and quite frequently complaints (or ‘advice’) from some players who are being held up. Be prepared to cope with players telling you that “It’s just not fair” – implying that unless you penalise the slow players, you are not doing your job!!!

### Preventing slow play

An ounce of prevention is worth a pound of cure. This means keeping control of the movement in the room right from the start of your career. Making sure all EW players move on at the same time also means all boards are passed back at the same time and prevents the likelihood of boards being fouled.

- Announce timing at start of night.
- Encourage players to keep an eye on the clock – so they learn to monitor their timing.
- Inform “2 minutes to go” before end of round.

There is a difference between time used for thinking and time which is just wasted. Wasted time includes filling in personal score cards, post mortems, checking the results of the hand on the electronic scorer (or paper traveller), pulling a card from the hand and then returning it, repeatedly closing and fanning the cards, and numerous other (quite annoying) time-wasting habits. Players may not be aware they have these habits and if slow play becomes a problem, list these time-wasting habits on the whiteboard and ask players to monitor these practices *in themselves* so they don’t keep others waiting.

### Procedure for dealing with persistent slow play

The Director has the obligation to ensure a fair competition and **MUST** attend to slow play. There is a procedure to follow:

- First *identify* a slow table or a slow pair so you are sure who is causing the slow play.
  - Then *monitor* their play; i.e. keep play moving according to time and see if they catch up. If they are not making the effort to do so...
    1. Assist – *assist* with the scoring (traveller or bridge pad); *help* move the board on
    2. Ask – *ask* the slow pair/s to *help you* by trying to catch up
    3. Tell – *tell* the slow pairs that they need to catch up
    4. Warn – *warn* the slow pair/s that unless they catch up a procedural penalty will follow
- Finally, if the situation has not been remedied
- Penalise – you should then *penalise* by issuing a procedural penalty.

### Procedural penalty

This should only be given in aggravated circumstances, and would normally be 10% of the matchpoints for a board (but that’s up to the Director) deducted off a pair’s final score. (See scoring section.) Penalties are a last resort. Getting on to slow play early should prevent the need for this.

### If slow play is occurring in sections of the room (as opposed to one or 2 tables)

1. Hold back the clock – i.e. press ‘Hold’ – if necessary. Let players know you are doing this, so people are aware that there is slow play going on, E.g. “I’m just holding the move for half a minute so some players

can catch up.” (Some slow players are not aware that they are slow and holding everyone up!) Use sparingly as it doesn’t solve the problem.

2. Director can fill in the traveller or bridge pad at the slow table to save time.
3. On the odd occasion you may run a couple of minutes over time, but not as a rule. Players need to respect session times. People may have made arrangements for after the session, for taxis, or have work the next day. You may need to inform players that if play doesn’t speed up, they will not be able to play the full number of boards.
4. Remind people of the protocol below if necessary – or write it on the whiteboard.

### Protocol if people are still playing after the move has been called

1. The whole table (especially Declarer) is expected to **speed up their play**.
2. If there is already a board finished (playing 2 boards/round) **Dummy or one of the waiting players passes the played board back** to the next table.
3. Otherwise, as soon as the hand is finished and tricks agreed, the board is passed back to the waiting table and **West moves on promptly to the next table**. (This reduces delay because once 3 players are present at the next table, everyone can count their cards.)
4. **South and East do the scoring**. (South writes/inputs and East checks and signs/sends.)  
Table number/score sheet, board if not played in centre of table, and bidding pad all kept in corner between S and E to facilitate speedy scoring.
5. North puts the new board on table, and **West and North count their cards**. (This means S and the new E don’t have to count them when they arrive if they need to make up time.)

In a top level tournament, the stipulated times should be strictly adhered to so that slower players do not gain an advantage. But on a social night or with elderly players, or for a charity bridge day, you may use your discretion and relax the time constraints as appropriate.

Numerous clubs have introduced various and different policies to guide the Director in his endeavours to maintain playing to time. In some clubs in New Zealand, ‘slow play cards’ have been introduced: A Green card is a request card for the pair/s to catch up; a Yellow card is a warning card; and a Red card is issued with a concomitant procedural penalty.

### SUBSTITUTIONS

See pages D34 and D45 in the *NZ Bridge Manual*.

If a player calls in a substitute during the game, C points go to the player who has played more than 50% of the boards.

Also (#9 on page E10) master points awarded to other pairs in the section are unaffected by any placed pairs being deemed ineligible for master points.

## **DIRECTING DISASTERS – John Nimmo**

Believe me, every Director will have one. There are three important things to do when things go wrong.

- Stop and take a deep calming breath.
- Check that the skip move has been completed correctly, the relay board is in the right place or that the feed-ins are in the correct order and make sure that the boards are in order around the room.
- If none of these are incorrect go to table 1 and check that the board, EW pair and the result entry sheet agree. If they do, pat yourself on the back as it is most likely going to be a player problem!!! You can now work your way around the room checking that the pair numbers and boards are in the correct sequence. If not, change them around to the correct tables.

If you have skipped a section at the wrong time and identify this soon afterwards, you can put people and boards back to the skip position and move on from there. Boards played at the wrong tables will be nullified NP (not played) and will not be included in the final result calculations.

If the relay is in the wrong place, the problem may be beyond the ability of most Directors to remedy. There is a solution given later in the manual under Movements. However, it is terribly time consuming and probably not worth the hassle.

- Just remember if half the room aren't shouting, you most probably haven't missed the skip move. It's usually something else!
- Make sure that your room layout doesn't have awkward little shapes that can cause confusion when people are moving from table to table. Keep it simple and keep calm.
- Make sure that you give tables adjacent to feed-ins and relays board number slips to check off.
- Give NS at table 1 a slip of paper with the board number after which the skip will take place so you can be reminded if you forget or get waylaid.
- If you have an E/W phantom get South at each table to write phantom on the phantom line after round 1.
- Have the phone number of an experienced Director in your Director's book to ring if you get into trouble with movements and/or board layouts.

## **QUICK REDEAL OF A FOULED BOARD**

On an empty table:

1. Collect all 4 hands
2. Divide into suits
3. Order suits A to 2
4. Pick up suits in order: SHDC
5. Deal out hands from pack, according to traveller or hand record, each suit in turn (i.e. deal all hands simultaneously).

Every Director I know has had at least one directing disaster where they have had to send players home early. The horror of my own experience is indelibly etched in my mind. In my first months of directing, I miscounted the number of rounds before a special move. (At the time I didn't know you could tell the number of rounds by the board being played at table 1, so I was counting them in my head!) We were playing 17 tables, one board/table, 25 boards. The special move was supposed to be at round 21, but I did it at round 22. Suddenly, table after table started calling for the Director: "We've played this hand." Because players had moved a round late, and because I was in a state of quiet panic, I couldn't figure out how to correct it, so I had to send everyone home with profuse apologies. Fortunately, we had played 21 boards, so players could get their C points and only missed about 20 mins of play.

Another directing disaster was the night that technology failed me. I was directing a session of 2 sections, one Junior and one Intermediate, and Scorer crashed. One section was using bridge pads, so we had to switch to travellers and players had to try to remember the last 4 boards, or fish old bidding slips out of the rubbish bins, and rewrite their scores. (Fortunately, if that is the right word, we had crashed early in the night.) Then the microphone system failed. We were in a huge room, temporary premises after the quakes, so instructions had to be both shouted and repeated. In the midst of trying to get the Scorer program going again so I could get results out at the end of the night, and running between the sections, I needed the photocopier for something and it jammed! Naturally, this was the night when the Senior/s designated to help with the Juniors did not turn up! I couldn't get Scorer back to life so, on top of all that, I had to come in a couple of days later when the program had been fixed to input all the scores.

A more recent directing disaster was the night the dealing machine had a nervous breakdown. Almost every second board was misdealt – either an unequal number of cards in the hands or hands misdealt. (I had checked a board beforehand but ironically it was an even-numbered board and it was the odd numbers that were awry. We had to get the dealing machine fixed.) Initially, I didn't realise the enormity of the problem. One board was missing a few cards, so I redealt it with the cards from an unplayed board, interrupted several times by players with the wrong number of cards in their hands. As I sorted the second misdealt hand – with not just the wrong number of cards in each hand, but the wrong cards, I realised that all was not well. Some tables were still waiting for me to sort their hands while others were finishing their board. Then it got worse: as they wrote the score on their travellers, one person after another called out, "Director, these aren't my cards." I had to stop the round and ask players to sort out the hands according to the travellers. One board didn't have a traveller, (my own nervous breakdown loomed), so I had to grab a spare traveller and cut out the hand from the hand records. I didn't include the first round in the results. Tables with OK boards played them for fun and then chatted. We ended up being 2 rounds behind, timewise, but everyone pulled together and we caught up. However, I spent the next 40 minutes correcting every second feed-in between calls. (15 tables, one board/table, 10 feed-ins.)

Every club has their problem members – in one form or another – that's part of what makes life colourful. But unpleasant interactions are not acceptable. Besides the hurt they cause, they contribute to loss of attendance and loss of members. This needs to be addressed in a concerted effort. There is no magic silver bullet that cures unacceptable social behaviour.

**It really is up to the committee to be actively involved in working with the Directors to gradually eliminate unsocial behaviour at the club.**

For progress to be made, the Director needs the full support of the committee – or else the Director, who is the official representative of the club, will appear to be unnecessarily officious.

### **What to do?**

- For minor offences often a quiet word aside to the offending player will be all that is required and is always a good first step.
- For more serious types of unacceptable behaviour, once the Director is made aware of the situation he/she should as soon as possible approach the player/ players involved and say something like: "I find this behaviour completely unacceptable, and upsetting for others, so please let's get on and play bridge without any further disruption."

The Director should now expect complete co-operation and should not involve himself with further discussions about the rights and wrongs.

Any further disagreements with the Director's request (by the offender or the innocent parties) should result in a procedural penalty issued immediately by the Director and this should be reported to the committee who should then further sanction the player/s involved if necessary.

- The Director and the club can remind players that there is a recorder to whom they can lay a complaint if they feel they need to.

### **The Law**

Law 74A: "A player should maintain a courteous attitude at all times, and should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game."

The Director has substantial powers as prescribed by Laws 81C, 90 and 91 (including the right to suspend a player for a session or part of the session, but this should seldom if ever be necessary).



## **A Guide to Bridge Players' Behaviour**

### **Expected Behaviour**

Anything that makes bridge more enjoyable for others:

1. Greeting others in a friendly manner prior to start of play on each round
2. Being a good 'host' or 'guest' at the table
3. Making your convention card readily available to your opponents and filling it out completely
4. Doing EVERYTHING possible to make bridge enjoyable for your partner and the opponents
5. Giving credit when opponents make a good bid or play.

### **Unacceptable Behaviour**

Anything that makes bridge less enjoyable for others:

1. Publicly criticizing partner or opponents
2. Badgering, rudeness, insinuations, profanity, threats or violence
3. Negative comments concerning opponents' or partner's play or bidding
4. Gloating over good results
5. Objecting to a call for the Director
6. Disputing or arguing with a Directors ruling or request
7. Poor personal hygiene, grooming or dress.

## FUN SESSIONS

Directors are sometimes called upon to arrange a session of fun bridge for end-of-year occasions. There are several things a Director can do.

### Spot prizes

These usually involve a bag of 12 mini chocolate bars or some prizes from the \$2 shop. Announce one prize per person. Good for a Junior or Intermediate session.

1. Director has 2 containers, one with each of the 4 directions on a piece of paper, and one with the table numbers on pieces of paper. At random moments throughout the session, Director picks one piece of paper from each container and, say, N at T8 gets a spot prize.
2. Director either announces individually or writes on whiteboard a list of criteria for prizes, e.g.

First player who wins a trick with 2C	Name
“ “ “ “ 2D	“
“ “ “ “ 2H	“
“ “ “ “ 2S	“
First pair to win a contract with 3 or more overtricks	“
Consolation prize: first pair who goes 3 or more light	(!)
First pair who makes and gets a slam...	“

### Bridge Instant Score Sheet

More suited to SR or Senior level. These instant score sheets, with an Instant Matchpoints Calculator on the back, mean that players can keep track of their matchpoint totals as they play each round. The winner, of course, is the pair with the highest total at the end.

1. You can hand one out to each player if you intend making players change partners every few rounds. Not a good idea for older players. Otherwise, the mathematical member of each pair gets the Instant Score Sheet. At the end of each game, players convert their scores into matchpoints: the winner gets a positive score and the loser a negative score (they are not the same). On the other side of the sheet, a running total is kept.

Tell players to note that going one light gives an even score to both sides, so they might as well “go for broke”. They get the most points for game or slam, so should bid these if they think there is even a possibility of making because the rewards are greater and the losses less damaging than in ordinary scoring.

Director keeps an eye on totals near the end of the night to get an idea of the range. At the end of the session, ask all those who got over a certain (highish) amount, to raise their hands and keep going up until you get to the eventual winner. This gives players an idea of rankings.

2. A variation on this is for the Director to check the Hand Records for the boards and look for contracts that are relatively common to EW or NS and, after a couple of rounds to ease players into the scoring method, announce “For this round, W will be playing in 2NT” – something that is not too outrageous. Every 2 or 3 rounds, give players a directive like this. As the night goes on, Director can make the contracts a bit more challenging.
3. A second variation is to give a spot prize to the player/pair who makes the assigned contract.

### Sessions

**Junior:** Thursday nights, minimum 20 boards, 2 boards per round

**Intermediate:** Monday nights, 24 boards played, (only 28 boards dealt), 2 boards per round

**Senior Reserve:** Wednesday nights, 25 or 26 boards played, 1 board per round

**Senior:** Tuesday nights, 25 or 26 boards played, 1 board per round

**Open:** Thursday afternoon, 24-26 boards, 2 boards per round

### Setup (before players arrive)

- Get boards from back cupboard in office (labelled with the day of the session), key in top LH drawer of desk
- Unlock sliding door
- Set out table nos, bidding pads, name slips, pencils
- Select a board (near middle) and check hands against traveller and hand record
- Programme book and Law book – top drawer
- Movement Sheet and check-off slips in second drawer
- Spare stationery in cupboard behind Director's desk – accessed from hallway
- Discuss any issues with Grade Convenor
- 

### End of night duties

- Speaker and timer off
- Extractor fan off
- Reinstate heating if it has been turned off
- Check bar light off
- Check toilet lights
- Lock sliding door
- Check all windows are closed
- Lock office door
- Lock the two front doors
- Lock gate

## 1. When players arrive

- Help them fill up empty tables
- Renumber tables if necessary

## 2. While Grade Convenor is making announcements

- Check for phantoms
- Decide movement and get out check-off slips if relay or feed-ins
- Set timer

## 3. Your announcements (brief/ as necessary)

- Greeting and name of current competition. (Remind players of conditions to qualify if it is the first night)
- Hint for the night – from Protocol book/ interesting law/ issue from last week
- Number of tables and number of boards in play
- Placement of phantom if there is one, and position of relay boards and feed-ins
- Describe movement if a Share and Relay or a Howell
- Time allocation and a reminder to keep to time. (If prior issues with slow play, remind players that at the end of the round, to keep play moving, West moves on as soon as tricks agreed on, N passes board back, S and E check scores)
- Reminder to call Director if there is any irregularity at the table – players are NOT allowed to make their own rulings

## 4. Start of play

- Hand out boards – check that board number(s) match table number as you place them
- **Double-check placement of relays and number of feed-ins**
- Hand out check-off slip to North at relay and end tables. (Rip off nos over total number boards to be played. Explain to N that they check off boards in order as they play them. When they get to end, go back to 1. Call you immediately if boards get out of order)
- Complete Movement Sheet
- At end of first round, ask players to check that travellers match their cards (and, for Juniors and Ints, that they know their pair number)
- Announce move at the end of each round. "EW move on, please." This ensures that players and boards move at the same time to prevent fouled boards – and keeps control of room. (Do not allow players to move on as they please or to pass boards on before end of round. Two sets of boards at a table is often when fouled boards occur. You may have to explain this to players)
- Check movement of boards in 2<sup>nd</sup> round and straight after supper

## 5. During play

- Collect table fees (basket under desk)
- Count money, fill out cash breakdown and deposit slip, place notes, coins and deposit slip in large plastic bank bag and place in safe in bar
- Lock inner door 7.45

- Tea Lady, Marion, arrives about 8pm, locks gate, will enter names if needed
- Don't prowl around the room more than necessary – it makes players nervous
- Keep an eye on areas of slow play
- Make a note of any laws/issues to explain to players
- Input names and movement in Scorer – let players know you are going to office (See Scorer in section on Scoring for instructions)

## 6. Supper

- Supper at 9 pm (when they have played half the total number of boards + 1)
- Announce: "This is the supper round. When you've bid your board/second board, Dummy can collect supper." Allow 7 mins (length of one round)
- Announce restart of play 2 mins beforehand

## 7. Play nearing end

- Open gate about 10.20
- Announce the last round and for players to remove travellers and one from each pair to check scores – any anomalies to tell Director; otherwise place on Director's desk
- Start inputting results from finished travellers
- Grade Convenor deals with end of night pack-up
- After inputting scores, press 'Print all boards' which gives a printout of the raw scores. Check your inputting against the travellers. Make any corrections and print results x 3. Include pair numbers. One set for files, include NZB computer number

## 8. Results – 3 sets

1. One for players waiting for results (usually kept by Grade Chair)
2. One posted on noticeboard in foyer
3. One, along with Movement Sheet and raw scores, is filed in Session Folder kept in lower cupboard behind office desk
4. Put travellers and a hand record in cubbyhole beside Director's desk. (Throw away previous week's in recycling bin under desk in office)

## 9. Upload hand records to the web (by attaching them to Results)

- Click on 'Dealing file' icon (top of screen)
- A list of sessions appears. Click on the appropriate one
- Dealing files appear, e.g. HR 1505A. (This means Hand Records for 15 May, first version. If you aren't sure which version to select, A or B, check printed hand records). Click on file at top left showing date of session you are uploading
- Click 'Open' and the file appears on the results page in 'Dealing file' box
- Click 'XML' to upload results along with hand records
- Check 'Results' on Crockfords website to make sure upload has been successful

## 10. Leave a note for Trish if there are any issues – especially if problems with results so that she can advise members when they contact her

## Ladders – Crockfords Bridge Club

- Run ladder at the end of each competition (comp), not end of year.
- Check Crockfords website – under 'Ladders' for results of Championship Pairs and Directors Ladder – you should just be able to print results off from there.
- In Scorer, go into 'Ladders'.
- Drop-down box at top of screen says 'Pairs' or 'Individual' etc. Select the right one for the competition. ('Individual' for the comps below and any other comps that have as a criterion that players must change partners at least once.)
- Click on any day of comp (or go out of program and back in if no results come up) and all the dates the comp has been run will show up in a box on the screen.
- Box 'Do you want to include all the sessions' can be ticked or unticked.
- Darwin, Flora Wilson and Hilary (SR) and Junior Three Night Matches are all 3-night matches in which players must have changed partners at least once to qualify. (What generally happens is that players wishing to qualify usually play with their regular partner for 2 sessions and then swap for the third.)
- Put '3' in all the boxes: 3 sessions, 3 to qualify and 3 to count. Tick 'may include same partner'. Click 'Run Ladder'. Ladder will show all players who have played in the 3 sessions. Exclude all the players who have the same scores each night as the person below them. They will be ranked equal and it means they have played all the sessions with each other. The players who are left are the ones who qualify.
- If you can't get Individual Results, do the following:
  1. Print off 3 sessions played with same partner (no substitutes) and exclude these
  2. Print off 2 sessions to count. Check for where top players have played with another partner further down the rankings. Average the scores. Rank.
- For more information, see Scorer/Ladders in section on Scoring.

### **Summary of competition results for year**

- See ring binder labelled 'Competition' in cupboard behind office desk
- Put place-getters on Competition Summary Sheet

### **Individual results for a player over the past year**

- Found under 'Housekeeping'

## Cash return and banking procedure

In the top drawer of the Director's desk are

- an SBS Bank Deposit Book
- a supply of plastic coin bags
- and a supply of Westpac Quick Deposit plastic bags
- Director's Cash Return on a clip

If deposit book runs out, there is a new one in top left drawer of office desk.

If plastic bank bags run out, there is a supply in the upper cupboard nearest the window behind desk in office.

1. Table fees: \$7 per player
2. Collect in first round to make it easy to give change
3. Count table fees and reconcile the total fees with the number of players at the session
4. Complete a Directors Cash Return Form
  - date
  - Director's name and signature
  - name of trainee if assisting
  - note any vouchers for a free night and slip these into clip on top of Cash Return Form
  - breakdown of coins and notes. Cheques noted separately (Ensure the totals of notes and coins agree with the total fees collected)
  - Grade Chair's signature (needed for auditor)
5. Use totals on the Cash Return to record the totals on the SBS deposit slip. (Cheques noted separately.) Write in the date and sign the slip
6. In the Quick Deposit bag place **flat**
  - notes – all facing the same way; stack fifties on bottom, fives on top (and any cheques)
  - deposit slip on top of notes
  - all the coins in one bag (unless there is an exceptionally large amount)Nothing else goes in this bag
7. Any vouchers etc are placed on the clip with the Cash Return and put back in the drawer
8. Place the Quick Deposit bag in the safe
9. Money over or under – note on Cash Return. Any amounts over \$2 (if not claimed) are banked. Otherwise coins over are left in the top drawer to make up any deficits further down the track.

## Session Guide: Thursday Open (1.00-4.00p.m.)

### Set-up

- 6-12 tables. Lay out 8 tables to start with, missing out the corner tables. You can include these if you need them. Make sure tables 1 and 8 are next to each other for sharing boards.
- Sitting seats: allocation of these changes – see current list. Remember to put out NS reserved signs. Note there is also a reserved EW pair (leave a note on T6).

### Boards

- In office cupboards. Be sure to get Thursday **Afternoon** boards, not Thursday **Night**
- 24-26 (Many elderly players but can usually keep to time)

### Movement

- Always a Mitchell
- If 7 tables and there is a phantom, you could try a Hesitation where NS7 becomes EW for one round and you can play 8 rounds with 3 boards/round. See Hesitation Mitchell in Movements section. (A 4-board phantom means players sit out for 25-30 mins. Avoid if possible.)
- Phantom: be extra careful placing this. If NS, put "Phantom" sign on table so players know.

### Announcements

- Announce all upcoming events
- Announce results from previous week (unless there are other notices, in which case read them at afternoon tea). Read from 3<sup>rd</sup> place up to 1<sup>st</sup>

### Banking

- Place in safe after Learners' class has finished (1.30-3.30p.m.)

### Spot prizes

To add to players' enjoyment, the Directors shout a bag of choc mini bars/session (approx \$4 for a bag of 12). These go to:

- Prize for the most interesting score from the previous week, e.g. recent prizes have been for 61.61%, 50.00% (2 pairs in one session), 34.43, 66.55 and 72.92%
- Spot prizes between every few rounds for the best-looking pair (scientifically assessed by drawing nos. out of a hat), everyone wearing purple, all the men, people over 90 etc

### Scoring

- Enter movement and scores at end of the afternoon
- One copy of results and raw scores in Session Folder in cupboard and one copy in foyer
- Remember to attach hand records and XML to web
- Put travellers in pocket at side of Director's desk



### Setting up the room

- Set out table nos for each section. Aim for three thirteens and go from there. Or for fewer numbers, 12 tables down one end of the room and an 18-table web at the other end that can be added to or reduced if necessary. Use the 12-table section to add or reduce a table so that the web is always an even number.
- Put out mike and ticket machine.
- Set up laptop. (Key to cupboard in bottom LH drawer on top of shelves.)
- Put receiver up high, e.g. tape to storeroom door above desk.
- Get bridgepads out and make sure all on Channel 16.
- Put out bidding pads and table slips.
- Put bridgepads on tables. (Sometimes safer to wait until Movts have been inputted.)
- If you are running 2 separate events on the same night, use the desktop computer for the second event and the bridgepads that are set to Channel 18 (bag with green ribbon).

### Inputting movements

- When tables filled, make sure your sections are right and then write up movement sheet.
- Input movement sheet into laptop. Both Web and Hesitation Mitchell are found under Custom Movts. (See 'Setting Up a Session – Quick Reference' page for instructions.)
- *Web movements are Mitchell – see tab at bottom right of screen for '.mit' and select movement with correct number Tables and number Boards, e.g. Web18T26B*
- *Hesitation Mitchell is a Howell – 12T26B. (If you have a HM, put instruction sheet on T12: 12NS➔ 1EW, 12EW➔ 12NS. T1 and T12 share boards. Phantom is at NS T1. If you have a spare set of boards, give them to T1 as NS remains constant.)*
- Tick 'Score across sections'.

### Activating bridgepads

- Click 'Start new session' then 'Start Remote Server'.
- Note letter codes given to the sections.
- Make announcement to players: Bridgepads ready for use. Section codes are... Repeat. (A good idea to activate the sections sequentially so players don't put in wrong code.)
- Check screen showing bridgepad results to make sure all bridgepads are initialized. (*Visitors put 0 on bridgepad.*)
- During game, keep an eye on this screen to make sure results are coming through. If any don't come through, check the BP. If three results don't come through, replace BP. (*Take new BP, back, Password: QK, 4 (replace failed unit), wait for upload, turn off old unit.*)

### Setting the clock

- Set clock (13.5 mins/round) and start in second round. Don't move for second round until all bridge pads are scored. Making sure there are no issues in the first round can save hassles later.

### **Checking names**

- Collect money and table slips.
- Upload Names from Server.
- Go through table slips and input any missing names. (*Visitors use 99950, 99951 etc. Do not hit enter, just click down to the next field.*)
- Also add in any substitutions.

### **Scoring**

- Adjustments (60/40 etc) are made after scores have been uploaded.
- Check scores on all boards for any anomalies – possible fouled boards or score given to NS instead of EW etc. Change if nec.
- If you make any changes to the scores, press Results immediately before uploading to web.
- After printing Results, click 'Print all boards' beside scores and save printout with Movement Sheet. (If you do it after Results, Matchpoints are shown.)
- Click 'Save Results as' to save results. Make sure you do this for all sections.
- Print off 2 sets of results – one for board and one for folder.
- Upload to web.
- If seeding, run ladder and give to Grade Convenor. (For ladder be sure to put in total number of sessions regardless of how many have been played.)
- Staple name slips to appropriate board printouts, add copy of hand records, wrap in Movement Sheet and put in carton under Results Board.

# 3 Movements

- Mitchell
- Share and Relay
- Troubleshooting – late players, relays forgotten
- Bridge Movements Summary
- Howell
- Hesitation Mitchell
- Web
- Bowman-Ewing
- Rover

## MOVEMENTS

For a fair comparison of results, the aim is to get the movement as close to perfectly **balanced** as possible, i.e. all the NS pairs should meet all the EW pairs, with every pair playing all the boards. With part movements (when some boards or pairs are missed), the comparison of scores is no longer perfect.

There are two common movement types for pairs events – Mitchell and Howell, and three main factors that affect the choice of movement:

1. Number of tables
  - 0-7 tables – Howell Movement (unless there are a lot of elderly players who find it difficult to move. In this case, use a Mitchell and play several boards per table.)
  - More than 7 tables – Mitchell
2. Odd or even number of tables
3. Phantom or missing pair – This creates a half-table, but when choosing a movement is counted as a full table. If there is a phantom, movement should preferably have rounds of no more than 3 boards.

In events with more than one section, for comparable scoring, i.e. scoring across the room, both sections need to play the same number of boards. Some less seen variations of the Mitchell movement are now coming into use, in particular the Web and Hesitation Mitchell.

### Check-off Slips

Many movements involve feed-ins – extra boards fed into play from the highest numbered table. In order that these boards stay in the correct order, North at this table gets a check-off slip with just the board numbers on it, which they cross off as they play each board. If 24 boards are in play, cross off (or tear off) numbers higher than that (as these are boards that won't be played) and instruct North to call you if the boards get out of order.

If Relay boards are added (these are boards fed in from a Relay table midway around the room), the North player at the table below the relay table also gets a check-off slip. The relay table sometimes ends up with two sets of boards on it, so making sure the right set of boards is moved on and boards are played in order is crucial to avoid fouled boards.

### Avoiding Fouled Boards

One way fouling occurs is when boards get out of order, and the wrong pair plays the wrong board. Sometimes you can edit the pair numbers in Scorer to get comparable bridge results; sometimes you can't, and you have to give players who have been affected and can't play the boards an adjusted (%) score. This makes results less comparable and should be avoided.

- **Always check your placement of the Relay Table and Feed-ins – and that you have the correct number of feed-ins before you start.**
- Check correct movement of Relay boards after the first couple of rounds and after supper.
- Explain to NS pair at tables above and below the Relay Table the board movement, i.e. that boards go back on to Relay Table from table above, and that table below picks up boards from Relay Table. (Sometimes in a hurry to move on, the EW pair passes the played boards back to the lower table instead of putting them on the Relay Table.)

## THE MITCHELL MOVEMENT

Most club sessions use a Mitchell movement because this is the most flexible and easiest to set up. In a basic Mitchell, the NS pairs are stationary, while the EW pairs move. The moving pairs move (up) to the next higher number table, while the boards are sent (down) to the next lower number table. The NS pairs and the EW pairs make up two separate fields. So the scores in each direction are only compared with the scores of the other players in the same direction. Thus this movement results in two rankings, one for the NS players and one for the EW players. There are two winners, (and two lots of C points are awarded). Layout of table numbers is circular, so boards can be moved back from table to table easily.

### ODD TABLE MITCHELL

Play is once around the room. Each NS pair plays against every EW pair and they play all sets of boards. If we had 9 tables, one board per set, EW1 plays the boards in this sequence 1, 3, 5, 7, 9, 2, 4, 6, 8. **Phantom** can be placed anywhere in this movement.

7 tables: 4 boards/table, 7 rounds, 28 boards played (not recommended if there is a phantom, i.e. 6.5 tables, as phantom pair has to sit out for 4 boards).

9 tables: 3 boards/table, 9 rounds, 27 boards played.

11 tables: 2 boards/round, 13 rounds, 26 boards played, 2 sets of feed-ins (4 boards) at highest numbered table and a special move after round 12 (EW take their present table number away from 12 and move to that table for the last round). Eleven is not a popular number of tables as each pair will play two other pairs twice – except T6 who play each other 3 times! It is tricky to place the seeded pairs. And, if there is a phantom, 2 pairs have to sit out twice. It doesn't make for a balanced move or a fair comparison of scores. However, sometimes you have to use it!

13 tables: 2 boards/round, 13 rounds, 26 boards played.

### EVEN TABLE MITCHELL

The difficulty here is that once the moving pairs have played at half the number of tables, they will meet boards they have already played. E.g. if there are 10 tables, 1 board per set, then the pair sitting EW1 will play the boards in this sequence 1, 3, 5, 7, 9, 1 – **oops!** Board 1 again! There are two ways to fix this problem: a skip move or 'share and relay' of boards.

#### Skip

- Skip moves are mostly used with Juniors who may find a Share and Relay confusing.
- In this movement, after half the boards have been played, the Director calls for players to skip a table (i.e. move 2 tables up). Watch Table 1 to see when half the boards have been played. E.g. Playing 24 boards, 2 boards/round (12 rounds), skip at the end of round 6 when T1 have played boards 11 and 12.
- The main disadvantage of the Mitchell Skip movement is that NS players do not play against every EW player. There is one EW pair they will not play, and there is one EW pair they will play twice.
- NOT RECOMMENDED if there is a **phantom**, as one pair will play phantom twice, while another pair will not play phantom at all.
-

## SHARE AND RELAY

- This movement is used when there is an even number of tables, and the number of boards is an exact multiple of the number of tables.
- The advantage of it over a skip move is that every player plays every other player, and no player plays another player twice.
- Layout of tables is circular.
- Table 1 shares boards with the highest numbered table.
- At the halfway point there is a bye-stand or Relay Table, where one set of boards rests unplayed in each round.
- Boards move down one table as usual, with the Relay Table also considered to be a table in the movement. Boards shared by Table 1 and highest numbered table are passed back to the second-highest table number

Example: 12 tables, 24 boards, 2boards/round (i.e. 2 boards/set). When the boards are handed out, one set is placed on the bye-stand table between 6 and 7 before giving table 7 their set of boards. Thus table 7 puts their completed boards on the bye-stand table, and after playing their first set of boards, table 6 takes their next set of boards from the bye-stand.

But this now means you will be short one set of boards. This is overcome by having table 1 share boards with table 12. You should ensure that the room is laid out in such a way that the lowest and highest numbered tables are positioned close together.

**Phantom** should be placed at NS at the highest numbered table (i.e. the missing pair is stationary). In this way, boards do not need to go to this table, and you should put a note on that table so the EW players know not to expect boards.

- Playing 1 board/table  
 24 tables, 26 boards      Relay table between T12 and T13      Feed-in board at T24  
 (Or you can play with 24 boards and have a skip after 12 tables and a “revenge round” where players play their last board against the pair they started with.) No sharing with one board/table!
- Playing 2 boards/table  
 12 tables, 24 boards      Relay table between T6 and T7      T1 and T12 share  
 14 tables, 28 boards      Relay table between T7 and T8      T1 and T14 share
- Playing 3 boards/table  
 8 tables, 24 boards      As above, relay between middle two tables and highest  
 10 tables, 30 boards      and lowest numbered tables share

## RELAY TABLE PUT IN THE WRONG PLACE

### **Early discovery: if you forget to put in the relay boards**

Make the two highest numbered boards in play the relay boards. Label them R1 and R2 and put them in where the relays should be. Check you still have the correct number of boards in play.

### **Late discovery: “I’ve played this board before”**

You may not realise that you have put the relay boards in the wrong place until the round after the halfway mark (often the first round after supper) when players start calling you to tell you they’ve already played the board. According to one of my sources, it can be corrected during this round if you are just one table out, where  $N$  = the number of tables in the movement.

#### **(a) Relay table (byestand) is one table too low**

- Move bye-stand up one position to its correct place
- Exchange the set on the bye-stand with those on Table  $N/2$ . (The boards initially placed on Table 1 will now be placed on the bye-stand)
- Swap the NS pairs at Table  $N$  and  $N/2$  for this round only
- For this round and until the end of the game, Table  $N$  shares with Table  $N-1$  instead of Table 1

#### **(b) Relay table (byestand) is one table too high**

- Move the bye-stand down one position to its correct place
- Exchange the set on the bye-stand with those on Table  $N/2 + 1$ . (The boards initially placed on T1 will now be placed on the bye-stand)
- For this round until end of game, Table 1 shares with Table 2 instead of Table  $N$
- On the last round the NS pairs at Table 1 and Table  $N/2 + 1$  will swap places.

## 15 OR MORE TABLES

With 15 or more tables, the room will either be playing too many boards with 2 boards per set or too few boards with one board per set, or (e.g. 17 tables once around with 2 boards per set = 34 boards OR 17 tables once around with one board per set = 17 boards). The solution is to play one board per table and ‘feed in’ extra boards, and there must always be an **even number of sets of feed-ins**. A ‘set’ consists of the number of boards/round = number of boards put on each table. (Playing 1 boards/table, a set consists of 1 board. Playing 3 boards/table, a set = 3 boards.)

If you have an **odd number** of tables, all the feed-in boards are placed next to the highest numbered table. After the first set has been played, this table takes their boards from that pile. (E.g. 17 tables can only play 25 or 27 boards to have an even number of 8 or 10 feed-ins.)

If you have an **even number** of tables, you need to place a Relay or Bye-stand Table at the halfway point with one set on it, and the remaining boards feed into the highest numbered table. The board/s on the Relay table are called the ‘relay boards’ and the boards that feed-in to the end table are called the ‘feed-ins’. There is only ever one set of boards on the Relay table. **The board on the relay table added to the number of feed-ins must result in an even number.** (E.g. 18 tables can play 26 boards, with one relay board and 7 feed-ins.)

### Special Move

When there are feed-ins, there is always a special move near the end of play. To calculate the round when this occurs, use the formula  $N + F/2$  (number of tables + half the number of **sets** of feed-ins). Instruct EW pairs to subtract their present table number from  $N+1$  and move to that table.

E.g. Playing 2 boards/round, 11 tables and 26 boards with 2 sets (4 boards) of feed-ins: after 12 rounds, EW take their present table number away from 12 and move to that table. (Note: end of round 12 is when T1 have played boards 23 and 24.)

### Placing the phantom

It is impossible to avoid some people meeting phantom twice, but it needs to be put in the right place to avoid the possibility of someone playing phantom THREE times!

- Phantom should be NS, i.e. NS seats empty. If Phantom is EW, then the NS pair sitting out at the table can overhear discussions at the next table regarding the set of boards that will play on the next round. If the EW pairs sit out, the set of boards they will play next is two tables away.
- A “safe place” to put Phantom is at **table 3 or 4**.
- Otherwise, the formula for placing phantom is **calculate half the number of sets of feed-ins (including the relay) and place the phantom at this distance away from the first or last table**. E.g. if you have 11 tables and 2 sets of feed-ins, place the phantom at T2 or T10.
- Regular players may be inclined to manipulate the seating to avoid playing phantom, so it is a good idea to toss a coin for seating.



## FITTING IN LATE PLAYERS

Of course, this is no problem if you have a phantom. The problem is when you need to set up an extra table as you don't want to send people away.

If you think there will be late players and you have an even number of tables, make the relay set of boards R1 and R2 (or just R1 if only one boards/table) and make these/this the highest numbered board/s. If there is a late pair, a new table can be set up and these boards removed from the movement. Otherwise, late players can only be fitted into an odd table movement.

- 10 tables, 28 boards, 1 set of relay boards and 3 sets of feed-ins (must be an even number in total). A late pair arrives. Your movement now becomes 11 tables. So long as you have made boards 27 and 28 your relay boards, you can just remove these boards from the movement – 26 boards left in play.
- 11 tables, 26 boards, 2 sets of feed-ins. Set up phantom table at number 12. Movement now becomes a Share and Relay. T12 doesn't need boards. Take boards 23 and 24 from the feed-ins and label them R1 and R2 and place between tables 6 and 7. Remember to inform players at the change that there is now a relay set and give N at T6 a check-off slip. Take boards 25 and 26 out of play.
- 15 tables, 25 boards, 10 feed-ins. Make the phantom table T16. Label board 26 as R1 and place it between tables 8 and 9. Inform these 2 tables that there is now a relay board and give N at T8 a check-off slip.
- 16 tables, 26 boards, 1 relay boards and 9 feed-ins. Set up phantom table at number 17 with board 17. Remove R1 (Boards 26) from between tables 8 and 9. This leaves boards 18-25 as feed-ins. (8 boards, an even number.)

Remember to insert R1 and R2 into the check-off slips.

## OTHER MOVEMENTS

There are many other movements for various events, various table numbers and various numbers of boards to be played. *Patrick's Bridge Movements* documents some of them – and Patrick Carter is the go-to person for any advice on movements. Others are to be found online. The ones included in this manual are the only ones likely to be required of the club Director.

### Other Mitchell Variations

The Mitchell Movement has been around since the 1800s! There are many variations.

E.g:

- Appendix Mitchell (not to be confused with the 1 1/2 table Appendix Mitchell – neither included in this manual)
- Hesitation Mitchell)
- Fat Mitchell )
- Web ) see further on
- Bowman Ewing )
- Rover )

## BOARD MOVEMENTS SUMMARY

**The Movement Sheets on the following pages summarise all the preceding information on the basic Mitchell Movement including Share and Relay.**

**I recommend reducing them and pasting them in your rule book.** Often there is a lot going on at the start of a session and trusting a movement to memory is not a good idea when there is a reliable aid.

Number of Tables	Total Boards to be Played	No. of Boards per Table	Tables to Share Boards (Share & Relay)	Relay Board Nos and Location	Feed-in Board No & Location	Phantom Location	Special Move
4	24	6	1 & 4	Boards 13-18 between Tables 2 & 3		NS at Table 4 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 3)	
4	28	7	1 & 4	Boards 15-21 between Tables 2 & 3		NS at Table 4 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 3)	
5	25	5				Doesn't matter	
5	30	6				Doesn't matter	
6	24	4	1 & 6	Boards 13-16 between Tables 3 & 4		NS at Table 6 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 5)	
6	30	5	1 & 6	Boards 16-20 between Tables 3 & 4		NS at Table 6 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 5)	
7	27	3			Boards 22-27 at Table 7	Table 1 or Table 7; can be NS or EW	At end of round 8, EW take their present table number from 8 and move to that table.
7	28	4				Doesn't matter	
8	24	3	1 & 8	Boards 13-15 between Tables 4 & 5		NS at Table 8 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 7)	
8	30	3		Boards 13-15 between Tables 4 & 5	Boards 28-30 at Table 8	Table 1 or Table 8; can be NS or EW	At end of round 9, EW take their present table number from 9 and move to that table.
9	26	2			Boards 19-26 at Table 9	Table 2 or Table 8; can be NS or EW	At end of round 11, EW take their present table number from 10 and move to that table.
9	27	3				Doesn't matter	

Number of Tables	Total Boards to be Played	No. of Boards per Table	Tables to Share Boards (Share & Relay)	Relay Board Nos and Location	Feed-in Board No & Location	Phantom Location	Special Move
10	24	2		Boards 11-12 between Tables 5 & 6	Boards 23-24 at Table 10	Table 1 or Table 10; can be NS or EW	At end of round 11, EW take their present table number from 11 and move to that table.
10	30	3	Tables 1 & 10	Boards 16-18 between Tables 5 & 6		NS at Table 10 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 9)	
11	26	2			Boards 23-26 at Table 11	Table 1 or Table 11; can be NS or EW	At end of round 12, EW take their present table number from 12 and move to that table.
12	24	2	Tables 1 & 12	Boards 13-14 between Tables 6 & 7		NS at Table 12 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 11)	
12	28	2		Boards 13-14 between Tables 6 & 7	Boards 27-28 at Table 12	Table 1 or Table 12; can be NS or EW	At end of round 13, EW take their present table number from 13 and move to that table.
13	26	2				Doesn't matter	
14	26	1		Board 8 between Tables 7 & 8	Boards 16-26 at Table 14	Table 2 or Table 9; can be NS or EW	At end of round 20, EW take their present table number from 15 and move to that table.
14	28	2	Tables 1 & 14	Boards 15-16 between Tables 7 & 8		NS at Table 14 (Table 1 holds all boards for each round, as no need to share, and at end of round boards are passed directly to Table 13)	
15	25	1			Boards 16-25 at Table 15	Table 3 or Table 11; can be NS or EW	At end of round 20, EW take their present table number from 16 and move to that table.
15	30	2				Doesn't matter	
16	24	1		Board 9 between Tables 8 & 9	Boards 18-24 at Table 16	Table 4 or Table 13; can be NS or EW	At end of round 20, EW take their present table number from 17 and move to that table.
16	26	1		Board 9 between Tables 8 & 9	Boards 18-26 at Table 16	Table 3 or Table 12; can be NS or EW	At end of round 21, EW take their present table number from 17 and move to that table.

Number of Tables	Total Boards to be Played	No. of Boards per Table	Tables to Share Boards (Share & Relay)	Relay Board Nos and Location	Feed-in Board No & Location	Phantom Location	Special Move
17	25	1			Boards 18-25 at Table 17	Table 4 or Table 14; can be NS or EW	At end of round 21, EW take their present table number from 18 and move to that table.
18	26	1		Board 10 between Tables 9 & 10	Boards 20-26 at Table 18	Table 4 or Table 15; can be NS or EW	At end of round 22, EW take their present table number from 19 and move to that table.
19	25	1			Boards 20-25	Table 3 or Table 17; can be NS or EW	At end of round 22, EW take their present table number from 20 and move to that table.
20	26	1		Board 11 between Tables 10 & 11	Boards 22-26	Table 3 or Table 18; can be NS or EW	At end of round 23, EW take their present table number from 21 and move to that table.
21	25	1			Boards 22-25	Table 2 or Table 20; can be NS or EW	At end of round 23, EW take their present table number from 22 and move to that table.
22	26	1		Board 12 between Tables 11 & 12	Boards 24-26	Table 2 or Table 21; can be NS or EW	At end of round 24, EW take their present table number from 23 and move to that table.
23	25	1			Boards 24-25	Table 1 or Table 23; can be NS or EW	At end of round 24, EW take their present table number from 24 and move to that table.
24	26	1		Board 13 between Tables 12 & 13	Board 26	Table 1 or Table 24; can be NS or EW	At end of round 25, EW take their present table number from 25 and move to that table.
25	25	1				Doesn't matter	
26	26	1				Doesn't matter	At end of round 13, EW move forward 2 tables rather than 1
27	27	1				Doesn't matter	
28	28	1				Doesn't matter	At end of round 14, EW move forward 2 tables rather than 1



# 10 Tables, 24 boards, 12 rounds

1 relay set; 1 Feed-in set      Special Movement : After 11 rounds, ask E/W to subtract their current table number from 11, and move to that table.

N/S	ROUND																							
	1		2		3		4		5		6		7		8		9		10		11		12	
	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW
1	1,2	1	3,4	10	5,6	9	7,8	8	9,10	7	11,12	6	13,14	5	15,16	4	17,18	3	19,20	2	21,22	1	23,24	10
2	3,4	2	5,6	1	7,8	10	9,10	9	11,12	8	13,14	7	15,16	6	17,18	5	19,20	4	21,22	3	23,24	2	1,2	9
3	5,6	3	7,8	2	9,10	1	11,12	10	13,14	9	15,16	8	17,18	7	19,20	6	21,22	5	23,24	4	1,2	3	3,4	8
4	7,8	4	9,10	3	11,12	2	13,14	1	15,16	10	17,18	9	19,20	8	21,22	7	23,24	6	1,2	5	3,4	4	5,6	7
5	9,10	5	11,12	4	13,14	3	15,16	2	17,18	1	19,20	10	21,22	9	23,24	8	1,2	7	3,4	6	5,6	5	7,8	6
relay	11,12		13,14		15,16		17,18		19,20		21,22		23,24		1,2		3,4		5,6		7,8		9,10	
6	13,14	6	15,16	5	17,18	4	19,20	3	21,22	2	23,24	1	1,2	10	3,4	9	5,6	8	7,8	7	9,10	6	11,12	5
7	15,16	7	17,18	6	19,20	5	21,22	4	23,24	3	1,2	2	3,4	1	5,6	10	7,8	9	9,10	8	11,12	7	13,14	4
8	17,18	8	19,20	7	21,22	6	23,24	5	1,2	4	3,4	3	5,6	2	7,8	1	9,10	10	11,12	9	13,14	8	15,16	3
9	19,20	9	21,22	8	23,24	7	1,2	6	3,4	5	5,6	4	7,8	3	9,10	2	11,12	1	13,14	10	15,16	9	17,18	2
10	21,22	10	23,24	9	1,2	8	3,4	7	5,6	6	7,8	5	9,10	4	11,12	3	13,14	2	15,16	1	17,18	10	19,20	1
feedins	23,24		1,2		3,4		5,6		7,8		9,10		11,12		13,14		15,16		17,18		19,20		21,22	

# 11 Tables, 26 boards, 13 rounds

2 Feed-in sets      Special Movement : After 12 rounds, ask E/W to subtract their current table number from 12, and move to that table.

NO Phantom : NS6 EW6

N/S	ROUND																									
	1		2		3		4		5		6		7		8		9		10		11		12		13	
	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW
1	1,2	1	3,4	11	5,6	10	7,8	9	9,10	8	11,12	7	13,14	6	15,16	5	17,18	4	19,20	3	21,22	2	23,24	1	25,26	11
2	3,4	2	5,6	1	7,8	11	9,10	10	11,12	9	13,14	8	15,16	7	17,18	6	19,20	5	21,22	4	23,24	3	25,26	2	1,2	10
3	5,6	3	7,8	2	9,10	1	11,12	11	13,14	10	15,16	9	17,18	8	19,20	7	21,22	6	23,24	5	25,26	4	1,2	3	3,4	9
4	7,8	4	9,10	3	11,12	2	13,14	1	15,16	11	17,18	10	19,20	9	21,22	8	23,24	7	25,26	6	1,2	5	3,4	4	5,6	8
5	9,10	5	11,12	4	13,14	3	15,16	2	17,18	1	19,20	11	21,22	10	23,24	9	25,26	8	1,2	7	3,4	6	5,6	5	7,8	7
6	11,12	6	13,14	5	15,16	4	17,18	3	19,20	2	21,22	1	23,24	11	25,26	10	1,2	9	3,4	8	5,6	7	7,8	6	9,10	6
7	13,14	7	15,16	6	17,18	5	19,20	4	21,22	3	23,24	2	25,26	1	1,2	11	3,4	10	5,6	9	7,8	8	9,10	7	11,12	5
8	15,16	8	17,18	7	19,20	6	21,22	5	23,24	4	25,26	3	1,2	2	3,4	1	5,6	11	7,8	10	9,10	9	11,12	8	13,14	4
9	17,18	9	19,20	8	21,22	7	23,24	6	25,26	5	1,2	4	3,4	3	5,6	2	7,8	1	9,10	11	11,12	10	13,14	9	15,16	3
10	19,20	10	21,22	9	23,24	8	25,26	7	1,2	6	3,4	5	5,6	4	7,8	3	9,10	2	11,12	1	13,14	11	15,16	10	17,18	2
11	21,22	11	23,24	10	25,26	9	1,2	8	3,4	7	5,6	6	7,8	5	9,10	4	11,12	3	13,14	2	15,16	1	17,18	11	19,20	1
feedins	23,24		25,26		1,2		3,4		5,6		7,8		9,10		11,12		13,14		15,16		17,18		19,20		21,22	
	25,26		1,2		3,4		5,6		7,8		9,10		11,12		13,14		15,16		17,18		19,20		21,22		23,24	



## HOWELL MOVEMENT

A Howell is used when there is a small (4-7) number of tables. In a standard Howell movement, there is one stationary pair (usually the highest numbered pair) and all other pairs move according to guide cards that are put on each table. Since each pair plays against every other pair, there is only one winning pair in a Howell (and only one allocation of 40 C points), but more players get C points overall than a Mitchell.

In a shortened Howell (or  $\frac{3}{4}$  Howell) there are fewer rounds, more than one stationary pair (who are switched to the opposite direction for some of the rounds in order to balance the movement). All pairs miss playing some pairs but play all the boards. Number of sets of boards = number of rounds. For each round that is removed, a stationary pair is added.

Table layout should be circular and boards move back a table each round similar to a Mitchell. Flags are better than flat table numbers to aid pairs in finding next table.

### Table Guide Cards

These are movement instructions for the players and are placed on each table informing pairs who their opponents are and which boards are to be played. After the round is played, the table guides inform the pairs which table they go to next. Point out in your instructions that each pair follows the pair in front of them. Remember to photocopy the Table Guide cards or print them off from the Scorer program.

**NOTE: some of the pair matchings on Scorer guide cards differ from those used for ACE so be sure to use the ones appropriate for your scoring program. Also, different files sometimes have different pairs playing each other. The safest thing is to print Table Instructions from the file you are using.**

### Set-up

- Check seating – sitting seat to players who need to remain seated
- Phantom placement doesn't matter (but it is useful to have it at a sitting table to avoid confusion over whether players are waiting on a pair to arrive or if it is PH. Otherwise, instruct players to write PH beside pair number of phantom on their Table Guides)
- Put boards on tables
- Put Table Guide cards on tables
- Cross out column on Table Guides with wrong number boards (e.g. 18)
- For odd number tables, have a feed-in table at end of section  
Boards feed in to last table
- Make sure 1<sup>st</sup> table knows to put boards on feed-in table

### Table Instructions

- Explain Table Guides at each table when handing out boards
- NS and EW take their Pair Number for the night from 1<sup>st</sup> line (Round one)
- Players play boards numbered in last column
- At end of round, they cross off Round One and move as per instructions at bottom of sheet

### Pair numbers

- Ask players to put Pair Number (from Table Guides) beside name on table slip
- **In Scorer**, input Pair Numbers on top line of Table Guides, NOT table numbers
- When inputting Movt, put Phantom Pair Number from Table Guides NOT table number

### Scoring

- Write on top line of traveller
- Put in assigned NS and EW numbers

### Moving

1. Boards move back a table as usual, but players follow instructions
2. Players may be NS or EW
3. Only 1 pair remains stationary (give that seat to immobile players)
4. Remind players: Follow the pair in front of you, and make sure you check your Table number and board numbers when you sit down

### Adding a late pair

- Make Pair 2 stationary in their present position and change their number to the next available number. (You will need to alter their previous number on the travellers of any boards already played.)
- The new pair becomes Pair 2. They sit out for the remainder of the first round after which they follow the progression for the original Pair 2.
- Pairs scheduled to move to the new stationary position, sit out for one round then resume their original progression.

### Howell Movement – quick instructions

1. If there is a stationary pair, check table guides to see which table has a stationary NS and give them that seat.
2. Number of boards in play is the highest number on first guide card (regardless of number of rounds to be played.)
3. Instruct players that both NS and EW take their pair number for the session from the first line of their table guide, and to write these numbers beside their names on the table slip.
4. Instruct players to write scores on first line of traveller and then go down the page. (Not on the line of their table number) Put pair number in the column of the direction you are playing. I.e. if you are playing NS in that round, put your number in the NS column.
5. Hand out 2 boards/table and leave spare boards on table in middle. Players return played boards to middle table at end of each round. North gets new boards and puts them on table to play OR put feed-in boards at end table and have players pass boards in order.

## HESITATION MITCHELL

This movement is used when you have one table fewer than a convenient number, e.g. 5, 7 or 11 tables playing 24 boards or 12 tables playing 26 boards.

Pairs and boards move as for a Mitchell, except when players get to the highest numbered table. EW pairs play once there as EW, then once as NS, then move on to Table 1 where they revert back to EW. (NS at the highest-numbered table is actually an EW pair and will move, so you will need to ensure that a pair requiring a stationary position does not sit at that table.)

**Even number of tables:** The highest numbered table shares boards with Table 1, and there are two sets of relay boards at the halfway mark. I.E. in a 12-table Hesitation, boards 13-14 and 15-16 start on the relay table between Tables 6 and 7. (In an 8-table Hesitation, boards 13-18 start between T4 and T5.) **Phantom** is placed NS at Table 1 to avoid the need to share boards.

**Odd number of tables:** A relay set is placed between the middle tables. E.g. 7 tables, 24 boards, the relay boards (10-12) would be placed between tables 3 and 4. (No sharing.)

### Scoring

Because pairs switch between NS and EW (albeit for only one round), Scorer treats this as a Howell (single-field) movement rather than a Mitchell, so the scores will come out in one list. However, the way the pairs are numbered is up to individual clubs. You need to make sure that the scoring program matches the order in which pairs meet each other. The instructions that follow are from Patrick Carter and relate to the set up in *Patrick's Bridge Movements*.

With a small number of tables, Patrick suggests using ordinary score sheets. (He prefers to leave bridgepads to very large table numbers, as in a major congress, as they tend to be less social.) As with a Mitchell, Table 1 NS scores on Line 1 all night (even though they are in the computer as pair number 9). Patrick's scoring file is set up to expect the scores in that order, with the result from Table 1 entered first and then the result from Table 2 etc.

It is equally possible to do it that everyone writes on the top line and then works their way down just as though it was a Howell movement, but of course then your scoring program needs to be set up to expect the results entered in that order. For 12 tables, pairs would be numbered 1 to 24, with the pairs who begin sitting EW receiving a pair number equal to their starting table plus 12 (i.e. EW 1 is actually Pair Number 13).

Number the EW pairs according to their table number, with the moving pair that starts in the NS position at the highest table getting the next number. Then I number the NS pairs with the numbers above that. So for example if it was a 7 Table Hesitation Mitchell, number the pairs as follows:

EW 1 = Pair 1	NS 7 = Pair 8
EW 2 = Pair 2	NS 1 = Pair 9
EW 3 = Pair 3	NS 2 = Pair 10
EW 4 = Pair 4	NS 3 = Pair 11
EW 5 = Pair 5	NS 4 = Pair 12
EW 6 = Pair 6	NS 5 = Pair 13
EW 7 = Pair 7	NS 6 = Pair 14



BOARD		NO 1 SCORES	M/P		BOARD	NO 2 SCORES	M/P		BOARD	NO 3 SCORES	M/P		BOARD	NO 4 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	1				9	1			9	1			9	8		
10	3				10	3			10	3			10	2		
11	5				11	5			11	5			11	4		
12	8				12	8			12	8			12	7		
13	2				13	2			13	2			13	1		
14	4				14	4			14	4			14	3		
7	6				7	6			7	6			6	5		

BOARD		NO 5 SCORES	M/P		BOARD	NO 6 SCORES	M/P		BOARD	NO 7 SCORES	M/P		BOARD	NO 8 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	8				9	8			9	7			9	7		
10	2				10	2			10	1			10	1		
11	4				11	4			11	3			11	3		
12	7				12	7			12	6			12	6		
13	1				13	1			13	8			13	8		
14	3				14	3			14	2			14	2		
6	5				6	5			5	4			5	4		

BOARD		NO 9 SCORES	M/P		BOARD	NO 10 SCORES	M/P		BOARD	NO 11 SCORES	M/P		BOARD	NO 12 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	7				9	6			9	6			9	6		
10	1				10	8			10	8			10	8		
11	3				11	2			11	2			11	2		
12	6				12	5			12	5			12	5		
13	8				13	7			13	7			13	7		
14	2				14	1			14	1			14	1		
5	4				4	3			4	3			4	3		

BOARD		NO 13 SCORES	M/P		BOARD	NO 14 SCORES	M/P		BOARD	NO 15 SCORES	M/P		BOARD	NO 16 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	5				9	5			9	5			9	4		
10	7				10	7			10	7			10	6		
11	1				11	1			11	1			11	8		
12	4				12	4			12	4			12	3		
13	6				13	6			13	6			13	5		
14	8				14	8			14	8			14	7		
3	2				3	2			3	2			2	1		

BOARD		NO 17 SCORES	M/P		BOARD	NO 18 SCORES	M/P		BOARD	NO 19 SCORES	M/P		BOARD	NO 20 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	4				9	4			9	3			9	3		
10	6				10	6			10	5			10	5		
11	8				11	8			11	7			11	7		
12	3				12	3			12	2			12	2		
13	5				13	5			13	4			13	4		
14	7				14	7			14	6			14	6		
2	1				2	1			1	8			1	8		

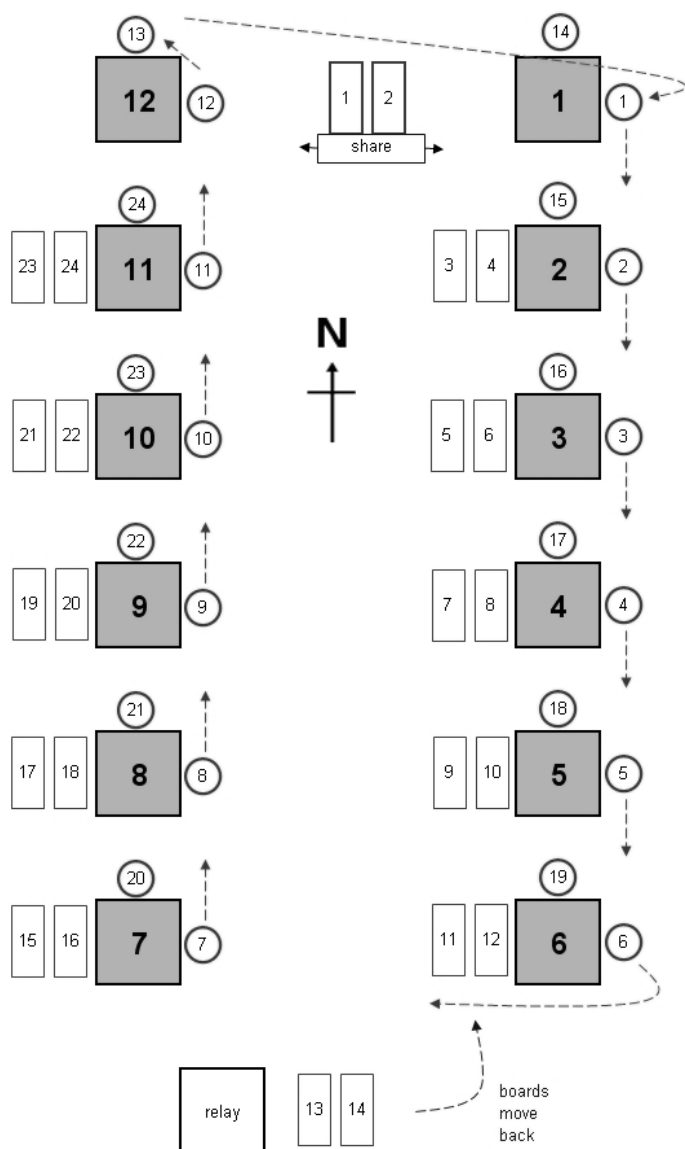
BOARD		NO 21 SCORES	M/P		BOARD	NO 22 SCORES	M/P		BOARD	NO 23 SCORES	M/P		BOARD	NO 24 SCORES	M/P	
NS	EW		NS	EW			NS	EW			NS	EW			NS	EW
9	3				9	2			9	2			9	2		
10	5				10	4			10	4			10	4		
11	7				11	6			11	6			11	6		
12	2				12	1			12	1			12	1		
13	4				13	3			13	3			13	3		
14	6				14	5			14	5			14	5		
1	8				8	7			8	7			8	7		

**Scorer      7x24 Hesitation Mitchell (under Howell)**

**Custom Movements, 7T24B**

### Example: 12-table Hesitation

- 12 tables, 26 boards
- Like a Share and Relay, tables 1 and 12 share boards
- Phantom NS at T1. (If phantom and an extra set of boards available, give them to T12)
- 2 sets of feed-ins between 6 and 7
- EW pair numbers add 12. Scored like a Howell
- At end of each round, EW at T12 becomes NS and stays at T12 for one round.  
NS becomes EW and moves on
- Place table instructions on T12:
  - 12NS → 1EW
  - 12EW → 12NS
 T1 and T12 share boards (if no phantom)
- In Scorer, found under Howell, Custom Movts, 12T26B
- Note: no seeding in a Howell because everyone plays everyone else.



## FAT MITCHELL

Many players don't like a Hesitation Movement because it only gives one overall winner. However, it is possible to run a movement that keeps the NS and EW fields separate. The Fat Mitchell is basically the same as a Hesitation Mitchell except that instead of meeting different pairs on every round you meet one pair twice.

E.g. To run a Fat Mitchell with 7 tables and 24 boards, start with this layout:

Table	Boards
1	1-3
2	4-6
3	7-9
4	10-12
5	13-15
6	16-18
7	22-24 (Boards 19-21 are placed beside table 7 and not played in the first round.)

Movement: EW pairs move normally, as do the boards EXCEPT FOR boards 22-24. So boards 19-21 are passed back to table 6, but boards 22-24 go back 2 tables every time. So in round 2, these boards are passed back to table 5. The boards from table 6 that table 5 would normally have played are put to the side. This procedure is followed for 7 rounds, at the end of which everyone will have played boards 22-24, but will have missed one set of boards. These boards are played in the last round as follows, and players go back to the table where they played boards 22-24 to play these missed boards.

Table	Boards	EW Pair
1	10-12	5
2	1-3	3
3	13-15	1
4	4-6	6
5	16-18	4
6	7-9	2
7	19-21	7

## Fat Mitchell      7 Tables, 24 boards, 8 rounds

N/S	ROUND															
	1		2		3		4		5		6		7		8	
	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW	Bds	EW
1	1 – 3	1	4 – 6	7	7 – 9	6	22 – 24	5	13 – 15	4	16 – 18	3	19 – 21	2	10 – 12	5
2	4 – 6	2	7 – 9	1	10 – 12	7	13 – 15	6	16 – 18	5	19 – 21	4	22 – 24	3	1 – 3	3
3	7 – 9	3	10 – 12	2	22 – 24	1	16 – 18	7	19 – 21	6	1 – 3	5	4 – 6	4	13 – 15	1
4	10 – 12	4	13 – 15	3	16 – 18	2	19 – 21	1	1 – 3	7	22 – 24	6	7 – 9	5	4 – 6	6
5	13 – 15	5	22 – 24	4	19 – 21	3	1 – 3	2	4 – 6	1	7 – 9	7	10 – 12	6	16 – 18	4
6	16 – 18	6	19 – 21	5	1 – 3	4	4 – 6	3	22 – 24	2	10 – 12	1	13 – 15	7	7 – 9	2
7	22 – 24	7	1 – 3	6	4 – 6	5	7 – 9	4	10 – 12	3	13 – 15	2	16 – 18	1	19 – 21	7
Replace:	19 – 21	7	16 – 18	4	13 – 15	1	10 – 12	5	7 – 9	2	4 – 6	6	1 – 3	3	22 – 24	



## WEB

A Web movement is used when you have too many tables for one section, but not enough for two. Used for 16 to 24 tables, playing 26 boards. It requires two identical sets of boards.

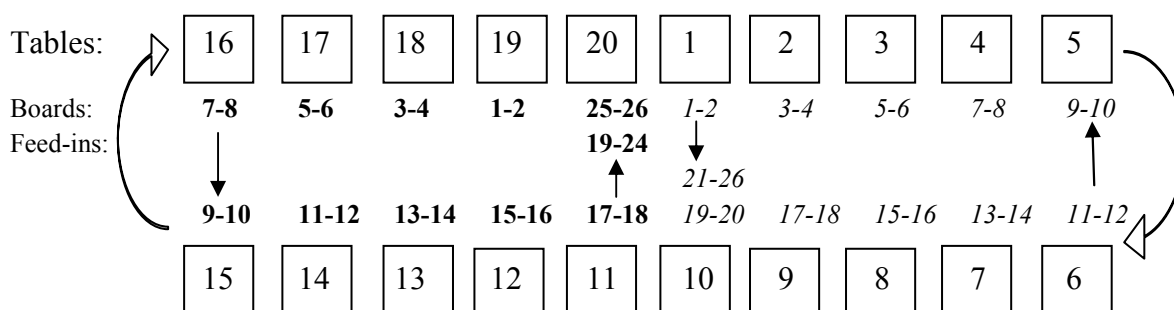
The basic Web movement requires an even number of tables. For an odd number, a Rover pair is added. This makes the movement much more complicated, so if you have, say, 32 tables, it is better to play a 12-table Hesitation and a 20-table Web than to play a 13-table Mitchell and a 19-table Web.

Pairs move as in a Mitchell. All players play all boards and play 13 of the pairs sitting the other way.

Boards move back as in a Mitchell. There are 2 sets of boards in play, but care needs to be taken setting them out.

- One set circulates around the lower-numbered half of the tables (1-10 in a 20-table Web). As there are more boards than tables, the surplus boards form a feed-in stack between tables 1 and 10. The other set of boards circulates around the higher numbered half (tables 11-20) with the surplus between tables 11 and 20.
- In the lower-numbered half, boards begin in the usual places: boards 1-2 on T1, boards 3-4 on T2 etc. In the higher-numbered half, boards are placed in reverse order. The highest-numbered table starts with the highest-numbered boards (boards 25-26), the second-highest table starts with boards 1-2, the third highest starts with boards 3-4 etc.

**Example: A 20-table web would therefore be laid out as follows:**



- Players move right around the room (large arrows).
- Each set of boards stays in its own circle.
- Remind players that their boards will not change colour
- There will be 2 sets of travellers, one with scores on lines 1-10 and the other with scores on lines 11-20.
- Instruct players at the highest-numbered table to take their boards off the feed-in stack in reverse order. Place stack upside-down.
- Phantom can be anywhere.
- If you are seeding the field, make sure that the strong pairs are not clustered together. Each NS pair will play 13 consecutive EW pairs (and vice versa) so if strong pairs are clustered then some opposing pairs will meet them all while others will meet none. (This is one of the main complaints players have about a Web movement.)

## Using Scorer

- Click 'Custom Movements'
- Click 'Load File'
- Open the Mitchell folder or files with a '.mit' suffix
- Web16T26B

## Alternative table layouts

### 16 tables

10	9	8	7
11	16	1	6
12	15	2	5
13	14	3	4

### 18 tables

2	3	4	5	6
1		9	8	7
18		10	11	12
17	16	15	14	13

### 22 tables

2	3	4	5	6	7
1		11	10	9	8
22		12	13	14	15
21	20	19	18	17	16

- Highest and lowest numbered tables must be adjacent for EW players to move on easily.
- Lower half of tables should form a closed loop and have one set of boards.
- Higher half of tables should form a second equal closed loop and have a second set of boards.
- Extra boards feed-in to highest numbered table in each loop. E.g. For 16 tables, boards feed in to tables 8 and 16. For 22 tables, boards feed in to tables 11 and 22.

## Odd number of tables playing 26 boards

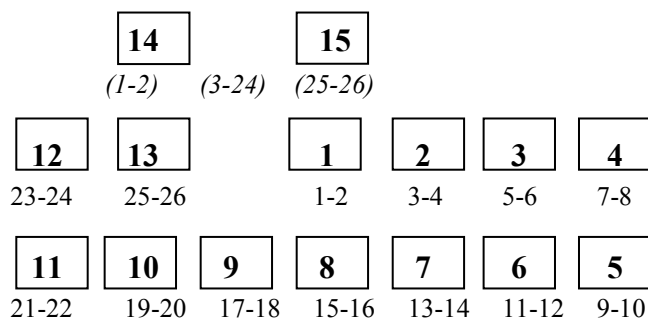
For an odd number of tables, or 14 tables, the Rover movement with a roving EW pair can be used. Players are not fond of disruptive movements, and while there are movement cards, it needs to be kept an eye on. Not recommended for a new Director.

## BOWMAN-EWING MOVEMENT

This movement is used when you have 2 more tables than a convenient number, e.g. 15 tables playing 26 boards (or 11T playing 27B).

EW pairs move as in a Mitchell around all 15 tables (although they will visit only 13 of them). In a 15-table Bowman-Ewing, one set of boards circulates around tables 1-14 in the normal way, except tables 1 and 14 share boards. Table 15 has its own set of boards, which is played in reverse order. If there is a phantom, placing it at NS 15 means only one set of boards is needed.

A good layout for a 15-table Bowman-Ewing is as follows. (It can be easily converted to 16 table web if more players arrive.)



## ROVER

- Used when you have one more table than a convenient number, e.g. 14 tables playing 26 boards.
- Put T14 to one side in middle of section. Seperate set of boards.
- EW at T14 is the Rover. (Both pairs at this table need to be fast players.)
- Boards at T14 played in **reverse** order. (Roving pair also plays boards in reverse order.)
- Tables 1-13 have their own set of boards and move as in a normal Mitchell.
- Rover plays one round at T14, then moves to T11 and back 2 tables each round.
- The EW pair they displace goes to T14.
- T14 and Rover table play the same boards. This means that if there is only one set of boards, T14 and Rover table share.
- Place phantom NS at T14 so there is no need for a separate set of boards.

The above is a basic Rover. It can also be used with an odd-table Web (see *Patrick's Bridge Movements*), but is a lot more complicated and guide cards are needed.

# 4 Scoring

- Scoring – Law 77
- Incorrect scores
- Adjusted scores – Law 12
- A ‘double shot’
- Matchpointing
- Matchpointing a board with adjusted scores
- Fouled Board – Law 87
- Fouled Board – quick manual scoring method
- Wrong board played – editing pair numbers
- Penalties
- Scorer
- Ladders
- Scoring across the room
- Troubleshooting Scorer and bridgepads
- BridgeScorer

You are expected to be able to calculate any score earned (without reference to a ready scorer). Always begin with the letters STGOI – Saint GOI, patron saint of scorers!!!

S – Slam	only if 6 or 7 tricks are bid
T – Tricks	only include tricks actually bid, but also include the X or XX value.
G – Game or part score	game bonus if the trick score is 100 or more; 50 for part score
O – Overtricks	trick value if undoubled. Doubled, each trick is 100 NV or 200 VUL
I – Insult	50 if doubled, and 100 if redoubled

- A trick score of 100 points or more earns a game bonus, 300 NV and 500 VUL.  
A trick score of less than 100 points only earns a part score bonus of 50 VUL or NV.
- Each trick in a minor is worth 20 points. Each trick in a major is worth 30 points.  
The first trick in NT is worth 40 points, and every trick thereafter is worth 30 points.
- If a contract goes down, the declaring side gets a negative score of 50 for each trick down when not vulnerable and 100 when vulnerable. Going down doubled has other considerations – see Law77.

Example: Why 4DX making 5 gets a higher score than 5DX making 5 (NV)

When a contract is doubled, the score of that contract is doubled so, before any part score or games bonuses are added, 4D scores 80, the score doubled is 160, plus the game bonus (say 300 for not vul) plus the overtrick bonus of 100 for not vul (200 for vul), not to mention 50 for the insult. It's all about the overtricks. So the score for

## **4DX making 5 is 610:**

160 for 4D doubled  
300 for making game  
100 for doubled overtrick  
50 for making doubled contract (the insult)

## **5DX making 5 is 550:**

200 for 5D doubled  
300 for making game  
50 for making doubled contract

Similarly

## **3DX making 4 is 570:**

120 for 3D doubled  
300 for game bonus (trick score over 100)  
100 for doubled overtrick  
50 for insult

## **4DX making 4 is 510:**

160 for 4D doubled  
300 for game bonus  
50 for insult

## 2 INCORRECT SCORES

The Director may only change an incorrect score on his own initiative in 2 situations:

1. Vulnerability errors
2. Impossible scores.

On all other occasions, the Director needs to check with both sides who played the board before changing an incorrect score. This is because, more often than not, the score is correct and the other information (contract, side which played it, number of tricks made/lost) has been written incorrectly due to haste.

With Bridgepads, sometimes the score is given to the wrong side and goes unnoticed at the time. By running an eye over raw scores for obvious anomalies before printing, the Director can usually pick these up.

The correct procedure is to accept a score that has been signed off, but on a club night, the Director may prevent obvious inequity caused by an incorrect score when the players involved have gone home – Director discretion. Some clubs allow changes to be made during the week following, when players have had a chance to consult their personal score sheets, provided both sides agree. **If there is any doubt, the score is left as written.**

## 3 ADJUSTED SCORES – Law 12

Law 12 gives the Director the power to award an adjusted score: the objective is to restore equity, i.e. to redress damage to a non-offending side and to take away any advantage gained by the offending side due to its infraction. *The offending side should not gain as a result of the infraction.* There are two types of **Adjusted scores: Assigned and Artificial.**

### Assigned Score

If normal play of the board can be achieved (and the Director should always aim for this), and if the non-offenders have been damaged, the Director is entitled to award a **(re)assigned adjusted score to take the place of the actual score achieved at the table.**

Example: Because of misinformation, a player calls the Director to reserve their rights.

Here the irregularity is such **that the hand can be played normally**, but the innocent side may have been damaged. The Director should instruct the players to play out the hand, and thereafter if necessary restore equity by adjusting the contract, or the score, or both, and then award an **assigned adjusted score.**

### Split Score

The scores awarded to the two sides do not necessarily have to balance – this is called a **split score**. A usual scenario here might be that one side gets the score achieved as played and their opposition is given what the score would have been without the infraction.

Example: N bids 1NT. After a long pause E passes, S passes and W bids 2S. 2S makes because NS played badly, thinking there has been an infraction. Director is called and EW agree there was a long pause before the pass (hesitation). According to his hand, W should not have bid 2S, and if defended normally it would not make. Director assigns a split score. EW get what they would

normally have got it they had passed (NS in 1 NT makes 2, so EW get -120). NS keep what they got (2S = -110). Even though there was an infraction, NS cannot be ‘rescued’ from the effects of their own bad play. So each pair gets a different score for the board.

## Artificial Score

**If normal play is not possible**, the Director awards *an artificial adjusted score*, i.e. a percentage of the matchpoints given to the top score on a board.

Example 1: North pulls out East’s cards (by mistake) and looks at them. The hand cannot be played. NS are awarded average minus – no more than 40%

EW are awarded average plus – at least 60% (see Law 12 C 2c).

Example 2: There are 14 cards in West’s hand, and only 12 cards in North’s hand, and the bidding and play goes on until North notices he is one card short. Both sides at fault! Award average (50%) to both sides.

Example 3: When playing 2 or 3 boards and there is a slow table, the Director may require a board to be played at the tea break or end of the session, or he may disallow the play of the board, awarding 40% to the pair/pairs responsible.

Note: **if a pair awarded an average plus adjustment has achieved more than 60%** for the session, they should be given that percentage on the adjusted board. The percentage for the opposition in this case lowers by a corresponding amount, so total remains 100%.

## Weighted Score

This is calculating what percent of the time a score will be achieved based on the skills of all 4 players involved. This estimate is based on the Director’s bridge judgement.

Example: Misinformation results in a final score of 4HX, when a bid of 4S or 6S is likely.

<i>Contract</i>	<i>Score</i>	<i>Matchpoints</i>	<i>Weight (est.)</i>	<i>Adjusted Matchpoints</i>
4S making 5	650	17.1	25%	4.3
4S making 6	680	12.2	40%	4.9
6S making 6	1430	8.7	20%	1.7
6S one off	-100	3.4	<u>15%</u>	<u>0.5</u>
			<u>100%</u>	<u>11.4</u>

On a club night, you often haven’t got time to make these sorts of calculations. The most usual score is 4S making 6 so this would be your most likely adjustment (assigned score). In matchpoints it is quite close to the total weighted adjusted matchpoints.

If you have to calculate a weighted score, as per the example p D16 in the *Bridge Manual*, see Matchpointing a Board with Adjusted Scores further on – matchpoint manually: reduce top and bottom by one MP, exclude table to be weighted, and this will give the MPs for likely outcomes. Multiply these by their estimated weighting. Add.

**This is sometimes referred to as ‘two bites of the apple’.**

- The non-offending side is not eligible for damages caused by their own wild or gambling action.
- A double shot is considered to be a gambling action – see D14. (This is often a gamble for a contract over an opponents’ infraction, which, if it doesn’t come off, they then try to offset by seeking damages.)
- However, non-offenders are allowed to take action after opponents' infraction which is in the realms of standard bridge playing – i.e. they are allowed to exercise poor judgment, or to try for a good score without gambling.

### **Self-inflicted Damage (SID)**

- Adjusted scores must take into account self-inflicted damage.
- Take the result declarers would have got if the contract was defended properly and subtract SID (e.g. revoke trick lost).
- Formula: normal result – actual result incl SID = self-inflicted portion of damage.
- SID could be mis-defence (even though in wrong contract) because law says non-offenders can’t be protected from their own bad play.
- Where there is SID, the Director may award a split score such that the offending side receive the score they should have got if the infringement had not occurred, and the self-inflicting side get the table result.



In NZ and Australia, we work with double matchpoints. This is mentioned because occasionally you will find reference to single matchpoints, as used in USA (which results in fractions and may become cumbersome). Matchpointing is simply ranking the scores.

- For every contestant you beat, you earn 2 MPs.
- For every contestant you draw with, you earn 1 MP.
- For every contestant who scores better than you, you get zero MPs.

For example, if there are 12 tables and you are NS, you will compete against 11 other NS pairs. If you beat every other pair, you earn  $11 \times 2 = 22$  MPs. This is referred to as the “top” of the board.

- Matchpoints are calculated from the NS perspective, with EW matchpoints as their complement. So, with a top of 22 MPs, if NS earns 14 MPs then EW earns 8 MPs.

### **Phantom**

When there is a phantom, then the board which is ‘played’ against the phantom is simply not included in the scoring. The pairs who play fewer boards have their scores factored, so that there is a fair comparison with pairs who have played more boards. This is done automatically on the NZ bridge computer scoring program. A phantom reduces the top of a board by 2 matchpoints.

### **Passes In / Passed Out / No Bid**

When a board is passed in, both pairs get zero, which is an actual score, and this may be a good board or a bad board depending on the results on other tables. The top (i.e. highest number of matchpoints a pair can earn on a board) is not affected.

### **Matchpointing manually**

To matchpoint a travelling scoresheet, score down (highest to lowest score) the NS column – e.g. if playing 12 tables, top NS score gets 22 MPs, next highest gets 20 MPs etc). From lowest NS score, then score up (lowest to highest score) the EW column. The highest score on the EW sides gets zero matchpoints. Phantom boards are not included. No Bids are scored as the lowest NS score, (in effect, placing them right in the middle of the NS and EW scores).

Pairs with the same score, share the matchpoints. E.g. if 2 NS get the same score, instead of first getting 22 MPs and second getting 20 MPs, both receive 21 MPs.

### **Score adjustments**

Score adjustments are made by awarding an ‘average’ score = 50% of the matchpoints gained for a top board, ‘average minus’ = 40% of matchpoints on a top board, and ‘average plus’ = 60% of matchpoints on a top board. (See section on Adjusted Scores previously.)

## Matchpointing a board with adjusted scores

### Method

1. Temporarily assign the average MPs to each pair with an adjusted score.
2. Reduce the top by 1 for each adjusted score. The bottom will increase by one for each adjusted score.
3. Matchpoint the scores, omitting the adjusted scores, using the adjusted top/bottom.
4. Adjust the MPs of the pairs with adjusted scores using the unadjusted top.

### Example

A board played 9 times with 2 adjusted scores, 60/40 and 50/60

NS	EW	Score	MP (NS)	MP (EW)	Board % NS	% EW
1	1	90	9	7	56	44
2	7	No bid	6	10	37.5	62.5
3	6	Adj 50/60	<b>8</b>	9.6	50	60
4	5	-80	4	12	25	75
5	4	Phantom				
6	3	Adj 60/40	<b>9.6</b>	6.4	60	40
7	2	90	9	7	56	44
8	8	140	14	2	87.5	12.5
9	10	-150	2	14	12.5	87.5
10	9	120	12	4	75	25

16 14 12 10 8 6 4 2 0

1. Top = 16. (Don't count the phantom.) Temporarily assign 8 MPs to the boards with adjusted scores
2. Top becomes 14 (reduced by 2) and bottom becomes 2 (increased by 2 because there are 2 adjusted scores)
3. Matchpoint normal scores using top of 14
4. For the 60/40 AA, assign  $16 \times (0.6) = 9.6$  MP for NS and  $16 \times (0.4) = 6.4$  MP for EW  
For the 50/60 AA, assign  $16 \times (0.5) = 8$  MP for NS and 9.6 MP for EW

### Example 2

20 tables, Phantom NS at one table.

- Each board is played 19 times, so there are 36 available matchpoints ( $19 \times 2 - 2$ )
- A fouled board gets 60/60. Calculate as  $60\% \times 36 = 21.6 = 22$  MPs to each pair
- Rest of field gets matchpointed out of a total of 35 (bottom is 1)

A board is considered to be fouled if one or more cards are displaced, or if the dealer and vulnerability differs between copies of the same board.

The handling of fouled boards is very different in Pairs events as opposed to Teams events. Considering the case where one or more cards are displaced.

### **Pairs Events**

The *Manual* explains the method for scoring up to 3 fouled boards.

- If only one table plays this fouled board and discovers it to be fouled (and no one at the table is at fault), both pairs get 60% (average + 10 % indemnity).
- If 2 boards are fouled, a NS result gets 55%, EW gets 45% (plus possible 10% indemnity to each). A result to EW gives them 55% and NS gets 45% (65%/55% with indemnity).
- If 3 boards are fouled, top NS result gets 60%, middle NS score gets 50%, bottom NS gets 40%, with EW getting 40%, 50% and 60% correspondingly. (Add 10% if appropriate.)
- If 2 results are tied, they each get the average of the two percentages (plus indemnity).
- A pair partially at fault (e.g. didn't count their cards) receive no indemnity.
- The pair or table that fouled the board are eligible for a (10 %) procedural penalty.

If 4 or more tables play the board in the fouled form, the matchpoints for the board are calculated using the Neuberg Formula given in the 2013 *Manual* on page D31. In Scorer, you simply enter the scores as played, then press 'F' on the keyboard and tick the boxes on the screen beside the boards that were fouled. Scorer scores the fouled boards as a separate field and magically melds the two sets of matchpoints into one.

- **If the wrong pair played another pair**, press 'E' to edit the pair numbers. (Sometimes you can give a pair a normal score in this way instead of an adjusted one of 60%. See **wrong board played** further on.)

### **Teams Events**

- In teams, the score at the home table is compared **ONLY** with the score at the away table.
- If the home table plays a different board from the away table, no result can be obtained, so the board is simply wiped from the match, and scores are compared on the remaining boards played.
- If time allows, however, the Director may correct the fouled board and have it played by the other table, or may shuffle a new deal and have both tables play the same hand.

### **Penalties**

- In matchpoint/pairs play, the procedural penalty is issued in matchpoints.
- In teams play (also known as match play), the procedural penalty is issued in IMPs – see Law 86.

## Fouled Boards – Quick Manual Scoring Method

The *NZ Bridge Manual* gives a gruesome formula for calculating fouled boards; however, this method is quicker and, according to my unknown source, gives a fairer result.

### Method

1. Divide the field into two separate fields: fouled boards and unfouled boards.
2. Matchpoint each field separately.
3. Add on the number of boards from the other field.
4. Calculate percentages: number of MPs on each board divided by total number MPs.
5. Enter under Adjusted Scores.

### Example

Board played 10 times. N and E hands transposed at 4 tables. Six tables are OK.

NS	Contract	By	Lead	Result	Score	MPs (NS)	MPs (EW)	% (NS)	% (EW)
1	4S	S	AC	4	620	6+4=10	8	10/18=55	8/18=45
2	4S	S	AC	4	620	6+4=10	8		
3	4S	S	AD	4	620	6+4=10	8		
4	3S	S	2D	4	170	0+4=4	14		
5	2D	W	AH	2	90	0+6=6		6/18=33	67
6	3D	W	AH	-1	-100	2+6=8		44	56
7	5D	W	4H	-3	-300	6+6=12		66	34
8	3H	E	4C	-2	-200	4+6=10		55	45
9	4S	S	AC	4	620	6+4=10			
10	4S	S	AD	4	620	6+4=10			

Total MPs =  $(10 \times 2) - 2 = 18$

(Remember matchpointing is simply ranking scores and then doubling them to avoid having to deal with half values for scores of the same rank.)

Board fouled at 4 tables: 5, 6, 7, 8

### Method

1. Divide field into fouled (4 boards) and unfouled (6 boards)
2. Matchpoint separately 6/4/2/0 and 10/ 8/ 6/ 4/ 2/ 0
3. Add on the number of boards from other field
4. Calculate percentages (e.g. NS1:  $10/18 = 55\%$ )
5. Go to AA (Adjusted Scores) in ACE, enter percentages

## Wrong board played – editing pair numbers

Every now and then, the wrong board is played at the wrong table by the wrong two pairs.

### **Board has been played previously by one of the pairs**

This affects two scores, one on the wrong board and one on the board that should have been played. The first score stands for the repeat players. On the wrong board, the score is adjusted: 60% to the pair who should have played and now cannot, and a percentage reflecting fault to the pair who played out of sync (40/60 is most likely as NS is in charge of the boards). On the board that should have been played, allocate either an adjusted score or allow a late play to give a natural score.

### **Board has not been previously played by either pair**

This affects three scores, two on the wrong board and one on the board that should have been played:

1. The score at the table where the pairs played the wrong board. If it is the first time each pair has played the board, the EW pair number is edited in Scorer (replaced with the pair number who actually played) and the score stands.
2. The score at the table where EW should have played the board, or has previously played it. If they haven't already played, then the EW pair number is edited (replaced with the pair number of the pair who should have played the board) and an adjusted score (60/60 as neither at fault) is given here. Make sure you check where the board was first played.
3. The score on the board the pairs should have played. This board can be late played or an adjusted score depending on fault (most likely 40/60) given.
- 4.

### **Example**

At the feed-in table, N is handed a board. She conscientiously checks it off her check-off slip, pulls out her hand and counts her cards. At the end of play, S scores and they hand the board on. South takes the next board from the feed-in pile and notices it is Board 1. She has just scored Board 9. "What was that board we just played?" she asks partner. Partner looks at check-in slip. There is Board 9 crossed off, clearly out of sequence. Oops! "Director!"

### **Procedure**

- Director arrives at feed-in table (T19) and hears story. (Silently kicks herself for not giving her usual instructions when handing out the check-off slip. Reminder to self: even with Senior players, tell them to call you immediately if the boards get out of order.) Table 19 should have played Board 1 instead of Board 9.
- Instruct players to play Board 2 (next board in correct sequence). If time, they can play Board 1 at the end of the session.
- Take Board 1 to next table. Ask them to put away their cards, and replace Board 9 with Board 1. (On Boards 1 traveller, write NP against NS 19.)
- Return Board 9 to its correct place in the feed-in queue. (On traveller, write "played against wrong opp" in margin.)
- Tell NS to call Director when they come to play Board 9. When this happens, tell the opposition that as NS have already played the board, they will be awarded a 60% adjusted score. However, they can play the board for fun. Tell NS you will edit the pair numbers to keep the result they first achieved.

## **Correcting in Scorer**

The Director aims is to get a 'natural' score wherever possible, i.e. a score from the natural play of the board. While NS19 have played Board 9 against EW10 instead of EW2, there is a score for each side. We can keep this by changing (editing) the pair numbers in Scorer.

## **Editing pair numbers**

- On Board 9, press 'E' for 'Edit pair numbers'.
- Against NS19, change EW2 (the pair they should have played) to EW10 (the pair they did play) and put in the score that was attained (200).
- See where EW10 should have played (against NS10 – and, lo! There is EW 10 mentioned again). They appear to have played the board twice. Where did they play it the first time? Looking at the movement, it is clear they played it at the wrong table the first time and didn't recognise it when they came to play it again! Replace this second mention of EW 10 to EW2. Since neither NS10 nor EW2 could legitimately play the board, they both get a 60% score. Press 'A' for 'Adjusted score' and input 60/60.
- Go to Board 1 where NS19 should have played EW10. If they played the board at the end of the session, input that score. If they didn't, then input an adjusted score of 40/60. (NS get 40% for being at fault.)
- Note: if NS10 or EW2 get more than 60% at the end of the night, change the adjusted score to match this amount.

## **Summary**

- Where the board has been played (for the first time only), edit pairs so players retain their result.
- Edit pair numbers so that pairs who cannot play the board are matched and receive 60% each.
- Allow pairs to late play the board they should have played or award % according to fault.

### **Procedural penalty**

Typically a procedural penalty would be 10% of a top for the board, so it is NOT a percentage off the final score but a percentage of a board.

E.g. For 13 tables playing 26 boards, the top for each of those boards is 24 matchpoints. So a procedural penalty of 10% would take 2.4 MP off of the total for the session. The total number of available MPs is 26 (number of boards) x 24 (top on a board) = 624. So, a 10% penalty on 1 board works out as  $2.4/624 = 0.38\%$  on the round.

The percentage varies of course depending on number of boards and number of players. The procedure to calculate it is to:

1. Determine the top
2. Take the percentage of that and
3. Deduct that number from the total.

### **Disciplinary penalty**

These, likewise, are usually 10% of a top, although I have heard of a 50% penalty being recommended. The calculation is identical to that for procedural penalties.

### **Making adjustments in Scorer**

The adjustments in scorer are entered as matchpoint adjustments. These are entered from the same screen as the scores are entered manually. There is a button labelled adjustments and the MP adjustment is made there.

The number and position of the pair/s getting the adjustment are entered (their names should appear) and the adjustment is entered as the number of MPs being deducted. You have to be careful that the sign is correct (i.e. that the MPs are being deducted).

I have attached a chart (next page) that has the MP adjustment depending on the % penalty and the number of tables in the movement. This only covers single movements.

### **Penalty if event has more than one section**


If the event is being played in two or more sections and being scored across the field, then you would need to work out the MP adjustment based on the number of tables in the field. This can easily be done by referring to the table and adding the appropriate adjustments.

Example: If there was a 16-table web and a 13-table Mitchell and a pair received a 10% penalty then they would lose  $3 + 2.4 = 5.4$  MPs.

## Matchpoint Deductions

Number of tables	Percentage Penalty									
	5	10	15	20	25	30	35	40	45	50
4	0.3	<b>0.6</b>	0.9	1.2	1.5	1.8	2.1	2.4	2.7	3
5	0.4	<b>0.8</b>	1.2	1.6	2	2.4	2.8	3.2	3.6	4
6	0.5	<b>1</b>	1.5	2	2.5	3	3.5	4	4.5	5
7	0.6	<b>1.2</b>	1.8	2.4	3	3.6	4.2	4.8	5.4	6
8	0.7	<b>1.4</b>	2.1	2.8	3.5	4.2	4.9	5.6	6.3	7
9	0.8	<b>1.6</b>	2.4	3.2	4	4.8	5.6	6.4	7.2	8
10	0.9	<b>1.8</b>	2.7	3.6	4.5	5.4	6.3	7.2	8.1	9
11	1	<b>2</b>	3	4	5	6	7	8	9	10
12	1.1	<b>2.2</b>	3.3	4.4	5.5	6.6	7.7	8.8	9.9	11
13	1.2	<b>2.4</b>	3.6	4.8	6	7.2	8.4	9.6	10.8	12
14	1.3	<b>2.6</b>	3.9	5.2	6.5	7.8	9.1	10.4	11.7	13
15	1.4	<b>2.8</b>	4.2	5.6	7	8.4	9.8	11.2	12.6	14
16	1.5	<b>3</b>	4.5	6	7.5	9	10.5	12	13.5	15
17	1.6	<b>3.2</b>	4.8	6.4	8	9.6	11.2	12.8	14.4	16
18	1.7	<b>3.4</b>	5.1	6.8	8.5	10.2	11.9	13.6	15.3	17
19	1.8	<b>3.6</b>	5.4	7.2	9	10.8	12.6	14.4	16.2	18
20	1.9	<b>3.8</b>	5.7	7.6	9.5	11.4	13.3	15.2	17.1	19
21	2	<b>4</b>	6	8	10	12	14	16	18	20
22	2.1	<b>4.2</b>	6.3	8.4	10.5	12.6	14.7	16.8	18.9	21
23	2.2	<b>4.4</b>	6.6	8.8	11	13.2	15.4	17.6	19.8	22
24	2.3	<b>4.6</b>	6.9	9.2	11.5	13.8	16.1	18.4	20.7	23
25	2.4	<b>4.8</b>	7.2	9.6	12	14.4	16.8	19.2	21.6	24



1. **Open Scorer** by double clicking icon, input password, click 'Score Section'
  - Check that the right date and right event appear
  - Click 'Next' bottom RHS screen
2. If the event you are directing has not been entered, you need to enter it in the Calendar.
  - To add another session to an existing event/ladder, double click on last session in the calendar list
  - To add a new event, select Edit,  at bottom screen
  - Type in name of event. Once in it cannot be changed (needs a whole new setup)
  - Complete all the relevant boxes re the event, including number of sessions
  - Go into Scorer and new event should appear. (If it doesn't, go out and back in again.)
3. **Input movement** from Movement Sheet
  - Ignore room. Use any colour for section
  - If you make a mistake, click on 'Delete section' at top of screen (and highlight section)
  - Input section again, but use a different colour
  - Mitchell is the default movement
  - If using a Howell, check Howell, select the movement for the number of tables you have, and print off table instructions
  - If you have more than one section and you want to score across the room, click 'Score all sections'.  
Note: both sections must be playing the same number of boards.
4. **Input players** and print them out so you can check inputting against name slips
  - Press '0' and 'Enter' for Phantom.
  - If a player gives the wrong number, arrow down to name box and insert the surname only of the player. A drop-down box will come up with a list of players' names and their clubs who are members of NZ Bridge. Select the one who belongs to your club, click OK, and their number and name will automatically appear on your page. If you make a mistake, just insert surname again and re-select.
  - If a player is a visitor and not a member of an affiliated club, then just enter the name and leave the number blank. Use the arrow key to fill in the next name.
5. **Input raw scores** (not matchpoints)
  - Type table number and press ENTER
  - NS scores are inputted using ENTER or plus key
  - EW scores are inputted using minus key
  - ENTER to repeat a score
  - '0' for No Bid (this places the No Bid between the NS and EW scores the same as for manual matchpointing)
  - A for Adjusted Score and then input percentages (Press ENTER after each entry and ENTER again to add them into program)
  - E if you need to Edit pair numbers for fouled boards
  - Arrow down if there is a gap (e.g. for a table not played)
  - Space key to end board.

## 6. Results

- Click 'Back to sections' and print off interim results for players (click 'Results', check 'Incl pair nos' then click 'Print'. Make sure size of text is 10)
- Go back to 'Enter scores' and click 'Print all boards' for a printout of raw scores
- Check board printout against scores on travellers for inputting errors
- Correct and print off final 3 copies of final results:
  1. One goes with Movement Sheet, printout of players and board printout in that night's folder, found in low cupboard at end of Trish's desk
  2. One is punched and goes on clip in foyer
  3. One to Grade Convenor.

## 7. Attach hand records

- Click on dealer icon top of screen: select session, select date – usually top LH file. Click 'Open' and check that the file appears beside dealer icon
- Note: hand records will not upload if computer in dealing room has been turned off!

## 8. Upload results to web

- Click 'XML'
- Exit Scorer and click 'Explorer' to check results have gone to website
- Click on one of the results and click on a board to check hand records uploaded

## 9. Competitions/ Ladders

- At the end of a competition, click on 'Ladder' at bottom of calendar page
- Input criteria for ladder and print off results
- Note drop down box at top of page where you must select type of competition – individual, pairs, handicap etc
- Box on LHS requires:
  1. Total number of sessions in competition
  2. Number to qualify
  3. Number to count

If you are in a competition that requires players to play 5 out of 6 sessions, the inputs should be 6, 5, 5. Putting 5 in the third box means that those players who played for 6 nights have their weakest score excluded. Thus everyone is averaged over 5 sessions, but those who played 6 sessions will have theirs averaged over their best 5 sessions.

- Alternatively, click on 'Ladders' under 'Results' on website and print off results
- Place results/rankings in Competition folder (behind desk) for end of year trophies

## 10. A player's individual results over the year

- Found under 'Housekeeping'

**NOTE: A new version of Scorer is released each year. For more information, refer to the *Scorer Manual* online.**

## 9 SCORING ACROSS THE ROOM

Using Scorer, if you have more than one section and you want to score across the room (which provides a fairer comparison of all players), then players in each section must play the same number of boards – usually 26. Because you seldom get two nice even sections of 13, a variety of new movements are coming into use. Most commonly, these are the Hesitation Mitchell (scored as a Howell), Mitchell Web and Bowman-Ewing movements. (See Movements section.)

- Remember to tick the ‘Score across sections’ box in Scorer.

Sometimes a pair can get top of their section when the sections are scored separately; but when scored across the room, they can drop several places. Therefore, they question the accuracy of the process and the fairness of it. Below is the rationale behind it all.

### Scoring across the room – John Skipper

For the purpose of demonstrating how it works, I have created a slightly artificial example, just to make it clear what can happen. Consider pairs A3 and A4, who are both NS and have played the 3 boards below:

	Board 1	Board 2	Board 3	Matchpoints	Matchpoints across both sections
A1	-50	170	200	2	6
A2	-50	170	200	2	6
A3	1010	420	620	14	30
A4	480	430	630	16	25

When the boards are matchpointed and scored, the following results are posted.

A4 = 88.9%, A3 = 77.8%, A1 and A2 = 16.7%.

That makes sense as A4 has beaten A3 twice and lost only once.

The same boards are played in section B, with results as follows:

B1	980	430	650	13	34
B2	980	170	650	9	25
B3	980	170	200	5	15
B4	980	170	650	9	25

Now when the scores are determined across the field, some apparently strange things happen! The final results are: B1 – 80.9%, A3 = 71.4%, B2, B4 and A4 = 59.5%.

A4 has dropped almost 30% in score and gone from 1<sup>st</sup> in their section to third overall, behind a pair they had beaten in their own section. The reason is clear when you look at the effect of the section B scores on the results for A3 and A4. On board 1, A3 beat A4 and got 2 matchpoints for this. (Remember, for every pair beaten, you get 2 points. For every pair you tie with, you get one point.) When scored across the field, A3 now gets a big bonus, as they also beat all the B-section scores. For the other two boards, A4 came out better than A3 and scored 2 matchpoints for each board beaten in their own section. When scored across the field, however, they lose that advantage and are overtaken by A3.

This list was compiled in 2012. Please check online at BridgeNZ for up-to-date information and help.

### **To set up a new event**

- Calendar, Edit, + at bottom screen
- Type in name of event. Once in it cannot be changed (needs a whole new setup)
- To add another session to an existing event/ladder, double click on last session

### **If you delete a section** (small box at top RH on screen)

- When you re-enter it, use a different colour for section

### **If no names appear in Scorer** – Check that names are uploaded

### **Name doesn't match computer number when entering manually**

- Type in last name, Enter, Dropdown list appears, click on correct name

### **Visitors**

- Use 99950, 99951 etc depending on number of visitors, or 1, 2, 3, etc
- Do not hit ENTER, just click down to next field

### **To correct a wrongly spelt name**

- Go into EXTRAS
- Click on 'Edit NZB Player Information' or 'Edit non-NZB player'
- Note: lower case names come after caps

### **If program won't input Table number/ number of board** etc – Check 'Number lock'

### **Wrong pairs play** – Press 'E' to edit pair numbers

### **If you have an Adjusted score e.g. 60/60**

- Adjusted scores entered manually in Scorer at end of play – after all scores uploaded
  - If board is not to be played, enter NP on Bridgepad; note board and table of adjusted score and enter at end of play
- Check final results and if that pair has over 60%
- Go back into results
- Take out the 60/60
- Recalculate results
- Get final percentage for that pair again
- Then put back in with new adjusted score

### **Results**

- Save results as 'Name of ladder'
- Print all boards
- Wait until results have been calculated, then you will get matchpoints for boards in printout
- If there is an Adjusted score, press RESULTS immediately before uploading to web

### **Wrong matchpoints for boards with Adjusted scores or no bids**

- No Bid boards come up on the web results showing only 10% of their true matchpoint value. It is an error in the program. Doesn't affect the correct calculation of total matchpoints.

### **If you click on the wrong things**

- E.g. 'Start Remote Server' before setting up session – "Cannot continue" pops up
  - X out of bridgepad and start again (even if it says you will lose data)
  - You just have to start over

### **Setting up Bridgepads**

- Check Bridgepads are reset (press XX and PWR simultaneously)
- Set up movement in laptop
  - Tick 'Start new session', Click 'Create remote database', Untick 'Start new session'
  - Click 'Start remote server'
  - Click icon of hand of cards at bottom of screen (for bridgepad results)
  - Click 'Game options'
  - Tick 'Display round'
  - Tick 'Traveller format for section'
  - If play is likely to be slow, you may prefer to click the percentage option rather than the traveller format as players sometimes go over time looking at it.
- Tell players code for their section and they can now input names and scores

### **If Bridgepads don't communicate with server**

- Check above protocol
- Check 'Communications' on scoring grid and make sure Bridgepads are on the right channel
- Otherwise 'EXIT' from grid, close down and start again

### **Scores not coming through to grid (click 'hand of cards' icon at bottom of screen)**

- Keep an eye on this screen
- If results don't come through for a round go and check Bridgepad

### **To change a score in Scorer or enter LP score**

- Double-click on appropriate cell of grid showing Bridgepads results (changed results show blue)

### **Bridgepads**

- 0 for phantom, visitors
- PO or P for No Bid/ Passed Out

### **Replacing a faulty bridgepad**

- Check Table number on faulty Bridgepad
- Make sure scores have downloaded to server
- Press BACK in new Bridgepad
- Put in password, QK
- Select Option 4
- NEXT
- Enter Table number – wait until information has downloaded from server
- Take old one away and reset

### **If players put in a wrong table number**

- Swap Bidgepads with correct table.
- Sometimes this comes up if players start inputting before system set up is completed.

## **Replacing batteries**

- Replace failed batteries with new ones
- Press PWR key then 3. Game should restart at previous board
- If it doesn't use method above, i.e. Press BACK etc

**“bad mac”** – if a Bidgepad says this, replace immediately (Bidgepad stops sending data)

## **Correcting a wrong score in Bridgepad**

- Error
- Correct a board
- Boards number etc

## **Players enter score for wrong board**

- E.g. put in result for board 10 when they have just played board 9
  - Have them play boards 10 and enter correct result for boards 10
  - Then re-enter correct result for boards 9
  - If too late, it can be corrected in Scorer

## **“Board out of range”**

- Wrong board number entered – board has already been played or is not in play.  
Check movement of boards

## **If you lose data**

- BACK to Director's menu
- Passwd QK
- Option 7 – re-send game data

## **“Trouble communicating”**

- If a Bridgepad unit does not send or receive information from the server, it may be that the server is busy. Players can keep entering scores and the unit will eventually catch up.
- But keep an eye on the computer. If three rounds go without any results coming through
  - Press BACK, QK, NEXT, option 7, confirm.
  - If unit doesn't send data, replace it.
- Don't wait until the end of the session, hoping data will come through. (It's supposed to, but we had a unit that didn't send one night and lost all data for that table.)

## **If results don't upload from bridgepads**

- Windows Task Manager (press Control/Alt/Del)
- Close
- Restart
- Upload results

## **Two sections**

- Make a note of the code and colour for each section, e.g. 1 – BB, green boards, 2 – BOARDS, red boards, and put it by the computer so that when you are using dropdown box to change sections to check that scores are coming through on the Bridgepad grid, you know which one you are looking at.
- Make sure players do not start inputting before you are set up.

Go to the demo for Bridge Scorer on the bridgenz website

<http://www.bridgenz.co.nz/>

Click the BridgeScorer unit at the bottom of the home page and then

Click "See the demo online" above the BridgeScorer on the next page.

### Notes from a Workshop with Martin Oyston 30/7/13

- The BridgeScorer units are much more user-friendly than the gray bridgepads.
- There is just one button – the 'ON' button, which opens up the bridgepads and by which the Director can access the Director's Menu (by pressing for 5 seconds).
- All other information is inputted or accessed by touching the screen. Press 'Start' and follow instructions.
- BridgeScorers use the Scorer program; however Scorer should be accessed by the Director through the 'BOS' icon on the desktop. (See information on BOS further on.)

### Suggestions for implementing BridgeScorers at your club

- Allow a bit more time at the end of each round in the first month for players to get used to BridgeScorers and familiarise themselves with the process.
- Have some knowledgeable helpers available to hand out the units while the Director is setting up the movement, and then be on hand to assist players.
- Ensure players use their finger or special pointer which can be pulled out of the BridgeScorer by pulling down on the serrations on the lower RHS
- Make it a general rule the Dummy inputs the information at end of bidding so there is no turning over another player's cards to see the opening lead. It also saves using up valuable time at the end of the game.
- Make a rule that players can't look at/discuss hand record if the round has ended and they should have moved on.

### Players shouldn't:

- Use the tips of pens or pencils on the touch-screen
- Go into Director's Menu
- Change/ input password
- Put in the wrong lead. It is better to put in no lead as the lead information may be crucial in sorting out errors further down the track. Encourage players to write the lead card on their bidding pad
- Leave the table at end of play before the final score has been sent
- Send scores that opponents haven't seen. One person from each side should agree on score. However, if they want to change the score, they can do so on the unit. Otherwise, one person from each pair must (jointly) apply to Director.

## **BOS – see notes on Dealing Procedure**

- BOS = Bridge Organising Section. It communicates information about the deals to BridgeScorer and allows the deal (as shown on the traveller) to be seen on the BridgeScorers.
- Each event is given a name in BOS (include date, single spacing only – **never** double space – leads to glitch in program!) Note: event name in BOS doesn't need to exactly match event name set up in Calendar.
- Once given a name, you can input dealing file from EasyDeal into BridgeScorer – **but only if you open Scorer through BOS.**
- Click on BOS, 'Open Old', click on session/event, click on NZB Scorer and it opens up Scorer program.

## **Directors: setting up BridgeScorers in Scorer – see printed notes**

1. Set up movement before allowing players to use the BridgeScorer units
  - Get players to play first round before they log in. This gives Director time to set up movement in Scorer. (Once the movement is set up, it won't allow changes. If you muck up the movement, delete and 'Start New Session'.)
2. Click 'Start Remote Server'. 'Game settings' window appears:
  - PIN number – don't need for club sessions – only for tournaments. The TD's default PIN number = club number (PIN code = EW pin number Used in tournaments only: NS cannot send result without EW pin number)
  - 'Feedback': tick 'traveller/frequencies'  
(In tournaments, turn off traveller hand records in case players enter the wrong information and get information about a board they haven't played yet.)
  - Save
  - Sometimes a 'Base Station' icon appears with a query. Just press OK.
3. BridgeScorer Control window appears
  - 'Base Station' box (top RHS) should be green.
  - 'Start' box (top LHS) should be green. This allows BridgeScorers to send information to screen. (If there is a problem, Director can press Start/Stop to stop BridgeScorers sending info while they sort it out.)
  - Table numbers down LHS are red until inputted. Then they turn green so you can see where the problem tables are.
  - When results come in, the cells in the grid turn green. Cells from tables not completed stay red, so Director can see any hold-ups. (The yellow cells are the new round.)
4. Correcting Scores
  - Can be made at table (on unit) if still playing current round.
  - Adjustments made on computer are not communicated to BridgeScorer units.
  - Click on cell, then click on board concerned, make change (single spacing)
5. When lead card and card in correct hand do not match
  - A warning box comes up in the computer. Instruct players that if they don't know the lead, don't put one in.
  - Either the wrong lead OR the wrong declarer have been inputted.
  - Click on cell, brings up scores, click on current one and hand record appears so you can check.

## **Players: using BridgeScorers**

- 'ON' button similar to 'Power' on bridge pads. Use this to refresh if screen goes blank.
- 'C' = clear – for when you make an inputting error.



- ‘OK’ icon has same function as ‘Next’ on bridge pads = move on to next step.
- Touch onscreen arrows to go back or change to previous/next board in the round.
- To change a result already inputted (wrong contract, wrong score or forgot to enter lead), press ‘OK’ to see next screen. ‘Feedback’ or ‘Replace’ appears. Press on score and then ‘Replace’ and can re-enter correct score.
- Score can only be changed while opposition are at table because this option is lost once you are onto the next round.
- At bottom of screen, a square icon depicting a table brings up the hand record.
- ‘#’ shows optimum contracts and optimum score.
- ‘Feedback’ shows traveller in order of ranking of scores – best NS to worst NS (rather than order of play as per paper travellers). If tables get the same scores, the unit switches to frequency scoring. The result with the black background = contract just played.
- There is no ‘Late Play’ icon. Press ‘NP’ and insert score later.

### Directors: Director’s Menu

- Hold down ‘ON’ button for 5 sec.
- Allows you to do things that players can’t.
- Director’s pin = 0 or leave blank
- Press ‘OK’ to access Director’s options.
- If you are changing a score, **do not press ‘New Game’**. New Game resets the unit back to the Welcome screen at the start, but if you do accidentally press it (instead of ‘Current Game’), go back into Director’s Menu, press ‘ADMIN’, then ‘View’, then ‘RECOVER’. This brings you back to the current round.
- You can replace the battery without losing information.
- **If you lose information, press ‘RECOVER’.**
- To access stored information, e.g. to change a score, Director’s Menu, Admin, Results.
- ‘RESULTS’ brings up board. Director can replace score or can do AA (%/ %).

### To replace a unit

- Press ‘Replace’ on new unit. (Old unit will still have old information on it, but will not communicate with server any more.)
- ‘Replace’ requires Director to input section (letter) and table number. Then scores from all the played boards are downloaded from the server onto the new unit.
- Each unit stores information until it logs on to a new session.
- Use ‘New Game’ to reset BridgeScorer back to Welcome screen. Make sure players do this at the end of the night before the BScorers are put away. (Otherwise next players could end up being shown the wrong boards to play.)
- Players press ‘NP’ for any boards Not Played at end of night to get their percentage. Or Director can tick ‘Rankings’ in Game Settings at end of night for players to view. (Don’t have turned on during the game.)

### Common scoring errors

- Declarer's direction
- Double missing
- Board entered as NP instead of Pass

### Correcting incorrect score

- Press arrow to go back
- If sent, player can still correct by touching incorrect result on summary screen to highlight the score, and replace it
- If round finished, Director can correct on main computer
- If session finished and uploaded, score can still be corrected (by Director) in Scorer

### Common player errors

- Bypassing computer number entry
- Held-down 'ON' button
- Logging in at the wrong table of wrong section. (Often a player logs in their board number instead of their table number. This stops players at the correct table logging in.) If unit says the table is in use, then find the table that is logged in incorrectly. On Director's screen, the wrongly initialised table shows up red.
- Reset unit using 'New Game' in Director's Menu and have players log in again.

### Lost information/ problems communicating

- Director's Menu, Admin, Recover
- If you accidentally press 'New Game' (instead of 'Current Game'), this resets the unit back to the Welcome screen at the start. Go back into Director's Menu, press 'ADMIN', then 'View', then 'RECOVER'. This brings you back to the current round.
- If you press 'INSTALL' by mistake, there is no cancel button. Take out the battery and put it back in and BridgeScorer returns to the current game.
- Put units close to the receiver if results are not going through.
- If unit gets a blank line on the screen, replace and send back to Martin Oyston.



# 5 COMMENTARY ON THE LAWS

The majority of these notes were taken from Allan Joseph's *INTRODUCTION TO DIRECTING*. They have been expanded – from sources mentioned at the start of the manual – by Carla Heslop, who takes full responsibility for any errors. **The 5 most common infractions are highlighted.**

## Contents

1. Basic principles
2. Ruling on complex situations
- 3. Calling the Director**
4. Rectification v penalty
5. Cards from the wrong board
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8. Stop cards
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26. Contested claims/ concessions
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28. Mistaken explanation v mistaken call
29. Appeals procedure
30. Procedural penalty

## 1 BASIC PRINCIPLES

### **Restoring equity/ rectification**

This is ruling to achieve the score that would have been attained had the infraction not occurred. Director decisions these days are made with the aim of restoring equity (i.e. achieving a ‘normal’ bridge result) rather than penalising. Some longtime players are still getting to grips with this!

### **Adjusted score**

If rectification/penalty does not restore equity, Director assigns an adjusted score based on what the hand would have resulted in had the infraction not occurred. Director bases decision on hand records showing optimum score that can be achieved on each hand and own judgement. (On Senior nights, more experienced players can be consulted.)

### **Possibility of an infraction**

A number of the situations in the Law Book involve the possibility of an infraction. E.g. the possibility that partner could have seen an exposed card; the possibility that partner could have taken some sort of information from a hesitation or comment, the possibility that accidental viewing of a traveller could affect play. The Law is not interested in whether they actually did or not, as that could be argued until doomsday. The Law takes into account the possibility and rules on that.

### **Full disclosure**

When it comes to pre-alerting, alerting and providing explanations, the principle of bridge is full disclosure – not the least information that a player can get away with, not just the name of a particular convention – and both players and the Director are expected to operate according the spirit of the laws as well as the letter.

### **Director discretion**

Many situations require the Director to exercise his/her best judgement. That is all you need to do, but you need to be able to show players evidence that backs it up.

### **Play must not be unduly held up**

- The Director should always make some ruling at the table to allow play to continue, or else the whole room could be held up – *Manual C9*.
- Sometimes the Director may wish to defer the ruling (*Manual C11*) and seek further advice from other Directors (on a point of law) or from more experienced players (on play and/or judgment). Thus a final ruling may be deferred until the end of play.

### **Directors don't make the laws**

Some players think that Directors make the laws and can therefore be influenced to change, ignore or re-interpret them. If a player wants to argue that a law “just doesn't make sense,” it doesn't hurt to remind them that the Director is just as bound by the laws as the players.

### **Educate, coach, penalise (last resort)**

## 2 RULING ON COMPLEX SITUATIONS

When the situation is complex, and you are unsure about the correct ruling:

- Assess the situation as best you can
- Make an interim ruling to enable play to continue
- Advise players that you will look it over and return later to rectify the situation if need be
- Use your best judgement and the hand records or seek advice to get a ruling you are happy with
- Take the ruling back to both pairs and advise them of their right to appeal this decision if they think it's not fair – Law 83.

Often players are happy with your original ruling, but appreciate knowing you have taken the situation seriously. You should always research the correct ruling for future reference.

## 3 CALLING THE DIRECTOR – Law 9

If there is any irregularity at the table, the Director should be called. Sometimes players don't know who should call, or when, or even if they should call. This is why one of the Director's roles is educating players. The *Bridge Protocol* booklet – for players – is helpful here.

- Any player may call attention to an irregularity during the auction period.
- Any player except Dummy may call attention to an irregularity during play.
- There is no obligation for a player to draw attention to an irregularity by his own side **except for** a mistaken explanation, which must be corrected (Law 75B).
- The Director should be called as soon as an irregularity is noticed – preferably by the perpetrator.
- No player is allowed to act until the Director has explained the correct rectification.
- A player may ask Director for clarification (without giving partner Unauthorised Information).
- Premature correction of an irregularity may subject a player to further rectification.

The correct way to call the Director is “Director, please.” If a player snaps his fingers or is otherwise disrespectful, it's good policy to politely remind them.

In the past, with playing Directors and a more casual attitude to the Laws, players often made their own rulings, but these days it needs to be firmly discouraged. Sometimes more timid players can be disadvantaged. The most common ‘at the table’ ruling is a card misplayed that someone (often the offender) decides should be a penalty card, but the opposition's lead rights are ignored – or unknown. It can be quite annoying (and time consuming) being called to that table for an unrelated infraction and discovering, during the course of your ruling, a card you thought was in play that turns out to be a ‘penalty card’, that players had made their own ruling about previously.

Sometimes well-meaning opponents decide (quite illegally) what should be done. A defender may tell declarer to pick up a card played out of turn and play from the correct hand, unaware that they have the right to accept it. An opponent may tell an insufficient bidder to “Make it good,” similarly unaware that they have the right to accept the bid and that it may even be to their advantage to do so.

It is not generally appropriate to give a lesson at the table. In their role as educator, the Director could explain the law to a player at the end of the session, or make a note of common infractions and devise a

short lesson – a ‘chat’ or quiz – as appropriate. Learning that there is more to the Laws than meets the eye, that you are approachable, and that, rather than ‘dobbing anybody in’, calling the Director ensures that everyone’s rights will be taken into account, makes it more likely that you will be called.

## 4 RECTIFICATION v PENALTY

The emphasis of the 2007 Laws is to restore equity after an infraction by *rectifying* the situation.

- Law 10 explains that the Director alone has the right to determine rectifications.
- Law 11 states that the non-offending side may forfeit the right to rectification if they take any action before summoning the Director.
- However, there are **penalties** for breach of procedure and unacceptable behaviour, see Law 90 and Law 91, but these are applied only in aggravated circumstances.
- Damage during the play of a hand is rectified by score adjustment, never by penalty. And the Director bases his decision on the likely outcome/s had the infraction not occurred.
- 

## 5 CARDS FROM THE WRONG BOARD

### **One player picks up a hand from the wrong board**

- This sometimes happens when playing 2 boards/table.
- Unauthorised information (possibility of) is the main concern here. Usually Director assigns an adjusted score (40 % to side at fault/ 60% to non-offenders).
- Sometimes a deal can be saved if it is spotted early in the bidding. In this case, the correct hand is substituted for the hand wrongly picked up, and Director instructs players to repeat the bidding. If the bidding differs in any way from previous bids, an adjusted score (see section on Scoring) is awarded. If bidding doesn’t change, play continues as normal.
- With play of the second board (the one which has the hand incorrectly picked up in the first round), Director monitors bidding as there has already been unauthorised information passed to all players from the prior bidding. Hand can be played, but Director may award an adjusted score if s/he feels a valid result was not achieved.

### **If the wrong board ends up on the wrong table and bidding has started**

- Director stops play.
- Director retains bidding slip and instructs players not to discuss hand, and to call him when they meet the board at the correct table.
- When either pair meet that board again, Director must be called and oversees bidding. If bidding deviates in any way from original bidding (against original incorrect pair), then play is cancelled and an adjusted score is assigned – 60/60 in this case unless one pair is clearly at fault.
- If bidding is unchanged, play continues as normal.
-

## 6 MISSING CARD – Laws 14, 67B2b

This can be quite time-consuming if discovered during play.

- If found among quitted tricks (stuck to the back of another card for instance, or a player has accidentally played a second card to a trick), then it is restored to hand.
- It is deemed to have belonged continuously to that hand and failure to have played it earlier may constitute a revoke and subsequent penalty – unless the missing card is restored to Dummy's hand in which case there is no penalty. (Dummy can't revoke!)
- However, if non-offenders are damaged by Dummy's card not being played, an assigned score may be given.

## 7 UNAUTHORISED INFORMATION – Law 16

**AI (authorised information) comes from calls made during the auction and play of the cards ONLY.**

**The most common sources of potential unauthorised information (UI) are:**

- Unnecessary questions (e.g. announcements over 1C and 1NT now make it unnecessary to ask about the length/strength of the hand in these situations to avoid possible UI about the questioner's holdings.)
- Remarks (e.g. against a slam contract, I once said jokingly to a partner, "Lead out your aces" because I assumed we didn't have any. I had misread the Ace-asking. The opposition were not happy as they thought I was giving information!)
- An unmistakeable hesitation
- Failure to alert
- Any other action that might suggest a lead or play – e.g. exposed card, pulling a card out and putting it back etc.
- Explanations in answer to opponents' questions are UI – Laws 73C and 75A. Bids must be according to a partnership's system.

### **Enquiries**

- A player is only allowed to ask and consult opponent's system card when it is their turn to call. An enquiry out of turn may involve UI.
- Players may ask specific questions about specific bids, but they need to be careful as they could be giving their partner unauthorised information. E.g. if they ask opposition about a 2S bid during the auction, then their partner may be constrained from leading a spade due to possible unauthorised information. Better to enquire about the whole auction, rather than one specific bid.

Example: South is declarer and West is on lead. Before the opening lead is made, East (out of turn and hence illegally) asks declarer about the 3C bid in the auction.

West now leads a club, and the contract goes down, (but makes with any other lead). Is N/S eligible for score adjustment?

Depends: If West had a solid club sequence that he would have led irrespective of East's illegal questioning, then West can legally lead a club and damages should not be awarded. But if West had a solid diamond sequence and an equally solid club sequence, West may not choose a club lead. If he did, opponents would be eligible for damages, because the club lead "could demonstrably have been suggested over the diamond lead by the UI".



**Partner may not choose from among logical alternative actions, one that could have been suggested by the extraneous information.**

If a player thinks there has been UI, they may call the Director immediately OR they may tell the opposition that they reserve their right to call the Director at the end of play if they think they have been damaged. If called, Director instructs recipient of possible UI to ignore the information and tells opposition to call him back at the end of play if they feel they have been disadvantaged.

### **Hesitation**

- A hesitation in itself is not an infraction. It only becomes an infraction if this information is used by partner.
- A swift disinterested pass while staring at the ceiling is just as bad as a long hesitation. But, in both cases this extraneous information in itself is not an infraction.
- **A long hesitation followed by a pass** is very likely to give unauthorised information.
- Similarly a long hesitation **followed by a bid or X** may give unauthorised information because it says to partner “This is a difficult bid and you should read a bit more into it.”
- A long hesitation followed by a penalty double, should be considered as a “*Will I or won't I?*” double, and partner should not use this information to “pull the double”.
- If players have logical alternatives, they may not choose the one suggested by the break in tempo. This means a partner may bid but one or more particular options are banned.

Example: 1NT (by North) – 2H – long pause then Pass (by South) – Pass

North's options are Pass, X, 2NT. However, 2NT has been suggested by the long pause by South because this pause provides the information that S has something to think about.

(Turns out S has 11 points and doesn't know what to do.) Therefore, 2NT option banned, but either other option OK.

- Some players think that a player is not allowed to call after his partner has made a long hesitation, but a player is still allowed to bid a hand on its own merits. Ethically, however, this player needs to be very sure that his action will stand scrutiny.

### **Assessing damage**

Just because there was unauthorised information, does not mean that the non-offenders are eligible for damages. We should proceed in this way:

1. Was there potential for UI? (All parties should agree.)
2. Were there logical alternatives to the call or play chosen after the potential UI? (Logical alternatives are those that would be given serious consideration by players of the same level. **After a hesitation, if 75% of players with similar methods and of the same standard would make the same bid, then no other logical alternative exists and it is allowed.**)
3. Is it readily apparent that the action chosen by the partner was suggested by the UI?
4. Were the opponents damaged?
5. Was damage caused by opponent's 'illegal' use of UI – rather than their own actions?
6. If yes, assign an adjusted score (the most likely contract to make without the infraction).

### Handling UI from other sources

- Overhearing score or play of cards at another table
  - Accidentally seeing cards at another table
  - Looking at the wrong traveller
1. Allow play of board and reserve judgement about awarding an adjusted score if he deems that play will not have been affected – e.g. if the player that received the UI has a useless hand that would not have taken part in the bidding.
  2. Direct partners to swap hands or (on a club night) Director may bid the board for them.
  3. Where possible, the Director tries to allow normal play and get a valid bridge result. An adjusted score (60/60) is a last resort.

## 8 STOP CARDS

- The sole purpose of a stop card is to remove from Left Hand Opponent (LHO) any excuse for an unnecessarily long delay (i.e. possible unauthorised information) before making a call after a jump bid by the opposition.
- While the stop card is out the LHO should use that time to make inquiries regarding the jump bid.
- In effect, the stop card is an enforced pause – a discretionary 8-10 seconds. (In order not to give partner any unauthorised information, players are expected to pause before they bid whether they need to think or not.)
- The use of stop cards is mandatory in all A point tournaments and is recommended in all other tournaments, as well as all club sessions.

## 9 INCOMPLETE OR PARTIAL CALL – Law 18

The proper form of a written bid requires a number (from 1 to 7), and a denomination (a suit or NT). When a player makes part of a bid, and then stops, the Director should first satisfy him/herself that the bid is incomplete. If so, the Director will cancel the partial bid and instruct the player to make a complete bid.

Further instruct players:

- Any extraneous information conveyed by the partial bid is unauthorised to partner.
- Opponents may use this information, but they do so at their own risk.
- If opponents feel they have been disadvantaged (by offenders using information from the incomplete bid), they may apply for an adjusted score under Law 16 (UI).

See *Manual* (Written Bidding, D38) for incomplete bid out of turn. As above, Director cancels it, and turn reverts to the correct player. Any information it may convey is unauthorised to partner, but authorised to opponents, (who use it at their own risk). I suggest you photocopy paragraphs 5 and 6 (reduce to 70% as for amendments) and tape in your Law book beside Law 18.

## 10 THE AUCTION/ THE AUCTION PERIOD

- The auction period begins when either partner withdraws his cards from the board.
- The auction **period** ends when the opening lead is faced – Law 22.
- The auction ends with 3 consecutive passes – however, it can be reopened ...

### Re-opening the auction

Until the opening lead is faced, 3<sup>rd</sup> seat may request for the auction to be reopened if –

1. They had made an unintended pass, see Law 25.
2. Their call was based on misinformation (and a player has passed when, with the correct information, he wouldn't have) – see Law 21B and Failure to Alert, Law 75.

### Clarification Period – Law 22

- The period between the end of the auction and the facing of the opening lead.
- During this period, the declaring side **ONLY** should clarify any misexplanations.
- During this period, the declaring side only may look at their own System Card.

### Reviewing the auction/ explanation of calls – Laws 20 and 41

- No player may consult their own system card during the auction or play – Law 20G
- You may consult your opponent's system card before the auction, during the Clarification Period and during the auction or play **BUT** only at your turn to call or play.
- Before you have played to the first trick you can review anything. However, **ALL** previous calls must be restated and the review may not be halted before it is completed (and review must be by a member of the opposition) to avoid giving UI.
- After the partner of the opening leader plays to the first trick, the bidding pad should be turned over (by Dummy, but anyone can do it) – the auction can no longer be reviewed.
- After you have played to the first trick you:  
CAN ask what the contract is  
CANNOT ask to review the auction because you have forgotten how it went  
CAN ask for clarification about specific calls, e.g. "Your partner opened 1NT. Do you usually open that if you are 5332 with a 5-card major?" (But be careful of UI.)

## 11 UNINTENDED CALLS – Law 25

- **Previously termed 'inadvertent calls', the most important consideration here is the player's intention.**
- Claims such as "It was in the same breath/ immediately", "My pen was still on the paper", etc are irrelevant. These relate to the 1948 Laws and are no longer in force.
- The *Manual*, pD17, Law 25A explains an unintended call as an "inexplicable mental aberration". In other words, your mind told you to bid hearts, but you bid spades (!) And there was absolutely no reason or evidence for you even to consider bidding spades.
- Compare this to the situation where player bids 1NT, with a 12HCP balanced hand, and then with his/her pen still on the bidding pad, remembers they are playing a strong NT, calls the Director and says "I made a mistake, we are playing a strong NT, my pen is still on the bidding pad, can I change it (according to Law 25A)?" **The Director's answer should be "NUMBER This is a mistake, not an unintended call."**

## 12 WITHDRAWN CALLS/ LEAD PENALTIES – Law 26

When a player makes a call during the auction, s/he legally gives information to partner. If this call is subsequently withdrawn or cancelled, the information becomes Unauthorised.

When an offending player's call is withdrawn, and s/he chooses a final different call for that turn, then for a DEFENDER:

- **If the call related to a specified suit or suits**, then as long as the offender has specified this suit/s at some stage in the legal auction, there is no lead restriction in that suit.
- If offender has not specified this suit/s, then at his/her partner's first turn to lead, declarer may either demand or refuse the lead of any (*one*) suit specified in the withdrawn call.
- Requirement/ demand to lead a specified suit are only for the present lead whereas the prohibition continues for as long as the offender's partner retains the lead.

**For all other withdrawn calls**, declarer may prohibit offender's partner from leading any one suit at his first turn to lead.

## 13 INSUFFICIENT BID – Law 27

**First, some definitions to help clarify Law 27:**

**Incontrovertibly** – *there can be no controversy about it - i.e. absolutely without doubt.*

**The meaning** of a call is what it includes and what it excludes, e.g. a simple 1NT response to a 1C opening is that responders hand includes 6-9 HCP but usually excludes a 4 card major holding. A more precise meaning is that it also excludes a 4card club holding, and probably shows 8-9 HCP.

**Fully contained** – *nothing new is added.*

With this law, Directors try to facilitate as much as possible the outcome that would have been obtained without the infraction, i.e. a fair bridge result. It's called "restoring equity".

### 1. Was the insufficient bid intended?

An unintended insufficient bid can never be accepted, because it was never intended in the first place and conveys no meaning to either side.

### 2. An insufficient bid can be accepted by the opponent next in rotation (LHO).

Before LHO makes this decision s/he needs to be fully informed as to the choices the offender could make if the bid is not accepted. Follow the procedure below.

### 3. If the insufficient bid is natural there are two ways it can be corrected without penalty:

- (i) Replaced with the lowest sufficient bid in the same denomination, provided neither the insufficient bid nor its correction is artificial – Law 27B1a.  
E.g. 3D – 3C can be changed to 4C provided 4C is not artificial (i.e. not ace-asking)
- (ii) Replaced with a legal call that has the same or more precise meaning than the insufficient bid – Law 27B1b. (According to WBF guidelines, Directors may apply a mildly liberal approach.)  
E.g.1. In the above case, if 3C was showing club cover and looking for game, a 3NT bid would be acceptable and not bar partner from bidding again.

E.g.2. 1C – 1S – 1H

Offender can correct to 2H or double if in his system a double shows 4 of the other major and 6-9 points (as this shows a more precise meaning than just 1H). Offender may also correct to 3H, showing 5 hearts and 10-12 points if this more accurately describes his hand than the original 1H insufficient bid.

- Sometimes it is a good idea to tell Junior and Intermediate players the bid/s they are allowed to correct with.
  - The insufficient bidder has the option to choose which of these two corrections is most advantageous to their side. No further rectification is required and the auction continues as normal.
  - Offender can make any other legal bid he likes, but partner must pass for rest of auction. However, you cannot correct an insufficient bid with a double or redouble, UNLESS the double or redouble has the same meaning as the original bid.
  - Any information conveyed by the insufficient bid is authorised to both sides.
  - However, if a player says, “I didn’t see the opening bid”, they have given unauthorised information to partner, saying, in effect, “I have an opening bid.”
  -
4. **An accidental insufficient response to ace-asking or a transfer** can be replaced with a response at the correct level without penalty (i.e. without barring partner from auction) if it is not accepted.  
E.g. A pair plays DOPINS after interference of their 4C Gerber. South bids 4C Gerber, West interferes with 4H, and North not seeing the 4H bid responds 4H showing 1 ace. This insufficient bid can be replaced by a DOPINS “pass” (showing 1 ace).
5. If a partnership reaches a more favourable contract than would have been possible or likely without the insufficient bid, then Director has to adjust the score.  
E.g. 1H – 3D – 2H  
If this insufficient bid is not accepted it can be corrected to 3H. Information from the insufficient bid is authorised to all players and what it means in this case is that the 3H bid is now showing heart support and 6-9 points (rather than, say, 10-12 points). Thus bidding may stop there if opener has less than 15 points. If most other partnerships reach 4H going one light, then the score of this hand has to be adjusted to match this – to restore equity.
6. Some other types of insufficient bid can be a bit tricky to assess and the Director may need to talk to either the offender or his partner, away from the table, to ascertain what the bid (or its alternatives) means.
7. **Insufficient bid artificial or correction artificial:** If the insufficient bid was artificial, then it may be corrected by any legal call (including an artificial one) without restriction (i.e. without requiring partner to pass) provided that in the opinion of the Director, the new call conveys the same or more precise meaning – Law 27B1(b).

8. If the correction is a pass or conveys different information from the Insufficient Bid, offender's partner must pass for the rest of the auction and lead restrictions may apply if this suit hasn't been mentioned previously in the auction – **27B2**. (At offender's partner's first turn to lead, declarer may require or prohibit lead of that suit for as long as the lead holds.)
9. **If an offender corrects the insufficient bid before calling the Director**, the opposition still has the option of accepting the insufficient bid. If they don't, the correction stands.
10. Director advises (1) that knowledge of the insufficient bid is authorised to all. Opposition makes assumptions about it at their own risk. (2) Players who think they have been disadvantaged by the correction of an insufficient bid (in that their opposition reached a more favourable contract than they would have done without the infraction) can call the Director at the end of play and apply for an adjustment.
11. **An adjusted score** is when the Director awards the score that he thinks the contract most likely would make – hand records giving optimal contracts help with this. This option is not available if the insufficient bid was accepted.

### **Quick procedure for Director to follow if there is an insufficient bid – Allan Joseph**

1. Establish whether there has been an insufficient bid (IB)
2. Satisfy myself that 27B1 (a) is an option (take a peek if necessary), and if so
3. Tell LHO that he may accept the IB and the auction continues. If he doesn't, then
  - a. The offender may correct it at the lowest level in the same suit; or
  - b. He may make a bid that has a more precise meaning; or
  - c. He may make any other bid or pass in which case his partner must pass whenever it is his turn to call;
  - d. He may not double.
4. If LHO won't accept the IB, then I tell offender if he wants to do anything other than correct it at the lowest level, he needs to come away from the table with me. This avoids having to take someone away from the table every time when it is likely they will correct at the next level in the same suit anyway.

**Otherwise**, if you think the bid is artificial (i.e. a convention)

1. Establish whether it is insufficient (as opposed to unintended)
2. Take offender away from the table to quiz them about:
  - a. Whether they are in an artificial auction
  - b. Their original intent
  - c. Discuss their bidding methods and possible replacement calls
  - d. Return them to the table and following up with
3. LHO's options as above
4. If LHO won't accept the IB, offender selects his call, and then crack the whip!

## 14 CALLS OUT OF TURN – Laws 29-32

### Firstly some definitions:

A **call** is any bid, pass, X or XX.

A **bid** is an undertaking to win at least a specified number of tricks (over 6) in a specified denomination.

An **artificial call** is a pass, bid, X or XX that conveys additional information – see definition.

Example: Opener 1H – Overcaller 2C – Responder X (systemically this negative X guarantees 4 spades).

Hence this X is an artificial call, i.e. it is in effect a bid and would therefore require alerting except that it is a self-alerting call.

### Call accepted

- When a player bids at another player's turn, the LHO (i.e. next player) has the right to accept it if they think it would be to their advantage. Play continues as normal and there are no penalties.
- The call is considered to be accepted if the next player bids (regardless of whether they noticed the infraction or not).
- If not accepted, the bid reverts back to the correct player and the Director is called.

### Penalties depend on 3 things:

1. Whether or not you have bid or passed
2. Whether it is the first bid of the hand or there have been previous bids
3. Whose turn you have actually stolen!

### Pass out of Rotation – Law 30

A pass out of rotation results in **the offender** having to pass either for the next turn only, or for the rest of the auction.

### Bid or X or XX out of Rotation – Laws 31 and 32

A bid, X or XX out of rotation results in **offender's partner** having to pass either at his/her next turn only, or for the rest of the auction.

## 15 INADMISSIBLE CALLS – Laws 35-39

Law 35 defines 4 types of inadmissible calls:

1. An inadmissible X or XX
2. Any bid, X or XX by a player required by law to pass
3. A bid of more than 7
4. Any call after the final pass of the auction.

An inadmissible call can never be accepted; it is **always cancelled** and the appropriate rectification according to Laws 36-39 is applied. (A player doubling his partner is the most common inadmissible call. The double must be replaced with a legal bid and partner is banned from the rest of the auction.)

However, if an inadmissible call is accepted (by LHO calling before the Director has been summoned) then there is no rectification, but the inadmissible call is **still cancelled**.

## 16 ALERTING REGULATIONS

**Alerting is required of any bid which has a meaning the opposition is unlikely to expect.**

Law 40, Partnership Understandings, states that each partnership has a **duty** to make available their partnership understandings to the opponents. This may be done by pre-alerts, alerts during the auction, and delayed alerts (where explanations of unusual calls are offered at the end of the auction before the opening lead). In general, natural calls don't require alerting, artificial ones do.

**A natural call** meets these criteria:

- Conveys a willingness to play in the denomination named
- Shows high-card strength or length (minimum 3 cards) in the suit named
- A natural NT bid shows a preparedness to play in NT and conveys no specific information about your suit holdings.
- A natural pass does not convey any message about strength or suit holding.
- **Natural calls usually do not require an alert, but there are exceptions.** For example, responder's first round jump shift on weak hands, or a jump raise of opener's one level bid which may be weak or pre-emptive.

**An artificial call** is one which conveys a meaning other than a standard natural meaning. These used to be called "conventional" calls as they are based on bridge conventions.

- Most artificial calls **require alerting** since the opponents do not know their meaning.
- Some artificial calls, such as Stayman over 1NT and the Acol 2C game-force opening bid and its 2D negative response, are so common in use that they do not require an alert.
- When explaining an artificial bid, players are expected to follow the principle of full disclosure, i.e. ***you should disclose not as little as you must but as much and as comprehensively as you can.*** Answers such as "Standard" or "natural" or just the name of the convention, or "weak", "strong" or "intermediate" are not sufficient without details. If there is no partnership understanding, players must say so. It is improper to tell the opposition (and improper for opponents to ask) what you are taking it to mean.
- If in doubt about whether a call is alertable, a player should alert.
- If a player is not sure whether partner's bid is alertable, he must alert and say, "I think this bid is alertable" and call Director. Director sends partner from table and requires player who made the bid to explain whether it is alertable and, if so, what it means. Opponents are entitled to know your system (but not your partner if he can't remember). After explanation, partner is allowed back to table.

A **cue bid** is a bid of any denomination bid by the opponents OR a bid of a suit indicated by the opponent's call. For example: If opponents open 1D showing spades, then your bid of 1S or 2D are both cue bids (as are all higher level bids of D or S at any time during the auction). Similarly, a 2NT overcall of opponent's 1NT opening is also a cue bid.

**Self-alerting calls:** There are 3 types of self-alerting calls, i.e. calls that must not be alerted:

1. Doubles and re-doubles
2. Cue Bids
3. All calls at the 4<sup>th</sup> level or higher, excluding conventional opening bids (e.g. Namyats) – these bids still require an alert during the auction.



## Pre-Alerting

This is all about disclosure and highlights unusual aspects of a pair's system.

Criteria = something you would want to know about your opponents's system before you start play.

At the start of a round or match, pairs should acquaint each other with:

- their basic system
- minimum length of their one-level openings
- strength and style of their opening 1NT
- unusual overcalls e.g. canapé or takeout
- any self-alerting calls which may take their opponents by surprise.

If a pair forgets to pre-alert something unusual, then opponents should be told at the end of the auction.

## Announcing 1C and 1NT

Opener's partner must immediately alert **by announcing** (**not** circling or using an alert card) their partnership agreement of the meaning of 1C and 1NT opening bids – length and strength of 1C bid, and strength and distribution of 1NT bid. (A hand described as “balanced” may not contain 2 doubletons.)

This is to avoid possible unauthorised information from asking about them. E.g. if there is a 1NT opening and RHO asks if it is weak or strong and gets the answer that it is strong and passes, partner would know that RHO was considering a bid over a weak NT.

## Mistaken announcements/ Explanations of alerts

As with other mis-explanations, the opening bidder may not correct a mistaken announcement of the partnership understanding during the auction, nor indicate that a mistake has been made.

- If this side becomes Declarer or Dummy, then Director must be called at the end of the auction, and correct information given before the opening lead is made. If erring side become defenders, Director must be called at end of play and opposition informed (Law 20F5)
- If partner realises his/her explanation was incorrect during the auction, or a non-alert noticed, then Director must be called immediately and RHO may change call provided his partner has not subsequently called (Law 21B).
- If it is too late to change a call and the Director judges that the offending side has gained an advantage from the irregularity, he awards an adjusted score. (Law 21B3).
- Both an incorrect announcement and a mistaken explanation of an alert are unauthorised information to the person who made the bid (law 16B).
- Note: a failure to alert is a mistaken explanation – and opp may be entitled to damages
- 

Directors should not allow players to manipulate these regulations to their advantage, e.g. opponents should allow enough time for the alert; likewise claiming damage through a technical failure to alert will require the presentation of a strong case. There is a responsibility on players to protect themselves when asking about possibly ambiguous bids such as alerted bids or cue bids.

## 17 SOME COMMON CONVENTIONS WHICH ARE ALERTABLE

- 1C or 1D which may contain fewer than 3 cards in the named suit
- A 2-level opening that does not promise a holding of at least 4 cards in the named suit, or that promises a holding in the named suit and another suit, e.g. strong artificial 2C or 2D
- Unusual 2NT opening or overcall (showing 5-5 in the minors)
- Transfers, incl opening transfer pre-empts
- Stayman after an opponent's double
- Defences over 1NT opening, including Brozel/ Cappelletti/ Hamilton, Pottage, Monk, Landy, Dont , Lionel, Crowbar – where the bid is not natural
- Multi-2 bids and their conventional responses, incl pass-or-correct bids
- Weak jump shift responses that are not forcing
- Inverted minor raises, where a single raise is unexpectedly forcing
- Forcing 1NT responses
- Baron 2NT response – as this is unexpectedly forcing
- Jacoby style 2NT responses to one of a major that promise 4-card support
- Bergen raises
- Fourth suit forcing
- Splinter bids below the 4<sup>th</sup> level
- Forced bids in a pass-or-correct sequence
- Trial bids asking for cover (as they usually short in the suit bid)
- Namyats – 4C/4D opener showing strong 7+ hearts/spades and too strong for pre-empt
- A pass which conveys a special meaning as to strength or distribution
- Lebensohl, Herbert negatives which show weakness

Bottom line for alerting is anything that might surprise the opposition.

## 18 FAILURE TO ALERT – Law 75 (Misinformation)

A player may change a call made after a non-alerted bid, provided his partner has not called.

Example: N E S W

1D 2H 2S Pass – then W suddenly remembers that 2H was a Roman jump overcall showing hearts and spades. First, there has been an irregularity, so West should call the Director. (Also the auction has not been completed so the situation may be rectified.) Then West should alert the alertable (artificial) 2H bid. North has not bid, so S is allowed to change his call in the light of the new information. If South changes his call (and only if), W may then change his call.

- If a player changes a call, the subsequent player may then change theirs. Not otherwise.
- Any information from withdrawn call is unauthorised for the offending side and authorised for the non-offenders.

### When a player forgets the meaning of a call

Player must still alert call. If called upon to explain, player must call the Director and explain they have forgotten its meaning. Director sends player away from the table and has partner explain to opposition the meaning of his own call. (This information is unauthorised to partner.)

## 19 SPECIAL PARTNERSHIP AGREEMENTS – Law 40B2

- Both partners must play the same system, incl bidding and card playing agreements.
- Agreements over opponent's infractions OK.
- Not allowed to have agreements about play in response to your own or partner's infractions
- If your partner is known to psych or occasionally open with 11 points, it becomes an 'implicit agreement'. This and any other differences of style must be disclosed on the system card.
- A mis-bid is not illegal.

## 20 PSYCHING – Law 40C

According to the definition in the Law book, psyching is a *deliberate* and gross misstatement of a player's hand. (What may look like psyching in the lower grades is more likely to be a mistaken bid.)

- A psych or psych bid is a tactical bid (and considered to be part of higher level play). It has no relation to a player's hand, but is made in order to prevent the opposition finding a holding in a suit or leading a suit.
- The partner also must be unaware that his/her partner has deviated from their agreements. This means that a player cannot 'field' – i.e. pass when they would normally bid on – because they are aware that their partner may have psyched.
- See *Manual* – D31 for regulations regarding situations when psyching is not allowed.
- Repeated psyching (more than two per session) is not allowed because it can cause unnatural top or bottom boards and unfairly affect the final results.
- Excessive or repeated psyching also may result in undisclosed partnership understandings, which are not allowed. For example, a player opening 1D when they don't know what to bid, regardless of their diamond holding, would lead to his/her partner coming to understand that a diamond opening bid is not to be taken seriously.
- Frivolous psyching, where a player may decide to psych to upset another player or to disrupt a game is also subject to penalty/rectification.
- Rectification for repeated or frivolous psychs or undisclosed understandings regarding them is an adjusted score.

### Psych Book

Players who psych are expected to self-report, and enter their name in the club's Psych Book. The purpose of this book is to keep a record of any repeated psyching, which then becomes a partnership understanding (and if not disclosed to the opposition, penalties incur).

## 21 DUMMY'S RIGHTS AND LIMITATIONS – Laws 42-43

### Dummy's Rights – Law 42

- Dummy has Absolute rights which cannot be taken away, and Qualified rights which may be forfeited if dummy violates certain limitations as listed in Law 43.
- Dummy may attempt to prevent an irregularity by any player (Law 9A3), but specifically regarding a revoke, may **only** try to prevent the establishment of a revoke by declarer, e.g. by asking "Having no spades?" Dummy cannot ask this of the opponents.

### Dummy's Limitations- Law 43

- The well-known limitation on Dummy is that he must not participate in the play, nor may he communicate anything about the play to declarer.
- Dummy **may not** call attention to an irregularity once it has occurred, nor may dummy initiate a call for the Director, unless attention has already been drawn by another player.

## 22 EXPOSED CARD/ PENALTY CARD – Laws 48-52

Law 48: Exposure of **declarer's** cards – no card of declarer or dummy ever becomes a Penalty card.

Law 49: Exposure of **defender's** cards. If partner could possibly see the exposed card, it becomes a penalty card. (Note: it does not matter if partner actually saw the exposed card, only if it was POSSIBLE to be seen.) Knowledge obtained from seeing the exposed card is unauthorised to the offending side, but authorised to the non-offending side.

### **Law 50: Disposition of a penalty card, i.e. a card prematurely exposed by a defender.**

A **minor** penalty card is a single card below honour rank *unintentionally* exposed, e.g. dropped or simultaneously played (Law 58). There are no lead restrictions, and the card does **not** have to be played at the first legal opportunity. An honour card in the same suit may be played instead, and it may be led as and when the offender feels like it. It is as close to not having a penalty card as it is possible to get!

A **major** penalty card is any card of honour rank (exposed for any reason), or any card at all exposed through deliberate play. The penalty card must be played at the first legal opportunity, and lead restrictions apply – see Law 50 D2 (a): Declarer can either

- **demand** the lead of that suit (penalty card returned to hand and doesn't have to be played)
- OR **prohibit** the lead of that suit **for as long as he retains the lead** (penalty card returned to hand)
- OR Allow lead of any card, with penalty card and all conditions unchanged.

### **Law 50D and Law 51: Two or more penalty cards**

When one defender has 2 or more penalty cards, all become MAJOR penalty cards.

Declarer designates which is to be played first if both can legally be played.

Similarly if offender on lead, declarer designates which is to be led.

### **Law 52: When Defender plays another card instead of the penalty card**

Declarer may accept such lead or play (penalty card and all conditions remain unchanged) OR: if not accepted, penalty card must be played and illegally played card becomes a penalty card in its stead.

## 23 LEAD OUT OF TURN – Laws 53-56

### **Lead accepted**

- Any lead out of turn may be accepted (Law 53) – unless:
  1. The player has been misinformed by the opposition (into leading when it is not their turn), in which case Law 47E1 applies (lead is retracted, information unauthorised to all).
  2. Opening lead is made by declarer or dummy to their own contract. (This cannot be accepted and is treated as a card exposed during the auction period – Law 24.)  
If, however, after such a faced opening lead, the defender next in turn lays down his hand as dummy, the hand can now no longer be played. An adjusted score should be given.
- If Declarer leads from the wrong hand, either Defender may accept it (by saying, “I accept the lead”). If Defenders disagree, the player next in turn has the deciding say.
- Or Declarer may accept an incorrect lead.
- If lead accepted, play continues as normal.

### **Lead not accepted**

- If the card is not accepted, Declarer replaces this card without penalty and leads from the correct hand.
- For a Defender, the lead reverts to the correct hand and the incorrect lead becomes a major penalty card (Law 50 – Disposition of a penalty card – see next point).
- Declarer may require or forbid Offender’s Partner playing the suit led (illegal lead is picked up and doesn’t have to be played) OR allow Partner to lead whatever s/he wants (illegal lead remains on the table as a penalty card).
- Knowledge that a player has a penalty card is authorised for Partner, but knowledge of rank and suit is unauthorised. Even though Partner can see the card lying on the table, he must act as though he does not know it is in offender’s hand. This means he cannot take advantage of this knowledge in any way via his play.

## 24 OPENING LEAD OUT OF TURN – Law 54 and Law 47E1

**Opening lead out of turn** (by the wrong defender) is a very common situation. When this lead is face down, it may be withdrawn – but only upon instruction by Director, but if it is face up, Law 54 applies and Declarer has 5 choices.

1. **Declarer can accept the lead and become Dummy.** His/her hand goes down on the table and partner plays. OR
2. **Declarer can accept the lead and remain Declarer.** However, Dummy goes down on the table and Declarer can look at it before playing a card from his/her hand.

If Declarer does not wish to accept it, the lead must come from the correct hand and Declarer has 3 further choices.

3. **Declarer can require the lead to be in the same suit as the incorrect lead.** In this case, the incorrect lead is picked up and does not have to be played as long as Defender follows suit.
4. **You can forbid a lead in the same suit as the incorrect lead.** (Once again, the incorrect lead is picked up.) Defender cannot lead from the forbidden suit as long as s/he retains the lead.
5. **You can allow the lead from the correct hand to be in any suit.** Defender in this case must not be influenced by the card his partner has shown as it is considered to be ‘unauthorised information’ for Defenders. The Defender on lead must make a lead based solely on the merits of his/her hand and information from bidding. The incorrect lead remains on the table as a penalty card and must be played at the first legal opportunity. As long as this penalty card remains on the table, Declarer has the **lead-determining rights** mentioned in 3, 4 and 5 whenever the Offender’s Partner is on lead.

Example: East leads King of clubs out of turn. South, declarer, rejects this and prohibits a club lead from West. West loses the first trick, but on gaining the lead again, leads a club. Is this ok?

Depends: If West has a hand which clearly says “lead a club”, then he is entitled to lead a club, but if there are logical alternative leads, then the lead of the club would be unethical, and could entitle NS to an adjusted score .

### **Player mistakenly informed that it is his/her lead (Law 47E1)**

Any lead out of turn may be retracted without penalty if a player was mistakenly informed by his opponent that it was his turn to lead. Lead may not be accepted in this circumstance and the lead is unauthorised information to all players.

### **Player following opening lead out of turn starts to lay down his cards (Law 54A)**

If declarer begins to spread his hand, and in doing so exposes one or more cards, he must spread his entire hand. Dummy becomes declarer.

When called to table for a revoke, remind players:

- They may not touch another's cards.
- They may not turn over quitted tricks.

Ask who revoked and speak to one player.

- If players unsure, mark suspected trick, continue play and have them call you at end of play.
- If revoke agreed, decide if it can be corrected (**must be corrected before Offender or Partner has led or played to next trick** or named a card to play to next trick).
- LHO can change their played card after a revoke is corrected, but if they don't change their play, the player following cannot change theirs.
- If too late to correct (i.e. 'established'), play continues and penalty/rectification assigned at end.

When called at end of play

- If 'the accused' agrees s/he revoked, assign penalty.
- If revoke disputed, each player turns trick over where they thought the revoke occurred. (Even if 3 people have put their cards away and one still has cards out and claims a different no, of tricks won, correct procedure, if time, is to ask players to take cards out and go through the play of the hand. Otherwise, majority rules.)

If revoke discovered after the board is put away, award an Adjusted score (that would have happened without the revoke).

**Penalties (i.e. rectification) are assigned to compensate the non-offenders for what they would have won if the revoke had not occurred.**

- If **offender** won the trick with the revoke card, lose one trick
- If **side** won subsequent trick, lose one trick
- In the rare case where the opposition would have won more than 2 tricks had the revoke not occurred, the Director will award extra tricks – Law 64C
- However, the Director cannot reduce the prescribed rectification even if the revoke did not cause any damage to the non-offending side.

**Revoke on 12<sup>th</sup> trick**

- No penalty but Director must still be called in case offender's card has given his partner unauthorised information that affects his play

Note: There is no requirement to admit a revoke.

However, a player can't keep revoking to prevent opponents noticing a revoke. While there is only a penalty for the first revoke in a suit, the Director can award an Adjusted score to restore equity if needed.



## 26 CONTESTED CLAIMS – Law 70

There is a difference between a claim and a concession – see Law 68.

Once a **claim** is made, play must stop and Director must be called.

If a player makes a **concession** and his partner immediately objects, no concession has occurred. Further, play does **not** stop, and even if cards were exposed in these circumstances, they do not become penalty cards and are put back into the hand. However Law 16, Unauthorised Information, applies.

### Contested claims

- The Director asks the claimer to repeat their claim and clarification statement and then asks the opponents for their objection. (Even Grand Masters should make an unequivocal claim and not expect it to be obvious.)
- The Director should not accept from the claimer any changes or addition to his/her original claim after the claim has been contested.
- The Director may require the players to put their remaining cards face up on the table.
- When applying this law remember that the word “normal” includes play that would be careless or inferior for the class of player involved. (The claimer or his partner may say “But I would never do that” or “I would always trump high”, and that might be true, but irrespective of how good a player is, everyone can be careless, and this argument should not be accepted.)
- The Director adjudicates the result of the board as equitably as possible to both sides but any doubtful points shall be resolved against the claimer.

The most usual objection is when there is an outstanding trump – see Law 70C.

## 27 CONDUCT AND ETIQUETTE – Laws 73-74

A player must not infringe a law intentionally (Law 72B1), nor may a player attempt to mislead an opponent by means of a remark, gesture, haste or hesitancy, or by any purposeful deviation from correct procedure.

- E.g. a player violates the laws of propriety if he purposefully hesitates before playing a singleton – Law 73D2.
- Calls and plays should be made without undue emphasis, mannerisms or inflection, and without undue hesitation or haste – Law 73A2.
- There is no obligation to draw attention to an infraction committed by one’s own side – Law 72 B2.
- A player should maintain a courteous attitude at all times and should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game – Law 74A.

Law 75 explains the difference between a mistaken explanation and a mistaken call and the subsequent responsibilities of the players. This is not always an easy area for new Directors.

**A mistaken explanation is an infraction, whereas a mistaken call/bid is not.**

- If, and only if, damage results from the mis-explanation, then non-offenders are eligible for an adjusted score. But if there is damage as a result of a mistaken call, the non-offending side is not eligible for redress.
- If Director can't tell whether misbid or mis-explanation, then rule mis-explanation, i.e. rule as if an infraction has occurred. (A system card should clarify the situation.)
- Note: a failure to alert *is* a mis-explanation. (Be prepared for the offending side to say "But the opponents didn't ask and no explanation was given, so how *can* there be a mis-explanation?")

Example: North opens 1NT. East holding 12HCP and 6 hearts bids 2C (unaltered). 2C according to EW system is Hamilton showing a long suit not necessarily clubs. South who has long clubs and a weak hand, passes rather than bidding 3C (weak takeout in clubs.). The NS hand makes 4 clubs easily; therefore NS are eligible for damages because the failure to alert the 2C artificial bid is a mis-explanation.

**A player recognises his own error**

In alerting or explaining a partnership agreement, if a player realises his explanation was erroneous or incomplete or that he has forgotten to alert, he must immediately call the Director. The Director will apply either Law 21 – Call Based on Misinformation, or Law 40B4 – Director's Option to Award an Adjusted Score in Partnership Misunderstandings.

**A player recognises his partner's error**

It is improper for a player whose partner has given a mistaken explanation to correct the error immediately or to indicate in any manner that a mistake has been made. **He must not take advantage of the unauthorised information so obtained or leave the table to consult with the Director.** (Players often think they should tell the Director in order that the opposition does not get the wrong information. In this case, no.)

- **If they become Declarer**, Declarer or Dummy can correct a mis-explanation in the Clarification Period at the end of the auction. Otherwise, offending side must **call the Director before the opening lead is faced**. He then offers correct explanation. Director may allow the last bidder on the non-offending side to withdraw his pass if he deems it probable that the pass was based on the misinformation. If the player withdraws his pass and substitutes another call, the bidding continues. If player doesn't change his call, bidding stands.
- **If they become Defenders**, either partner must **call Director at the end of play** and inform him/her and opponents that a mistaken explanation was given. This is the one case in the Laws where the offenders must own up to their own infraction. Defenders may not correct the mis-explanation earlier as it is unauthorised information.
- **In both cases** above, the Director can award an adjusted score if the offending side is deemed to have been damaged by the misinformation.
-

### Assessing damage when called by the opposition

- Director asks person who made the bid to get the facts
- Asks opps how they were affected
- Notes board and bidding sheet and takes time to assess the situation and make a decision. Use optimum contracts on hand records, other results from the same board and if needed advice from an experienced player to assess damage and award an adjusted score.

## 29 APPEALS PROCEDURE

Law 83: if a Director believes that a review of his decision on a point of fact or exercise of his discretionary power could be in order, he shall advise the contestant of their right to appeal.

- The last two laws, Law 92 and 93, deal with the appeals procedure.
- The *Manual* pages C10 to C18 should be read, so that when a contestant appeals your ruling, and sooner or later they will, you are familiar with the procedures involved.
- All appeals should be made through the Director.

### Appeals Committee

- Selection of the Appeals Committee requires special attention.
- Often the players are nervous or upset and therefore a *wholly courteous manner* is as essential in the Appeals Committee as it is in those appearing before them.
- Select 3 high-level players with no connection to any of the player(s) appealing.
- Committee may reach a majority opinion if not unanimous.
- Director stays to make sure it runs properly and laws are correctly understood.
- Committee should explain decision to Director first; then chairman of committee should explain decision to each pair.

## 30 PROCEDURAL PENALTY – Law 90

This is imposed for a serious violation of correct procedure (procedural penalty) or failure to comply promptly with instructions from the Director, or other inappropriate behaviour (disciplinary penalty). Penalties are not awarded lightly. However, there are times when they should be awarded to discourage unbecoming behaviour.

- Law 91: The Director has the power to assess an appropriate procedural penalty in points. In NZ a typical penalty would be 10% of a board. E.g. if there are 25 boards in play, then each board is worth 4% of the final score. 10% of 4 = 0.4% taken off final score.
- The American Contract Bridge League (ACBL) recommends a warning for the first offence and then a penalty of 25% of a board. 25% of 4 would be 1.0% off the final score. However, use of a cellphone in the room receives a 50% penalty or 2% off the final score.
- See Scoring section for calculations.

## **6 Special Events**

- Teams
- Strategy
- IMPs and VPs
- Round Robin
- Troika
- American Whist Movement
- Teams on club night – example
- Swiss teams
- Swiss Pairs
- Seeding and draw for Swiss
- Butler Pairs
- Swiss Pairs on club night - example
- Seeding
- Handicapping
- Crockfords-Christchurch Interclub Match

## TEAMS

Sometimes it is a bit of a challenge getting players to enter a teams event – often because many players are unfamiliar with the procedure. A Director may need to do some explaining 3 or 4 weeks before the event to inform and encourage players.

### General information

In matchpoint pairs events, we have all had the experience of watching our opponents bid a slam that makes easily, and opening up the traveller to find that nobody else has bid it. You were unlucky enough to play that pair and get a bottom board. In teams events, the effect of that sort of thing can be equalised or at least moderated. You enter as a team of four players (two pairs). Your team plays a head-to-head match against one other team. One of your pairs sits North-South at your home table; the other sits East-West at your opponents' home table. At the end of the round, both tables compare their scores for each board. So if your opponents bid a slam, hopefully your team-mates will bid it at the other table and the scores at both tables will be the same, so no one has the advantage.

### Strategy

Because the size of the score-difference matters in teams events, the winning strategy is different in several ways:

- Overtricks are relatively unimportant. Declarer should focus on making the contract – don't risk going down in an attempt to make overtricks. Defenders do the opposite – be aggressive in trying to defeat the contract, even at the expense of giving away overtricks.
- Bidding and making game is worth a lot. If you are not vulnerable, you should bid games that have at least a 50% chance of making. If you are vulnerable, the bonus is even bigger, so you should bid 40% games. Small slams need a 50% chance, and grand slams 70%, at any vulnerability.
- If you have a choice of game (or slam) contracts, choose the safest. If you make 4H for +420, it doesn't matter that you could have made the same tricks in 3NT for +430. Don't forget that five of a minor may be a sensible place to play.
- On part-score deals, your objective is simply to get a plus. If you can't get a plus, stop bidding. It doesn't matter whether you get -110 for letting them make 2S, or -100 for bidding 3C and going down.
- The worst thing you can do is to double your opponents into game; that is, double a part-score contract of 2H or more and find that it makes. So don't double part-scores unless you think they're going at least two off. If they're going one off, doubling will gain you only 2 or 3 IMPs (at most) anyway; if they make, you will lose about 10 IMPs.

### Necessary forms

- Teams score sheets (with IMP scale)
- Team results slips
- VP scale
- A2 card or other means of displaying results

## Scoring – IMPs and VPs

The difference between the two scores obtained on a board is converted to IMPs using a standard scale. Bigger differences are worth more IMPs, so you are not just trying to beat the other table – you're trying to beat them by as much as possible. (IMP is an acronym for International Match Point – so called because they were first used to score international events. It is just a different method of scoring: IMP scores are based on comparisons unlike the usual matchpoint ranking method. IMPs and VPs are used to equalise matches, i.e. stop one match scoring heaps and another not much.)

Scoring in teams events is generally done by the players themselves. Each pair keeps a scoresheet on which it records the contract, result, and score for each board. After all boards have been played, EW pairs return to their home tables and compare results with their team-mates. On each board, the points scored by the two pairs are added together.

Example: NS played in 3D making 4 for +130, while EW defended 3NT making 3 for -400; the total is -270. That total is converted to IMPs using the standard chart. (A positive total yields IMPs gained, while a negative total yields IMPs lost.)

The IMPs are then summed over all boards, and the difference converted to Victory Points (VPs) **using the chart corresponding to the number of boards played.**

**NOTE: WBF Continuous VP Scale implemented Oct 2013.**

**There is also a Discrete Scale (based on the continuous scale but similar to known format) for club events.**

### Continuous VP Scale

On each match, 20 VPs are divided between the two teams, so a draw is 10-10 and a whitewash is 20-0. This means that the loser's VPs are always equal to 20 minus the winner's.

Reading the scale: The LH column is the number of IMPs you won the match by.

For example, if you won a 6-board match by:

- 2 IMPs you get 10.99 VPs and the opponents get the complement (of 20) or 9.01 VPs
- 9 IMPs you get 13.90 VPs and the opponents get the complement of that = 6.10 VPs

VP awards are not always whole numbers – they are fractions measured to two decimal places. This change, which is the main reason for the revision, means that there are no longer 'bands' of winning margins that all score the same number of VPs – another IMP is always worth more VPs (at least until you have enough for a whitewash).

### Play-off and Carryover

Where there's a play-off, the carryover is the difference in VPs of their score before the play-off. E.g. if one team has 128 VPs and the other has 122 VPs, then they will go into the play-off with first team carrying over 6 points. If there is a wide range of scores in the field, then teams can go into the play-off with a 30% carryover. This reduces the differences in scores and makes it worthwhile for lower scoring teams to compete.

### Penalty for fouled teams

Two teams whose pairs both play in the same direction are given a penalty score of 8 VPs each. I.e. give them average match score: 10-10 and the Adjustment of -2 each.

## **Deciding the team format**

If possible, you should play a full round-robin so that every team meets every other team. However, it isn't practical to play more than three matches in a session, so the maximum number of teams that can play a round-robin is  $3N+1$ , where  $N$  is the number of sessions.

If you have more than this number, you have two choices: (1) play a Swiss format; or (2) divide the field into pools, play a round-robin within each pool, then have the pool winners compete in a play-off. If you have pools with an odd number of teams in each, you can have each team play every team in the other pool rather than its own pool.

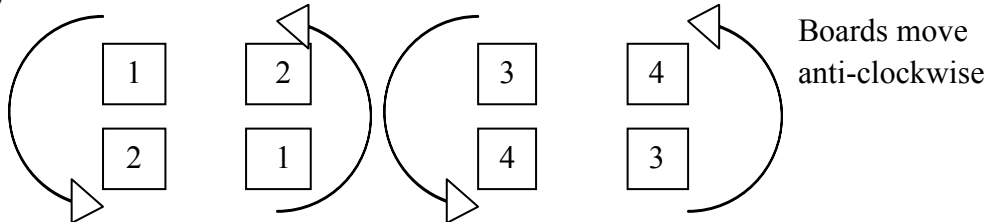
An odd number of teams can be awkward. Odd numbers between 5 and 13 can play an American Whist movement. Larger odd numbers should play a Swiss format with a Troika.

## **Setting up the event in Scorer**

- Add event to Calendar – this brings up team format for scoring.
- All that needs to be done from here is follow instructions on the screen.
- If you are new to teams or Scorer, go to the BridgeNZ website/Scorer manual for full instructions – with diagrams! Even more advisable is to have a hard copy on the desk beside you.
- At present, you can only upload the final results to the web at the end of the match.

## ROUND ROBIN

- Every team plays every other team
- Number rounds = number teams – 1 (8 teams = 7 rounds)
- Random draw
- Minimum of 8 boards/match
- Seating rights – Home and Away decided by coin toss, and Home team can decide which pair of Away team it plays. (Pairs which play HUMs have no seating rights.)
- Layout



- Boards – 2 sets of boards (in case one board gets fouled)
  - Keep boards within teams that are playing each other
  - Try to keep boards in order
- Timing: 6.5 – 7 mins per board = 56 mins/round and 10 mins for scoring
- Write finish time on whiteboard and announce “After this time any boards that haven’t been played will be taken out of circulation.”
- Alert players to time next round starts
- Tie break: check IMPs or take team which won the most IMPs in the head-to-head match

## TROIKA

If you have an odd number of teams, you must play a Troika, in which three teams play one another over two rounds. Although each team plays only two matches, you will need three sets of boards. It works as follows:

Round 1				Round 2			
Table	NS	EW	Boards	Table	NS	EW	Boards
1	1	3	A	1	1	2	B
2	2	1	B	2	2	3	C
3	3	2	C	3	3	1	A

Points to note:

- As the two halves of each match are not played at the same time, no score comparisons will be possible until both rounds have been played.
- It is best to have the three bottom-ranked teams play the Troika.
- If there is a Troika, the total number of rounds played must be even.



## AMERICAN WHIST MOVEMENT

This looks like a pairs movement, but is scored as teams. **It works for any odd number of tables.** It is a full round-robin completed in a single session. For an event run over multiple sessions, simply run the same movement again and add the scores.

- Used with an odd number of teams
- Layout: circular, with both pairs of each team starting at their home table.
- Boards: Only one set needed. For 5 tables, use 30 boards; for 7 tables, 28 boards; for 9 tables, 27 boards; for 13 tables, 26 boards. Eleven tables is awkward because a full round-robin would mean playing either 20 boards (too few) or 30 boards (too many). The best answer is to put 33 boards in play, and to skip the first and last rounds (which will be the two halves of the same match) so each team plays only 8 of the other 10 teams.
- Movement: NS pairs remain stationary; boards move up (not down) one table; EW pairs move up two tables. As it would be pointless to play against your own team-mates, the first move is made before any boards are played. Therefore each team never plays the boards that started on its home table. In all cases, 24 boards are played in the session.  
This movement ensures that the two halves of a given match are played using the same boards, so a head-to-head comparison is possible.
- Seeding 11 teams: Seat them in the order 1-9-6-3-11-4-5-10-2-7-8, i.e. the top seed at table 1, the 9<sup>th</sup> seed at table 2, etc.

# ROUND ROBIN DRAWS

## 6 Tables

Round	Tables 1	Tables 2	Tables 3
1	1 v 6	2 v 5	3 v 4
2	2 v 4	3 v 6	1 v 5
3	5 v 6	1 v 4	2 v 3
4	1 v 3	2 v 6	4 v 5
5	4 v 6	3 v 5	1 v 2

## 7 Tables

Round	Tables 1	Tables 2	Troika
1	1 v 4	2 v 3	5 – 6 – 7
2	1 v 3	2 v 4	5 – 6 – 7
3	1 v 5	2 v 6	3 – 4 – 7
4	1 v 6	2 v 5	3 – 4 – 7
5	3 v 5	4 v 6	1 – 2 – 7
6	3 v 6	4 v 5	1 – 2 – 7

## 8 Tables

Round	Tables 1	Tables 2	Tables 3	Tables 4
1	1 v 8	2 v 5	3 v 6	4 v 7
2	4 v 6	1 v 7	2 v 8	3 v 5
3	3 v 8	4 v 5	1 v 6	2 v 7
4	2 v 6	3 v 7	4 v 8	1 v 5
5	1 v 4	2 v 3	5 v 8	6 v 7
6	6 v 8	1 v 3	2 v 4	5 v 7
7	5 v 6	7 v 8	1 v 2	3 v 4

## 9 Tables

Round	Tables 1	Tables 2	Tables 3	Troika
1	1 v 5	2 v 4	3 v 6	7 – 8 – 9
2	1 v 4	2 v 6	3 v 5	7 – 8 – 9
3	1 v 3	2 v 7	4 v 8	5 – 6 – 9
4	1 v 8	2 v 3	4 v 7	5 – 6 – 9
5	1 v 6	2 v 8	5 v 7	3 – 4 – 9
6	1 v 7	2 v 5	6 v 8	3 – 4 – 9
7	3 v 7	4 v 6	5 v 8	1 – 2 – 9
8	3 v 8	4 v 5	6 v 7	1 – 2 – 9

## 10 Tables

Round	Tables 1	Tables 2	Tables 3	Tables 4	Tables 5
1	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10
2	1 v 10	2 v 6	3 v 7	4 v 5	8 v 9
3	1 v 7	2 v 4	3 v 5	8 v 10	6 v 9
4	1 v 3	2 v 10	6 v 7	5 v 8	4 v 9
5	1 v 8	3 v 10	7 v 9	2 v 5	4 v 6
6	1 v 4	7 v 10	2 v 3	5 v 9	6 v 8
7	1 v 5	6 v 10	3 v 9	2 v 7	4 v 8
8	1 v 9	4 v 10	2 v 8	3 v 6	5 v 7
9	1 v 6	5 v 10	4 v 7	2 v 9	3 v 8

## 11 Tables

Round	Tables 1	Tables 2	Tables 3	Tables 4	Troika
1	1 v 3	2 v 4	5 v 7	6 v 8	9 – 10 – 11
2	1 v 4	2 v 3	5 v 8	6 v 7	9 – 10 – 11
3	1 v 9	2 v 5	3 v 10	4 v 6	7 – 8 – 11
4	1 v 10	2 v 6	3 v 9	4 v 5	7 – 8 – 11
5	1 v 7	2 v 9	3 v 8	4 v 10	5 – 6 – 11
6	1 v 8	2 v 10	3 v 7	4 v 9	5 – 6 – 11
7	1 v 5	2 v 7	6 v 9	8 v 10	3 – 4 – 11
8	1 v 6	2 v 8	5 v 9	7 v 10	3 – 4 – 11
9	3 v 5	4 v 8	6 v 10	7 v 9	1 – 2 – 11
10	3 v 6	4 v 7	5 v 10	8 v 9	1 – 2 – 11

## 12 Tables

Round	Tables 1	Tables 2	Tables 3	Tables 4	Tables 5	Tables 6
1	4 v 10	9 v 12	3 v 8	6 v 7	1 v 5	2 v 11
2	5 v 11	3 v 10	4 v 9	7 v 2	6 v 8	1 v 12
3	6 v 12	1 v 11	5 v 10	8 v 9	3 v 7	2 v 4
4	5 v 7	2 v 12	6 v 11	4 v 8	1 v 10	3 v 9
5	1 v 8	3 v 6	7 v 12	10 v 11	2 v 9	4 v 5
6	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10	11 v 12
7	10 v 12	9 v 11	5 v 8	4 v 7	2 v 3	1 v 6
8	1 v 3	7 v 9	4 v 11	5 v 12	6 v 10	2 v 8
9	1 v 4	7 v 10	5 v 9	3 v 12	8 v 11	2 v 6
10	1 v 7	6 v 9	3 v 11	4 v 12	8 v 10	2 v 5
11	1 v 9	7 v 11	3 v 5	4 v 6	8 v 12	2 v 10

## Teams on Club Night – example

### **Announce competition 4 nights beforehand**

### **Explain how teams work 3 nights beforehand and start soliciting names**

#### **Explanation for players**

- Teams Play is a different sort of competition from the usual Pairs Play.
- Pairs form teams of 4, and each team plays every other team once. Usually from 6-10 rounds of 6-12 boards are played over three nights.
- It is best if players can commit to all 3 nights, but substitutes are allowed.
- How it works is that one half of the team plays NS (usually at their Home table) and they play the EW of another team. The EW of the Home team goes to the other team's table and plays their NS.
- The same boards are played at both tables.

#### **Scoring**

Scores for the two halves of the team are added together to give a team result.

E.g. 1.                      NS 3NT makes 3 = 600

At opposite table NS 3NT makes 4 = 630 which is -630 to your EW

Team loss    = -30

Or                              NS 3NT goes -1 = -50 which is 50 to your EW

Team gain    = 650

E.g. 2.                      NS 3H N makes 4 = +170

At opposite table NS 4H N makes 4 = -420 is the score given to your EW

Team loss    = -250

- Just as Pairs results are converted into Match Points, so Team results are converted into International Match Points or IMPs.
- The IMPs margin (the difference in the scores of the two competing teams in a round) is converted into Victory Points or VPs according to a pre-determined scale. (IMPs and VP are simply alternative scales to make it easy to compare teams' scores.)
- C points are awarded to the winner in each round.

#### **Strategy (on the night)**

- If you think game is there, bid it. This is because if the opposition bid game and make it and you only bid 3 and make it (e.g.2) there is a difference of 6 IMPs, which is a lot to catch up.
- Overtricks are unimportant. Do not risk your contract to make an overtrick. As in e.g.1, and overtrick is only worth 1IMP – and if you go down trying to make it your give your opponents 12 IMPs.
- Sacrifices are worth considering, but you have to think seriously about how many tricks you will go down vs how much the opp will make if they get their contract.

## Setup

- 2 sets of boards dealt
- 6 teams, 5-round Round Robin (one round less than the number of teams as every team plays every other team once) and a graded play-off for the last round. This makes 2 rounds/night over 3 nights; 12 boards/round each night (24 boards)
- Necessary forms: teams scoresheets and results slips
- Select VP scale based on the number boards played and post on each side of room
- Make up a grid/poster on card (at least A3) for results. This goes on display each night so players can see rankings as the competition progresses – see example below:

### Summary of Team Results – example

Team	Captain	Round						
		VPs Tot	2	3	4	5	6	Place
1		11 26	15 40	14 51	11 70	19 78	8	2
2		11 29	18 46	17 58	12 75	17 95	20	1
3		9 20	11					
4 etc		9						

### Announce

- The draw (posted on W/b)
- Announce: always sit NS

at home table. Any pair can be NS. Pairs in the team can swap directions between rounds and even swap partners if they choose

- EW change places with EW of other team
- Boards go back as usual. (Hand out 4 boards per table)
- At start of round, hand out teams score sheets (with IMP scale down RHS), one to each NS and EW pair
- Write board nos 1-12 in order down the LHS – makes it easier to compare scores.
- Winners get a plus score, losers get a minus score.

### At end of round

- Both sides agree on the scores then return to home tables to calc their losses and gains
- Hand out Teams Results slips
- Explain scoring: add + and – scores for each board and put total in the 'Team' column
- Look on reverse for IMP scale and insert IMPs gained or lost
- Hand out a VP Scale for each table and write in converted score
- Compare with opposing team and agree
- Fill in Teams Results slip. Both captains sign and hand in to Director
- Director adds total to running total on the master grid.

## Example 2: 8 teams over 4 nights

- 8 boards/round
- 7-round Round Robin (see instructions for draw)
- Randomly assign teams a number (1-8) and divide field in half. Teams 1-4 play in a 4-table square. There are 2 tables labelled Table 1, and these are diagonal to each other. The other 2 tables are labelled Table 2. Opposite halves of the teams play at tables with the same number. (The reason for this is that if a board is fouled it stays in the field and is played the same way by both halves of the team.) The other field of 4 tables plays on tables 3 and 4, double-labelled diagonally also.
- After round 7 (on the third night) divide field into top half (Champs) and bottom half (Plate). Label the two fields A and B. These 2 fields stay separate for the next 5 rounds.
- Each 4-team field plays a Round Robin. In the first round, make sure that the top two teams play each other. This is because in the final round, they will probably play each other again, and you don't want them doing this twice in a row if poss.
- Round 1 (Scored on chart as Round 8): Champs: 1<sup>st</sup> v 2<sup>nd</sup> at Tables 1, 3<sup>rd</sup> v 4<sup>th</sup> at Tables 2  
Plate: 1<sup>st</sup> v 2<sup>nd</sup> at Tables 3, 3<sup>rd</sup> v 4<sup>th</sup> at Tables 4  
1 v 2, 3 v 4
- Round 2: 1 v 3, 2 v 4
- Round 3 (First round on fourth night): 1 v 4, 2 v 3
- By this time there is quite a spread of scores. So, to make sure that players feel they are still in with a chance, there is a 30% carryover. This means that teams come into the final 2 rounds with only 30% of their previous scores.
- The final 2 rounds are played as two back-to-back matches with the same team: 1<sup>st</sup> v 2<sup>nd</sup> and 3<sup>rd</sup> v 4<sup>th</sup>. Pairs exchange for the final round, so players play against the other team members.



## SWISS TEAMS

This format is used when there are too many teams to play a Round Robin. ‘Swiss’ refers to a format in which winners play winners and losers play losers, i.e. after the first round (or two), the draw is based on the standings after the previous round. The top team plays the second team (or the highest-ranked team that it hasn’t already played), third plays fourth, and so on. The Swiss format is quite sensitive to the number of rounds. If too few, the cream won’t have a chance to rise to the top. If too many, the top teams will run out of good opponents.

- Quick reckoning for optimum number rounds =  $1/3$  number teams, so teams only play each other once. E.g. 20 teams: play 6 or 7 rounds, 10 teams: play 3 or 4 rounds.
- For any number teams, 8 rounds max. (If too many rounds are played, top teams end up playing lower level teams and can get scoring distortions. This is unfair to the middle teams as well as making overall results of the top teams a bit of a lottery)
- Random draw if teams of equiv level. Seed if wide variety of ability
- Smaller number teams, smaller number rounds – seeding important
- Teams stratified, top to bottom, by score:

1	2	3	4	5	6	7	All teams play another with the same difference in ability
8	9	10	11	12	13	14	
- After each round, do a Swiss draw and take teams closest to each other in points that haven’t played each other. In Scorer, this is done automatically.

### Scoring

- After each match, the teams are ranked on their cumulative total of VPs. First plays second, third plays fourth etc, with second-to-last playing last. (Teams should not play each other twice, so the draw may have to be rearranged to achieve this).
- With this format, top teams rapidly move to the top of the field.
- Swiss points are gained by what opponents have scored. With a strong opponent, you get a high score. With weak opponents, you get a low score.
- Ties are resolved by calculating Swiss points (done automatically in Scorer). Swiss points for a team are the total of all the VPs won by each team they played excluding the result of the match between the two teams. A team with more Swiss points has played against more successful teams and therefore wins the tie.
- 

### Patrick’s comments re: number of rounds and seeding of Swiss Teams

I have seen the ideal number of rounds quoted as  $X$  where  $2$  to the power of  $X-1$  = the number of teams. In other words with 32 teams you would say  $2$  to the power of  $5$  (or  $2 \times 2 \times 2 \times 2 \times 2$ ) is equal to  $32$  therefore the ideal number of rounds is  $6$ . The Swiss draw originated in chess tournaments and chess has a higher skill factor and lower luck factor than bridge. I am inclined to think that the above formula comes from chess as I would like to see  $7$  rounds for  $32$  teams at bridge. However the very fact that there are conflicting formulae and views will show you that nobody really knows what the best number is and that it is a matter of judgment.



The arrangement of seeding above is very common in Australia and almost never seen in New Zealand. It is much more common to see just a random assignment by the computer.

The problem with the Australian method is there is such a big difference between being seeded 7th on the above example of 14 teams and being seeded 8th. One gets to play the top team and the other gets the bottom team. It seems such a big difference to hinge on what must be a very fine judgment to decide who is 7th and who is 8th that I can sympathise with the Kiwi style of saying to hell with it; let's just make it a random draw!

The Australian method may be used as part of a structured two round draw when the number of teams is divisible by 4.

For example 20 teams: 1/11, 2/12, 3/13, 4/14, 5/15, 6/16, 7/17, 8/18, 9/19, 10/20

2nd round: 1/10, 2/9, 3/8, 4/7, 5/6, 11/20, 12/19, 13/18, 14/17, 15/16

This means that everyone gets a couple of teams whose seeds add up to exactly 21. The top teams get two middles, the middles get a top and bottom and the bottom teams get two middles. That seems to be a very fair way to start the tournament as long as you have at least 6 rounds so that there are 4 rounds of Swiss draw after that initial balanced start. (See explanation further on.)

## SWISS PAIRS

‘Swiss’ refers to the method of deciding who will play whom in each round of an event. The draw for each round is based on the standings after the previous round: winners play winners and losers play losers. Swiss is used when you want to play a series of head-to-head matches.

### Scoring

Swiss Pairs events are usually scored using the Butler method. On each board, the computer discards the top and bottom scores (to prevent a rogue high or low score from influencing the overall result) and then averages the remaining scores. This average is called the **‘datum’**. The result on each board is compared to the datum and the difference is converted to IMPs; then, at the end of the round, the total IMPs are converted to Victory Points (VPs).

This is similar to teams scoring. In a teams match, the IMP score is calculated by the difference between the two teams. In Swiss Pairs, your ‘teammates’ are the datum, or the average of all the other tables that played that board. If you are not using bridge pads, then players write their scores on the same sheets used for scoring teams events.

When there are fouled boards, these become a second field, with a second datum and are scored separately. See example further on.

## Seeding and Draw for Swiss – Patrick Carter

For both Swiss Pairs and Swiss Teams there are two methods I prefer.

1. Completely random draw. What you would use if there is not time for anything else. Also it is the expectation for many since it has been so common in New Zealand. So if you didn't want to cause any player discussion by using option 2, it is the non-controversial option.

2. This is my preferred option. It is easiest to organise when the number of entries is divisible by 4, but it can also be done for the other even numbers. Essentially this gives everyone a fair draw for the first two rounds and also protects the weakest players from playing against the top players in the field.

<b><u>Round 1</u></b>	<b><u>Round 2</u></b>
1 v 11	1 v 10
2 v 12	2 v 9
3 v 13	3 v 8
4 v 14	4 v 7
5 v 15	5 v 6
6 v 16	11 v 20
7 v 17	12 v 19
8 v 18	13 v 18
9 v 19	14 v 17
10 v 20	15 v 16

As you can see the top players play two pairs/teams from the middle, and the bottom players do likewise. If you are in the middle, you play one pair/team from the top seeds and one from the bottom seeds. Another way of looking at it would be that if you added up the seedings of your two opponents, you would find that they always added up to 21. If you have to play the top seeds (Pair/Team 1) then you also get to play the bottom seeds (Pair/Team 20).

If you have a number such as 22 entries, which doesn't divide by 4, then you have to create a pool of 6 in the middle (in this case, seeds 9-14) who play their first 2 matches amongst themselves, which means that group all have 2 approximately average teams to play. That leaves another 16 teams (1-8 and 15-22) who you match in the same fashion as above:

<b><u>Round 1</u></b>	<b><u>Round 2</u></b>
1 v 15	1 v 8
2 v 16	2 v 7
3 v 17	3 v 6
4 v 18	4 v 5
5 v 19	15 v 22
6 v 20	16 v 21
7 v 21	17 v 20
8 v 22	18 v 19

## BUTLER PAIRS

Butler Pairs are usually played by elite players who want to hone their bridge playing skills at the highest level possible. The Seniors play a four-night Butler Pairs competition each year. ‘Butler’ refers to the method of scoring a pairs event, which is using IMPs rather than matchpoints. The same tactics apply as in teams, but you have no team-mates – your score is compared against the rest of the field. Jeffery Butler, a president of the now defunct British Bridge League, devised this scoring system. The score for each board played is averaged, establishing a **datum**. All results are measured against that average score and expressed as either plus or minus the datum. Players have to be more accurate in their bidding and play to ensure they get the best result possible.

### Scoring

The scoring system must be set on the datum scoring setting to enable Butler games to be loaded and scored on Scorer. The program automatically takes off the top and bottom score when calculating results. The results appear as + or – values (not percentages). Once the Butler Pairs movement is set up, the game is played as a normal pairs movement and scores are entered on the score sheets in exactly the same way.

There are two possible methods of scoring: Datum (Butler) as just mentioned and Cross-IMP.

### Cross-IMP Scoring

Each pair’s score on a board is compared against the score obtained at each other table in turn. Each difference is converted to IMPs, and then the IMPs are averaged. This is essentially the IMP equivalent of matchpoint pairs scoring, and is used by online bridge sites such as BBO. (Top and bottom scores not dropped.)

## Swiss Pairs on club night – example

- 3 rounds of 9 boards for 3 nights
- At least 3 sets of boards each night (4 or 5 better).
- 54 mins/round, 10 mins for scoring and new draw between rounds

### Preparation

1. Ask players to think about entries 2 weeks prior
2. Take entries 1 week prior so you can get an idea of how many tables. Players need to be prepared to play for the whole 3 weeks
3. On WORD, make a list of pair numbers. Cut up and have ready in container for random selection as players enter room
4. First night: Have list of entries and Pair Numbers ready when players arrive. Let one player from each pair select a Pair Number as they enter. Write Pr Number beside name on list (so no pair gets 2 nos)
  - Direct Pair Number to appropriate table: Pairs 1 & 2 to T1, Prs 3&4 to T2, Prs 5&6 to T3 etc
  - must be an even number of pairs – NO PHANTOM (Put last pair to enter in other section if necessary.)

### Set up

1. Stack boards on one table, each set divided into 3 stacks: boards 1-9, 10-18, 19-27, ready to give out all 1-9s in first round. E.g. 4x9 boards = 36 boards, 2 boards/table, starting at T1 going round room.
2. (a) Set up tables in a continuous circle or horseshoe (like a web). Boards can be given out 2/table if enough and passed back when finished, sim to usual movt, so no caddying and players are self-regulating re time.  
(b) Set up tables in NS rows. Number rows = number sets of boards. Caddy from end of row to start.
  - Numbering of tables not too important, but rows must be relatively even
  - Assign Pair Numbers for wheelchair people to match end tables EW for ease of access
  - When new draw occurs, swap the table number they were sitting at in Round 1 for the newly assigned table so they don't have to move (order of T numbers doesn't matter)
3. Set up event in Scorer
  - Press Next and Swiss Pairs setup will appear
  - Enter number sessions for entire event (3x9 boards for 3 nights = 9 sessions)
  - VPs go in even numbers, so will auto come up as nearest even number, i.e. 8
  - Gen scored as Swiss Datum, but Keith thinks Swiss Cross-IMPing more accurate

#### 4. Select Manual Draw

- Insert Pair Numbers in order as seated:

	Home	Away	
Table 1	1	2	
Table 2	3	4	
Table 3	5	6	etc

#### 5. Set up bridge pads

- Players put in own names, T number etc
- Game Options: remove view of percentages etc
- If you can't see scores, scroll down to appropriate round

#### 6. Manual scoring

- Hand out 2 scoring sheets per table (as for teams)

### Announce

- Timing: mins/boards and that 3 (three) mins before end of round, no new boards to be started
- Movement of boards
- Bridge pads – enter own names, T number, games as you finish playing them OR
- If manual scoring, ask NS pair to hand in their score sheets for scoring – and to make sure NS and EW scores clearly marked

### End of round

1. Upload. Add or adjust any scores
1. Calc results (x2) and new draw. Be sure you are on the right round
  - Note: 3 columns of results – Calc in order of VPs. If they are equal, calc in order of Swiss. If these are equal, calc in order of IMPs. This explains why IMP values and Swiss seem out of order
2. Draw: Check Auto Draw=OK.
  - Table draw for Director's ref.
  - Pair draw (x3 )to post for players
3. Go back to Scores, Print boards (x2) for players – this gives scores and IMPs for each board at each table as well as datums. Must be done AFTER results calc. CHECK these for any unusual or outstanding scores, e.g. look down the columns for scores which are shown as plus (NS), whereas all the other scores on that board are shown as minus (EW).
4. Collect boards

### Start new round

1. Exit from Scorer to get rid of last round. Put in new Starting Board Number
2. Create Remote Database. Start Remote Server
3. Read out new draw – renumber sep table(s) for wheelchair people by swapping new number with old one
  - Note: new draw can be done if not all results in
4. Players initialize at new table

## SEEDING

The purpose of seeding is to ensure that all contestants face opponents of equal average ability. What we want to avoid is a format in which some contestants face all the strong opponents, while others face all the weak ones.

Your seeding should be based on the players' Rating Points. However, these are not always a true reflection of ability, so you should be prepared to upgrade (or downgrade) a pair's seeding rank if you know this is the case.

In a pairs event, the NS and EW fields should be equally balanced. If there are multiple sections, the sections should also be equally balanced. If you are playing a movement in which pairs meet some opponents more than once (and it is better not to), each pair's repeat opponents should be of equal average ability. If you are playing a movement (such as a Web) in which pairs do not visit all of the tables, the strong players should be evenly distributed around the section rather than clustered together.

In a pairs event played over multiple sessions, you want half of the pairs to switch their orientation between sessions. The half that switch should have an equal spread of abilities to the half that retain their orientation. In a teams event using a pool-playoff format, the pools should be equally balanced.

## SEEDING PROCEDURE AND EXAMPLES – Michael Johnstone

For a two-session tournament, first list the players in seeded order. (List them in order of rating points and generally only change things if a pair is grossly out of order – i.e. someone from overseas.) It is less important to get the order absolutely right in pairs, but if you are seeding in teams then you have to be more careful.

Using Scorer, output the tournament list into Excel (or create it from your computer system) and sort it by rating points like so:

Entry Number	Names	Session 1	Session 2
n	seed 1	N	N
n	seed 2	N	W
n	seed 3	W	N
n	seed 4	W	W
n	seed 5	N	N
n	seed 6	N	W
n	seed 7	W	N
n	seed 8	W	W
n	seed 9	N	N
n	seed 10	N	W
n	seed 11	W	N
n	seed 12	W	W
n	seed 13	N	N
n	seed 14	N	W
n	seed 15	W	N

n	seed 16	W	W
n	seed 17	N	N
n	seed 18	N	W
n	seed 19	W	N
n	seed 20	W	W
n	seed 21	N	N
n	seed 22	N	W
n	seed 23	W	N
n	seed 24	W	W

The field is now broken up into groups of 4 similarly-seeded pairs and each pair has a direction assigned to them and each direction is theoretically even. You notice that the pattern goes:

N N  
N W  
W N  
W W

and then repeats.

If your movement has no feed-ins, then your work is done. Just allocate a table number to each pair. (As a matter of style, spread the good players around the field and start pairs off with an equal pair – so your top 4 seeds will start off with each other. In the next round, start the top 4 seeds off with each other again but with a different starting opponent.)

If you have more than one section then you seed between sections as well as by direction:

Entry Number	Names	Session 1		Session 2	
		Section 1	Section 2	Section 1	Section 2
n	seed 1	N		N	
n	seed 2		N		N
n	seed 3	N		N	
n	seed 4		W		W
n	seed 5	W		W	
n	seed 6		N		N
n	seed 7	W		W	
n	seed 8		W		W
n	seed 9	N		N	
n	seed 10		N		N
n	seed 11	N		N	
n	seed 12		W		W
n	seed 13	W		W	
n	seed 14		N		N
n	seed 15	W		W	
n	seed 16		W		W

### Double or triple plays

However if you have feed-ins, you are going to get double plays (and sometimes triple plays) where the same pairs play each other more than once. You need to calculate where the double plays and triple plays will occur. Try to imagine what happens at the switch and try to have players of equal ability switching to each other. Where ever possible, set the triple plays to weak or average players.

E.g. If you have 13 tables and have to play 30 boards, there are 2 sets of feed-ins. So you can put 2 of top pairs at table 1 and the other two at table 13. They play their 26 boards once around the room. The 14th round they replay their starting opponents (so 1NS v 1EW and 13NS v 13 EW then EW 13 switch to table 1 and EW 1 switch to table 13).

E.g. 11 tables playing 26 boards, 2 boards a table. The double plays are as follows, (looking at EW pairs but the same is true for NS):

EW	Play NS	
	Round 12	Round 13
1	1	11
2	2	10
3	3	9
4	4	8
5	5	7
6	6	6
7	7	5
8	8	4
9	9	3
10	10	2
11	11	1

The triple play is at table 6 so either put the two bottom pairs there, or two average pairs.

I would also split the pairs up as follows:

#### Starting Table

1	Top 4
11	
5	2nd Top 4
7	
3	3rd Top 4
9	
2	4th Top 4
10	
4	5th Top 4
8	
6	Bottom 2 pairs

This spreads the field out so there is no concentration of good or poor pairs in a row.



We (Howick Bridge Club) do it the simple way by using the 'automatic handicap' facility on the Scorer package. This uses the players' previous results (dates selected would normally be over a 4 to 6 month period).

The manual way we used to do it was for 3 members on the handicapping sub-committee to rank members' playing level from plus 9 to minus 9. I.e. the club's top players would be assigned minus 9 down the rankings to the newbies who would be assigned a plus 9. (However you could go higher or lower -12 to +12, -5 to +5 etc.)

How it works

- If a top handicapped pair, say both on -9, scores 60% their score is reduced at the end of the session by the -9 giving them 51%
- A bottom handicapped pair both on +9 scores 40% their score is increased by the +9 giving them 49%

Nearly always, individual players have different handicaps, so the pair's individual handicaps are added together and divided by 2 to give the pair's handicap. E.g. Carla has a handicap of -9 (*I wish I was that good!*) and Peter has a handicap of -6, adding the two together = -15, dividing by 2 = -7.5.

Therefore Carla and Peter's final raw score, say 60%, is reduced at the end of the session by 7.5 = 52.5% which becomes their final, handicapped, score.

## Inter-Club Match: Christchurch v Crockfords

- No sitting seats for Home Club
- Visitors don't pay
- Mitchell standard movement (Home Pairs move on, boards move back)
- 21 tables, 21 boards
- 1 board/ round – 7 mins per board
- Supper at 9 pm – 15 mins
- Special Home/ Away table slips
- Committee member gives welcome and hands over cup to winning captain at end

### Instructions for Seating (write on whiteboard)

- Chch = Home, Crockfords = Away
- Away Pairs sit NS at all odd numbered tables and EW at even numbered tables and remain stationary
- Home Pairs fill in the gaps (i.e. sit NS at even tables and EW at odd tables) and move as usual

Check before starting that all pairs are sitting in correct orientation.

### Instructions for Players before starting

- General information – see above
- Seniors, please keep systems simple so as not to confuse the less-experienced players
- Scoring is done by S and written on same line as table number. (Don't worry about NS/ EW; program takes care of that)
- As per normal Mitchell, Home Pairs move on one table each round (and fill in the gaps left by the previous Home Pair); boards go back

### Scoring

- Score New Session / Inter-Club Matches / Raw Score Data Entry
- Enter names of Inter-Club table slips – Away Pair then Home Pair. (The program assumes Away Pairs will be sitting NS at odd tables and EW at even tables)
- Once all names are entered, print out a session result and check that all names on the Away sheet belong to the Away Club and Home sheet has only Home Club members
- At end, program will give out individual pair scores as well as over all percentage for each club
- Check inputting (for transparency, could get a checker from each club) before printing final results
- Copy extra set of results for Away Club

Brief speeches from Home and Away captains.

# **7** *NZ Bridge Manual Regulations*

- **Directing – general**
- **Alerting procedure – Enquiries/ Mistaken explanations/ Unauthorised information**
- **Alerting policy**
- **Appeals**
- **Appeal form exemplars**
- **Fouled boards**
- **Psychic bids**
- **Systems cards**
- **Systems policy**
- **Master Points**

This material from the *NZ Bridge Manual* refers to the regulations for tournament play. It has been included because much of the information applies equally to club play, and you need to know about it.

## Commencement of the Tournament

1. The Director should be at the venue well in advance of starting time, to ensure that all is in readiness for a prompt start to play at the scheduled time.
2. After the official welcome by the Tournament Organiser or their representative, the Director is introduced and makes the following announcements (if relevant) before commencement of play:
  - (a) The number of tables or Teams, and the number of boards to be played.
  - (b) The type of movement and where, if any, "feed-in", sharing, phantom or relay boards are placed. (The existence of such boards necessitates competent Players being seated at such tables to ensure that the correct sequence is played.)
  - (c) The time allowed for the play of each board.
  - (d) The direction in which boards and Players move.
  - (e) Players to check that the correct board is being played and placed in the right direction, to count the cards before and after play, to refrain from discussing hands already played, and to ensure that the score and E/W pair number are entered correctly by South and checked by East.
  - (f) All Players to remain seated until the move is called.
  - (g) The requirements to carry System Cards and to turn mobile phones off.
  - (h) Any other special rules of contest including procedural penalties.
  - (i) Members of the Appeals Committee.
  - (j) Players to have Tournament fee or table money ready (if not already collected).
  - (k) That the Director must be called for any irregularity, no matter how trivial.
  - (l) The method by which ties will be resolved.
3. If hands are not pre-dealt, the Director asks the Players to shuffle and deal.
4. The Director announces the commencement of play.

## During the Play

The Director must keep the game controlled and the noise level at a minimum. Calls for moving pairs are to be made at regular intervals. The suggested time allowance is 6½7 minutes per board. (A longer time for the first board (say 910 minutes) if the hands are to be recorded.) It is not necessary to wait until all tables have completed their board(s). The change should be called when at least two-thirds of the Players have finished. The slow Players will then adjust their play to prevent penalties being awarded against them.

## Interpretation of the Laws

Study of the Laws shows that most infringements are adequately detailed, that appropriate penalties are clearly stated and that:

1. No offending party should benefit from an offence.
2. A penalty that is left to the discretion of the Director should be equitable to all concerned.
3. In cases where the assessment of a penalty is left to the Director, the spirit of the Laws should be the governing criterion.

**Once an irregularity or mishap occurs, it is incumbent on the Players to call the Director. Under no circumstances should the Players arbitrate amongst themselves.**

When called in to arbitrate, and the nature of the infringement has been ascertained, the Director is bound to explain the clause(s) applicable from The Laws of Duplicate Bridge 2007, and, after assessing the penalty, see that it is paid.

If the Director is unsure of the correct course of action to be taken in the event of a dispute, he/she must make a ruling at the time (which will allow play to continue) and inform the Players of their right to appeal against his/her decision. It is imperative that play should continue without undue delay.

## Etiquette

The most difficult area for the Director lies in evaluation and arbitration in breaches of etiquette, where the Law, of necessity, cannot prescribe clear-cut penalties. There is an infinite variety of undue emphasis on a bid, wrong or inadequate information by opponent on bidding, psyches (prepared, and as such prohibited), hesitation by defender in play in the normal tempo in order to mislead, especially in the play of a singleton.

The dilemma the Director has to solve is deciding what constitutes a breach of ethics. He/she has to be an accomplished psychologist to evaluate the demarcation line between "malice designed to confuse" and accidental happening, bearing in mind that the offending side must not benefit irrespective of the intent or lack of intent to confuse.

Understandably, there are no direct penalties prescribed by Law for breaches of etiquette. All the Director can do is to be on the alert for Players repeatedly using unethical methods and to impress on Players that such action contravenes the spirit of the game. Usually talking to the Player, explaining the need for active ethics and / or a warning is sufficient.

Should offences occur regularly, the Director may apply a penalty or suspend the offending Player. The Director is authorised to refer any matters of concern to the Region/Club or Recorder, if available. Before applying sanctions, the Director must be sure of the facts to withstand a possible protest to the Appeals Committee. Some breaches of etiquette can be tantamount to cheating.

## Calling the Director

### 1. When to Summon the Director

**Law 9** of the Laws of Duplicate Bridge 2007 requires that the Director be called to adjudicate any possible infraction of either the Laws or NZ Bridge Regulations. Failure to call the Director for a ruling may result in an infraction going without penalty, or it may seriously jeopardise a claimant's rights in the event of a subsequent protest of the Director's decision. Where a Player is concerned that one of the opponents may have acted on unauthorised information, he/she may "reserve his/her rights" without actually calling the Director. (For a fuller explanation see **C14**).

### 2. Dummy's Rights

Dummy may call the Director during play, but only if it concerns an infraction that has already been drawn attention to by another Player at the table. If the hand has been completed, then any Player, including dummy, can call the Director for any infraction that he/she believes has occurred.

### 3. How to Summon the Director

In summoning the Director, a Player is expected to be courteous, and considerate to all other contestants. The Director must be addressed politely and failure to heed this may result in penalties, including (at the extreme) ejection from the Session / Tournament. Although Directors know that they must make themselves available to answer all calls, concurrent calls or other duties may prevent any particular call being answered promptly. Such delays should be accepted with good grace. A disruptive Player is by definition also an inconsiderate Player.

## Director's Rulings

### 1. Opposing Pairs Concur on Facts

The Director should ensure that he/she has access to a copy of The Laws of Duplicate Bridge 2007 when he/she goes to the table to make a ruling. The facts must first be ascertained, and it is helpful to ask the Player who called the Director to speak first. If the facts are not in dispute, the Director will make all Players aware of their options and obligations under the applicable Law(s).

### 2. Opposing Pairs Disagree as to Facts

When the opposing Pairs do not agree on the facts, the Director must make a ruling according to his/her best judgement in order to allow the game to continue. If the Players dispute the ruling, they may appeal **Law 92**.

### 3. Director Elects to Defer Ruling

The Director should always make a ruling at the table to allow play to continue. However, where the Director is required to exercise his/her bridge judgement, he/she has the authority (indeed is strongly advised) to defer a ruling until later in the session. He/she may choose to consult other authorities, or may simply want to consider the best way to settle a dispute equitably. When the Director exercises this prerogative, the Players involved must be advised of the eventual decision as soon as possible.

**4. Rulings Requiring the Director to Exercise his/her Bridge Judgement**

It is the desire of NZ Bridge that the Director shall not rule automatically in favour of the non-offending side in order to precipitate an appeal, as has been customary in the past. The Director is required to exercise his/her bridge judgement to achieve the ruling at the table that in his/her opinion best reflects the intention of the Law. The Director should resolve any doubt he/she may have in favour of the non-offending side.

In exercising bridge judgement, it is entirely appropriate for the Director to consult with other Directors or non-involved Players. This consultation process is a tool for the Director and should not be treated as a piece of scientific research to determine close decisions. The identity of the Players consulted and their opinions are confidential to the Director. However, if necessary, the outcome may be shared with the Appeals Committee during its deliberations only (i.e. it does not form part of the evidence).

The Director should avoid consulting with nominated members of the Appeals Committee.

# GUIDANCE FOR TOURNAMENT DIRECTORS AND PLAYERS

## Alerting Procedure

During the auction, explanations or comments should not be volunteered unless the opponent whose turn it is to call or play requires one.

If an alert is not made promptly, **Law 21B1(a)** provides for a non-offender changing a call made prior to the alert (but on condition that partner has not called subsequently).

A belated alert or failure to alert constitutes misinformation and, if damaged, the non-offenders may claim an adjusted score.

A Player whose conventional call or special treatment has not been alerted by partner should not make any attempt to alert the opponents until the close of the auction. Before the opening lead is made, dummy or declarer should call the Director and inform the opponents of the failure to alert. However, a member of the defending side must wait until the conclusion of play, summon the Director and draw attention to partner's failure to alert **Law 20F5(b)**.

## Enquiries

Upon enquiry about partner's call or play from an opponent, whose turn it is to call or play, a Player must give a full and clear explanation of the partnership's agreement (if there is one) or any information available to him/her through partnership experience **Law 21F1**. Questions about calls that were available, but not made, may also be asked. (Players should be aware that such questions may convey unauthorised information – **Law 16B**).

## General Recommendations

1. Enquiries should be kept to a minimum and preferably deferred until the end of the auction.
  2. Directors should insist on the use of System Cards to obviate the need for unnecessary enquiries.
  3. Players should not enquire about calls that are normally natural unless alerted. (Such enquiries may constitute unauthorised information.)
  4. Players should have a consistent approach of always or never enquiring over unalerted 1 $\square$  or 1NT bids. (Inconsistency must inevitably lead to unauthorised information.)
- If the enquirer does not understand an explanation, he/she is entitled to seek further clarification and should call the Director if a clear explanation is not forthcoming.

## Explanations

Upon enquiry from an opponent whose turn it is to call or play, a Player must give a full and clear explanation of the partnership's agreement (if there is one) as to the meaning of a call or play made by his/her partner. The explanation should include all specifications for the call or play including range of high-card strength, distribution, suit quality or any other relevant features explicitly agreed by the partnership.



**See also under Delayed Alerts (D12).**

Players should provide explanations only for those conventions that the partnership has previously discussed. Where there is no explicit agreement, the Player should say so and should not "invent" an explanation or state a meaning that has been inferred from the evidence of the bidding, the hand held or general bridge experience. Recommended formula. **"We do not have an explicit agreement"**. When stating that there is no explicit agreement, it is proper to describe the partnership's methods in similar situations.

Even when it is apparent that partner has departed from the partnership's agreed methods (e.g. when his bid indicates a solid suit but his partner's hand holds a high honour card in the suit), the agreed meaning of the bid should be explained with no hint that anything is amiss.

It is improper for a Player to take advantage of any information conveyed by partner's explanation. A Player should not volunteer any uninvited explanations of a call or play by partner.

**Mistaken Explanations**

If a non-offending side is damaged by their opponent's mistaken explanation of a call or play, the Director will restore equity by adjusting the result.

- If you realise that you have given a mistaken explanation of the partnership's agreed meaning of your partner's call (or play), call the Director immediately.
- If your partner has given a mistaken explanation of your partnership's agreed meaning of a call or play, do not draw attention to the transgression at least until the end of the auction. Then, if you are declarer, you may call the Director. Otherwise, call the Director when the deal is finished.
- Do not allow the opponents to take advantage of a mistaken explanation. Ask them to call the Director. (If they demur, call the Director yourself.) Failure to call the Director may result in injustice to other competitors.
- You are **not** entitled to an adjusted result if damaged by an opponent's deliberate or inadvertent violation of their partnership agreement (**such as a psychic bid**).
- If an explanation is materially inconsistent with the actual bid made by the partner, then, unless there is evidence to the contrary, the Director will assume a mistaken explanation rather than a mistaken bid and may award an adjusted score if, in his/her opinion, the opponents have been damaged. A properly filled out System Card will greatly assist in resolving any dispute.

**Authorised Information**

During the bidding and play of a deal, Players may properly gain information from:

- Admissible calls: no bid, double, redouble and bids of 1 to 7 inclusive in the five denominations: clubs, diamonds, hearts, spades and no trumps;
- Cards properly played to each trick;
- Alerts by an opponent;
- Explanations by an opponent in response to an enquiry concerning the meaning of a conventional call.

Information conveyed by any other means is unauthorised information, and, if it influences the subsequent bidding or play, will require an adjusted score.

### **Variations in Tempo or Manner**

While to unintentionally vary the tempo or manner in which a call or play is made is not in itself an infraction players should be particularly careful when variations may work to the benefit of their side.

It is most important that the results of a deal should not be influenced by unauthorised information conveyed by such means as gesture, demeanour, mannerism, comment, variation of tempo in bidding or play, tone of voice, or undue emphasis.

### **Unauthorised Information**

When a player has available to him unauthorised information from his partner, including from an unexpected alert or failure to alert, he must carefully avoid taking any advantage from that unauthorised information. When there is a possibility that unauthorised information has been conveyed (e.g. by gesture, comment, hesitation etc.), **Law 16** applies.

You must refrain from bidding on borderline hands if the element of risk has been reduced by your partner's trance or hesitation.

You may take advantage of unauthorised information conveyed by your opponents but at your own risk. In the event of your being damaged by being misled by an opponent's inadvertent mannerism (e.g. hesitation with a singleton), you are not allowed to benefit from an adjusted result (although the opponents may have the score adjusted to their disadvantage).

Whenever you believe that there is a possibility that a Player may have been in receipt of unauthorised information from their partner's gesture, comment, hesitation etc., you should immediately try to establish the facts about what occurred. This should be done as pleasantly as possible, stressing that it is just to establish the facts should the Director need to be called at the end of the hand. The Director should be called at this stage only if there is a dispute about what has occurred. If, at the end of the hand, the non-offending side believe that they have been disadvantaged, the Director can be called and there will be no dispute about the facts.

- If the Director judges that the outcome may have been influenced by unauthorised information, he/she may award an adjusted score as per **Law 12C1(c), (D15)**.
- In making such adjustments, the Director must be satisfied that the non-offenders were damaged by their opponents' use of unauthorised information rather than by selecting an inferior line of play from the logical alternatives suggested by all the information available to them.

## **ALERTING POLICY**

**(Effective 1 May 2013)**

### **Introduction**

It is an essential principle of the game of bridge that you may not have undisclosed agreements with partner, whether in bidding or in play. Your agreements must be fully available and fully disclosed to your opponents.

You should use the principle of full disclosure in following these Regulations and in explanation of calls. Your principle should be to disclose, not as little as you must, but as much as you can, and as comprehensibly as you can. A careless failure to follow this policy may result in an adjusted score, where opponents have been damaged. If you make a positive effort to meet your obligations under full disclosure, you will rarely, if ever, fall foul of these Regulations.

Your agreements include not only specific agreements appearing on your System Card but also partnership understandings that have arisen through partnership discussion or experience. The opponents are entitled to know about these understandings. General bridge inferences, like those a new partner could make when there has been no prior discussion, are not alertable, but any inferences that can be drawn from partnership experience must be disclosed.

### **Definitions and General Principles**

#### **Conventional Calls Defined**

Any bid that shows the denomination named and another denomination also is conventional. All opening bids and overcalls that show two or more suits, even if one of the suits is specified, are by definition conventional.

Opening bids of 1♣ or 1♦ that may contain less than 3 cards in the opened suit are conventional. Certain calls may not convey any meaning, e.g. the enforced 3♣ after Lebensohl 2NT. Such calls are construed as conventional.

#### **Natural Calls Defined**

A **bid is natural** if it meets any of these criteria:

- Conveys a willingness to play in the denomination named (but does not come under the definition of a conventional call); **or**
- Shows high-card strength or length (3+ cards) in the suit named.

A **natural NT bid** is defined as one that shows a preparedness to play in NT, and conveys no specific information about your suit holdings.

A **natural pass** is defined as a pass that does not convey any conventional message about strength or suit holdings.

**Natural calls as defined above in general do not require an alert, but there are important exceptions:**

The bid is natural, but you have an agreement by which your bid is forcing or non-forcing in a way that your opponents are unlikely to expect.

**Examples:**

- Responder's first-round jump shift on weak hands.
- A non-forcing suit response by an unpassed hand to an opening suit bid (whether or not after intervention).

The bid is natural, but its meaning is affected by other agreements, which your opponents are unlikely to expect.

**Examples:**

- A natural NT overcall in the direct position, which does not promise a stopper in the opener's suit.
- A jump raise of opener's 1-level bid, which may be weak or pre-emptive.
- A single raise of partner's suit, which may be strong or forcing, e.g. 1♦–2♦ forcing.
- The rebid in a canapé sequence where the second suit may be longer than the first suit.
- A 1♥ opening that denies holding 4+ ♠.

**Cue Bids Defined**

For the purposes of these Regulations, a cue bid of an opponent's suit is defined as a bid of any denomination bid by the opponent or of a suit shown by the opponent's bid. Example: If an opponent opens 1♦ showing spades, then 1♠ and 2♦ are both cue bids. Similarly a 2NT overcall of 1NT is also a cue bid.

**Self-Alerting Calls Defined**

There are four different types of self-alerting calls, viz.

- Doubles
- Redoubles
- Cue bids of an opponent's denomination/suit
- All conventional bids at the four level or higher, but **excluding** conventional opening bids on the first round of the auction (these bids still require an alert during the auction).

In addition to the above, the following bids are in such common use that they are deemed to be self-alerting:

- 2♣ Game Force opening bids (and 2♦ negative responses); alert other uses.
- Simple Stayman 2♣ responses to 1NT opening bids and the 2♦ response denying a 4-card major (alert all other uses including a natural 2♣ and responses). Stayman after an opponent's double should be alerted.

These calls carry their own alert and should not be alerted. It may be risky to make assumptions as to the meaning of such a call. You are entitled (at your turn to call) to ask for your own protection, but bear in mind that unnecessary questions may be more helpful to the opponents than to your own side, and may convey unauthorised information, thereby limiting partner's options.

## Clarification for Overcalls

All of the principles for the definitions of conventional and natural opening bids and responses apply equally to overcalls.

### For Example:

#### Do not alert:

- 1NT in the pass-out seat that will contain a stopper in opener's suit.
- Single-suited overcalls showing only the suit named, whether weak, intermediate or strong.

#### Over opponent's takeout double, alert:

- Any bid in a new suit that is non-forcing (except by a passed hand).
- Pre-emptive jumps.
- Fit-showing jumps.

#### Over an opponent's suit overcall, alert:

- Any bid in a new suit that is non-forcing (except by a passed hand).
- Any natural NT bid that does not promise a stopper in the opponent's suit.

## Alert Stages

There are three stages of the alerting process. All are important.

- The pre-alert before the round starts.
- Alerts during the auction.
- Delayed alerts by the declaring side before the opening lead.

## Pre-Alerts

At the start of a round or match, Pairs should acquaint each other with their basic system, length of their 1-level opening bids, the strength and style of their opening 1NT and any **unusual** self-alerting calls as defined above that may catch their opponents by surprise (e.g. doubles that are neither for penalty nor for takeout, or high-level transfer pre-empts).

## Examples

1. Acol, 5-card spade suit, 12–14 point 1NT.
2. Precision, 5-card majors, 15–17 point 1NT, 4-level opening bids are transfer pre-empts.

Calls that require an alert during the auction need not be pre-alerted.

Highly unusual carding (e.g. leading low from doubletons) should also be pre-alerted at this stage.

## Alerts during the Auction

### 1. Announcing of 1C and Natural 1NT opening bids

The partner of a Player who makes a 1C or Natural 1NT **opening** bid, shall promptly alert the opponents by announcing their systemic agreement using the following descriptions:

- **For 1C opening bids in;**
- **Natural (Green) systems**  
The appropriate length of the club should be announced i.e. ("2 plus", "3 plus", "4 plus", etc)
- **For Strong Club (Blue Systems)**  
The word "**Strong**" together with the minimum **HCP** holding (e.g. 16+) should be announced
- **For system options other than those above (e.g. a Polish 1C)**  
The word "**Unusual**" should be used
- **For a Natural 1NT opening bid:**
  - "12 to 14" (or the appropriate range)
- **Note: For Mistaken Announcements**
  - The opening bidder may not correct the error during the auction nor may he/she indicate in any manner that a mistake has been made. If at the end of the auction he/she is to be declarer or dummy, then the Director must be called before the opening lead is made and his/her opponents informed that in his opinion an error has been made. If he/she is a defender, the Director must be called at the end of play, but not earlier **Law 20F5**.
  - The opening bidder must carefully avoid taking any advantage of unauthorised information arising from an incorrect announcement by partner, Law 16B may apply.
  - For calls made by opponent that are based on the incorrect announcement of the system agreement, Law 21B applies.

2. You must promptly alert any other call during the auction if it is conventional (see Alerting procedure below)

### Delayed Alerts

At the end of the auction, the declaring side should draw attention to any unusual features, particularly any unusual non-alerted calls. Upon enquiry, you must disclose fully, not only the specific meanings of all calls, but also any inferences you have drawn from the auction based on partnership experience (as distinct from general bridge knowledge). These explanations may occasionally need to include negative inferences, such as hand types partner probably does not have for his/her bidding. Defenders must not, at this time, draw attention to their own calls, nor voluntarily offer explanations (they must of course fully disclose upon enquiry).

Takeout/negative-type doubles and penalty doubles do not require a delayed alert. If interested, the opening leader should enquire before leading, or his/her partner may enquire after the opening lead has been made face down.

### Alerting Procedure

Any bid or pass that requires an alert must be alerted promptly by the partner of the person making the call using the method described in the Alerting Regulations/Written Bidding. **(D38)**, when using written bidding, **(D41)** for alerts with bidding boxes without screens and page (D45) for alerts with screens, or as amended by supplementary regulations for the event.)

**Note: Alerts are compulsory and you may not ask the opponents not to alert.**

Self-alerting calls should not be alerted.

Delayed alerts should be indicated by a small plus sign (+) in one corner of the appropriate square of the bidding pad as evidence of the delayed alert. (If bidding boxes are in use, the declaring side should verbally indicate which unusual calls require a delayed alert.)

A Player may not be sure whether a call should be alerted. This could be because the Player has forgotten the agreement, has forgotten whether there is an agreement, or is unsure whether an agreement applies. In such cases, it is generally safer to alert the call and, if asked, explain the circumstances. However, the uncertainty about the meaning of the call is unauthorised information to the Player's partner.

Do not explain your alerted calls or delayed alerted calls unless a request has been made.

### Explanations

Merely to name a convention (e.g. Michaels, Lebensohl, etc.) is not an acceptable explanation. There are many variations of most conventions, and a more specific explanation is normally required. Similarly, the use of "standard" or "natural" to describe calls, signals or leads is rarely sufficient – nor the terms "weak", "strong" or "intermediate" – without appropriate qualification.

### Tournament Director's Responsibility

1. Tournament Directors will not allow Players to manipulate these Regulations to their advantage. For example, opponents must be allowed enough time to alert; a speedy action out of tempo followed by a claim for a late alert will receive little sympathy. Likewise, experienced Players claiming damage through a technical failure to alert will need to present a strong case.
2. When Players claim damage due to failure to alert (but are likely to be aware of probable alternative meanings of a call), their claim will be unsuccessful if they failed to protect themselves, because they could have enquired as to the meaning of the call before damage occurred (unless they can demonstrate the inability to enquire because, in so doing, they would have conveyed unauthorised information, and/or given the opponents information to which they were not entitled).
3. Tournament Directors are urged, when giving a ruling at the table, to consider whether the principles of active ethics and full disclosure have been adhered to by the Players.

# The New Alerting Rules

New Zealand alert regulations changed at the beginning of 2006. Pre-alerts and self-alerting bids have been introduced. The following table attempts to summarise the requirements.

All doubles and cue bids are self-alerting – it is expected that the opposition will ask about them.

Action	Pre-alert	No need to alert	Alert	Announce after auction (see note below)
<b>Opening bid of 1 of a suit</b>	Complex or non-standard <b>systems</b> that may require a defence to be prepared. A system card is <b>not</b> a pre-alert.	3+ minor 4+ major unless ->	Contains additional information, e.g. canapé	
<b>1NT opener</b>	All ranges	Any range		
<b>Bidding after 1NT</b>		Simple Stayman and its responses	Relay Stayman, Stayman type bids which do not <b>guarantee</b> a 4 card major Transfers Rangefinder	
<b>Opening bid of 2 of a suit</b>		Game forcing 2♣ or 2♦ negative response.  Natural single-suiters – whether weak or strong <b>except</b> ->	Multi bids Tratans Bids which guarantee a second suit (specified or not)  2♣ showing clubs with or without a second suit	
<b>Higher level openings</b>	High level opening with unusual meanings, e.g. transfer pre-empts	Any other		
<b>Competitive bidding</b>	Any of the self-alerting bids for which you have an unexpected meaning	Any double or redouble Cue bids Any bid above the 3 level	Unusual interpretations e.g. non-forcing responses to overcalls Mini-splinters at the 2 or 3 level Stayman or transfers after a 1NT overcall	Self alerting doubles or cue bids with unusual meanings

Announcing after the auction :

1. **Your side declares:** inform the defence before the opening lead that a special treatment applies to a self-alerting bid. If asked, explain the treatment **fully** including positive and negative inferences which developed during the auction.
2. **Your side defends:** do nothing unless asked by declarer when you explain **fully**.

If your partner has failed to alert an alertable bid (or has misexplained your agreements)

3. If you are declarer or dummy, call the director immediately the auction concludes and explain what has happened.
4. If you are defending, do nothing until the play of the hand is complete then call the director and explain.



## APPEALS

### Introduction

NZ Bridge is concerned that appeals at all levels of the game are handled in a consistent manner, particularly for Tournaments conducted under the Master Point Scheme. This section outlines best practice procedure for conducting appeals and incorporates the WBF Code of Practice for Appeals Committees (see the Directing/Regulations section of the NZ Bridge website at [www.nzbridge.co.nz](http://www.nzbridge.co.nz) and the NZ Bridge supplementary regulations (**Part D**).

The Director has full authority, and is assumed to be perfectly competent, to enforce the Laws of the game, to impose the appropriate penalties for infractions and to award adjusted scores for damage as a result of an opponent's infraction. Nevertheless, many rulings will require the Director to exercise his/her bridge judgement. In doing so, the Director will always resolve any doubt he/she may have in favour of the non-offending side. Therefore, a Player who believes he/she has a strong case may request a review of any ruling made by the Director at the table.

### Composition of Appeals Committees

The Tournament Organiser or the Director in Charge should, prior to the commencement of the Tournament, announce an Appeals Committee, ideally of three members but in no circumstances more than five. NZ Bridge recognises that, in exceptional circumstances (i.e. small events or restricted grades), a Committee may comprise one or two members. The members of the Appeals Committee need not necessarily be competitors in the event and should be chosen carefully for their experience of Tournament play and their analytical ability. In certain circumstances (i.e. where a relatively inexperienced Director is on duty or for a restricted grade event), it may be desirable that one of the members is selected for their insight into the Laws of bridge (i.e. a Director's qualification) but it is neither that member's task nor the function of the Committee to determine points of Law.

A Committee member who has prior knowledge of the subject matter of an appeal should excuse himself/herself from the Committee.

### Jurisdiction

In the normal course of events, matters involving the Director's interpretation of the Laws or penalties imposed by him/her ought not to be taken to appeal. Players may appeal against a Director's ruling when:

- 1** The facts are in dispute, **or**
- 2** The innocent party believes that he / she has not gained an equitable adjustment for damage suffered through an opponent's infraction, **or**
- 3** The offending side believes that the Director has erred in the application of the Law or his / her bridge judgement.

Although the Appeals Committee may exercise all the powers assigned by Law to the Director, it is bound by the Director's interpretation of the Law or supplementary regulations. Also it may not rescind or vary a disciplinary penalty assessed by the Director. The Appeals Committee is the final arbiter in rulings that required the Director to exercise his/her bridge judgement.

An appeal relating to the meaning of a Law or a Regulation should be decided by the Chief Director of NZ Bridge (Mobile 021 373 884) or, if he/she is unavailable, the Director in Charge of the event **Law 81** and **(D26)**.

This ruling may be further appealed to the Committee but it may not be overturned by the Committee **Law 93B**. If the Appeals Committee is of the opinion that the Director is wrong in Law and that, as a result, an incorrect penalty has been paid, they should recommend that the Director change his/her ruling. If the Director does not acquiesce in this request, a full report on the matters involved must be sent to NZ Bridge as soon as possible. It is strongly recommended that a qualified, experienced Director's ruling be accepted.

### Lodgement of Appeal

An appeal may be lodged only by a side present at the table where the ruling was given and must be made through the Director:

1. On the form provided **(C21C23)**. At the discretion of the Director, this requirement may for operational reasons be waived in whole or in part;
2. Not more than 30 minutes after the official end of the stanza (see NZ Bridge Regulation **D28**);
3. With the consent of both members of the Pair appealing or the Team Captain. If no Captain has been appointed, a majority of the Team must concur;
4. At National events, the Chief Director of NZ Bridge (or his/her nominee) may require that he/she or an appeals advisor appointed for the purpose formally review any ruling from the Director at the table before proceeding to the Committee.

### Procedure for Hearing of Appeals

1. If no convenor has been appointed, the Appeals Committee should elect from its members a chairman whose duties are:
  - (a) In consultation with the Director, to conduct the hearing;
  - (b) To hear the evidence, ensuring that there is as little interruption as possible. Committee members should refrain from direct exchanges of opinion with other persons in attendance. A wholly courteous manner is as essential in the Committee members as it is in those appearing before them;
  - (c) To record and deliver the decision.
2. Every effort should be made to ensure that all the parties are present and, if any party elects not to attend or cannot attend, the Committee is entitled to proceed in its absence and draw such inferences and conclusions as it sees fit. However, NZ Bridge is concerned that no negative inference is drawn from the absence of a side when the facts are not in dispute and the Director has determined that the respondents are the non-offending side.

### 3. The Director should present:

- (a) The appeal form
- (b) The facts ascertained
- (c) The nature of the irregularity
- (d) His / her ruling on the meaning of any Law relevant to the appeal
- (e) His / her decision on the matter
- (f) His / her summary of the reasons for the ruling

4. The party appealing should then be asked to state the reasons for its appeal.
5. The other party involved should be asked to reply.
6. Both parties should be given the opportunity to make any points in rebuttal.
7. The Appeals Committee may then wish to clarify any points of disagreement or evidence. In exceptional circumstances, it may be necessary to seek evidence from other parties on any pertinent disputed fact, but not on matters of bridge judgement.
8. The Appeals Committee deliberates in the absence of the appellants and respondents. The Director in Charge (or his/her nominee for the purpose) may remain and participate in the discussion to clarify matters enquired of him/her by the members (including the outcome of any confidential polling of other Players that may or may not have been done) and to direct the Committee on points of Law and correct procedure. He/she may not vote.

### Functions of the Committee

1. The expectation is that the Committee will presume initially that the Director's ruling is correct. Where the Committee has jurisdiction (see above), the ruling is varied only on the evidence presented and where, at the conclusion of its deliberations, there is clear agreement by a majority vote.
2. Although the Appeals Committee is expected to come to its decision on the evidence presented, occasionally it may require additional information, in which case the correct procedure is for the Committee to request the Director to make further enquiries.
3. The award of an assigned adjusted score as per **Law 12C** is appropriate when a violation of Law caused damage to an innocent side. Damage exists when, as a consequence of the infraction, the non-offending side obtains a table result less favourable than would have been the expectation without the infraction.

If the damaged side has wholly or partly caused its own damage by its own subsequent (to the infraction) irrational, wild or gambling actions (but not a mere error of bridge judgement), it does not receive relief for the part that was self inflicted. The offending side will, however, have the score adjusted as per **Law 12C1(b)** as the normal consequence of the infraction.

4. Both the Director and the Appeals Committee are authorised to do equity by assigning a single score that takes into account the relative weighting of a number of possible outcomes **Law 12C1(c)** and **(D15D16)**.

**5. Procedural Penalties:** NZ Bridge wishes to discourage Committees from applying a procedural penalty as a matter of course. For example, a Player who forgets his/her conventions, misbids or misuses his/her bid is not subject to automatic penalty. A procedural penalty may be applied only when there has been a breach of the Laws or supplementary regulations and then only in aggravated circumstances. Score adjustment is the way to redress damage.

**6. Disciplinary Penalties:** Although the Committee does have the power to impose a disciplinary penalty if it is found that there has been a breach of conduct, this should be done only in exceptional circumstances, especially if the Director has elected not to do so.

**7. Appeals without Merit:** Where an appeal against the Director's ruling is unsuccessful, NZ Bridge Regulations (**Part D**) require the Appeals Committee to consider the relevant merit of the case and to assess a penalty for appeals that it considers to be without merit. Such penalty would normally be one-quarter of the total Match Points available on the board, or 6 IMPs or VP equivalent.

**8. Appeals to the National Authority:** A further appeal to the National Authority is possible in certain circumstances. NZ Bridge has established procedures for this (see below).

### **Dishonourable Practice**

**1.** It is unethical to make a public accusation of cheating against any other Player. Any such accusation must be made to the Director alone.

**2.** If a Director or Appeals Committee has reason to believe that a Player has been guilty of cheating, it should assemble all relevant statements and information and forward them to NZ Bridge.

**3.** The National Recorder is Noel Woodhall, who is responsible for any complaints relating to possible dishonourable practice, as well as discourteous behaviour not within the purview of the Director (**A10–A11**).

**4.** The National Recorder is supported in each Region by a Regional Recorder, appointed by the Board of NZ Bridge (**A10–A11**).

# APPEAL EXAMPLE #1

Date: 18 May 2012  
Event: Centre Pairs 5A  
Club:

Board Number: 8  
Vul: Nil  
Dealer: West

North:

♠ 8653  
♥ 92  
♦ QT  
♣ K8653

West:

♠ QT2  
♥ KJ43  
♦ K973  
♣ J

East:

♠ A942  
♥ T76  
♦ J654  
♣ T2

South:

♠ T  
♥ 98  
♦ JT43  
♣ AQ974

BIDDING:	West	North	East	South
	1H	pass	pass	2C
	pass	pass	2H	pass * hesitation
	pass	3C	3D	all pass

RESULT: 3D by East -1

**RELEVANT FACTS** (e.g. HESITATIONS, EXPLANATIONS etc):

South's pass over 2H took maybe 5 seconds. Agreed by North-South.

**DIRECTOR'S RULING:**

The Director ruled that most players with the North cards would pass, and therefore adjusted the table result from EW -1 to EW making 2H for 110.

**GROUND'S FOR APPEAL:**

North-South appealed the decision.

Signature Appellant

**SUBMISSION OF RESPONDENTS:**

Signature Respondent

**DIRECTOR'S COMMENT ON SUBMISSIONS AND ADVICE (if applicable):**

SIGNATURE OF DIRECTOR

**DECISION OF APPEALS COMMITTEE (including merit of unsuccessful appeals):**

The Appeals Committee ruled that 3C was not demonstrably suggested by the hesitation and overturned the Director's ruling and declared the original result of EW -1 to stand.

SIGNATURE OF CHAIR

**NAMES OF COMMITTEE MEMBERS:**

CHAIR: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**NOTES (INCLUDING ANY DISSENTING VIEWS ETC) :**

## APPEAL EXAMPLE #2

Date: 12 January 2010  
Event: Holiday Pairs 5A  
Club:

Board Number: 4  
Vul: All  
Dealer: West

North:

♠ QJ982  
♥ AJ65  
♦ 8  
♣ KJ4

West:

♠ KT753  
♥ Q8432  
♦ 4  
♣ 75

East:

♠ 4  
♥ KT97  
♦ KJT632  
♣ 93

South:

♠ A6  
♥ -  
♦ AQ975  
♣ AQT862

BIDDING:    West            North            East            South

Final contract 7C, bidding irrelevant

RESULT:       -1 =100 EW

**RELEVANT FACTS** (e.g. HESITATIONS, EXPLANATIONS etc):

Declarer won the opening diamond lead and then lead a low diamond from hand.  
West trumped with the C7. Declarer called “**ruff small, no, overruff**”



**DIRECTOR'S RULING:**

Card first named, four of clubs, is played.

Under Law 45C 4(a) the card must be played if named or otherwise designated.

Law 46B 1c gives a card designation of "low" or similar requires the smallest card to be played. Not applicable Law 45C 4(b) unintended designation, and also NZ Bridge Manual page D20.

**GROUND'S FOR APPEAL:**

North-South appealed the decision.

That the change in designation of the card was instantaneous, and that the basic rule of bridge is that they protect against illogical actions.

Signature Appellant

**SUBMISSION OF RESPONDENTS:**

Declarer not only called "ruff small – no over-ruff" he also pointed to the 4C.

Signature Respondent

**DIRECTOR'S COMMENT ON SUBMISSIONS AND ADVICE (if applicable):**

The laws do not protect players from making careless plays. What is of relevance is declarer's intention at the point of naming the card to play. In my view declarer's intention was always to ruff small, but it was only when he saw the 7C ruff by West that he changed his mind to over-ruff.

SIGNATURE OF DIRECTOR

**DECISION OF APPEALS COMMITTEE (including merit of unsuccessful appeals):**

The committee upheld the director's ruling.

The committee considered that the appeal had some merit as the laws in this area changed in 2008.

SIGNATURE OF CHAIR

**NAMES OF COMMITTEE MEMBERS:**

CHAIR: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NOTES (INCLUDING ANY DISSENTING VIEWS ETC) :**

## FOULED BOARDS/FORFEITED MATCHES

(Effective July 2013)

### Teams or Match Play

Whenever it is possible to do so, the Director will take the necessary steps to ensure that a board or boards are played in such a manner as to ensure that a valid comparison is obtained between both tables. The Team responsible for the fouling may be fined 0.5 VP or 3 IMPs in a knockout match (1.5 VPs or 6 IMPs if the cards are exchanged between partners).

When it is not possible to correct the board:

1. Where the correct board has already been played at one table and, as a result of an irregularity by one side, no result was possible at the other table, **Law 86D** applies (**D28**).
2. Otherwise, a fouled board should be replaced with the substitution of a new board, provided that the Director is satisfied that the result of the match is not known to the contestants and that time permits. The Director's decision shall be final.
3. Where it is not possible to play a replacement board, **Law 86A** applies (**D27**).
4. A Team responsible for the fouling may, at the discretion of the Director, receive a procedural penalty of 0.5 VPs (1.5 VPs if cards are exchanged between partners), or, in a knockout match, a penalty of 3 IMPs (6 IMPs if cards are exchanged between partners). The Director may increase the penalty for repeated or serious breaches.
5. If, in the opinion of the Director, the number of unplayable boards resulting in artificial adjusted scores represents such a significant number of the total (> 50%) that it is not equitable to declare a result, both Teams will be assigned 18 VPs (**until 1st October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 12**) or, after the last match of the round, the average of all the other matches or stanzas, whichever is the greater. In exercising his/her discretion, the Director is advised to consult the Match Committee and/or Appeals Committee. His/her decision, once made, is final.
6. In the event where two Teams have sat in the same orientation at both tables in a match, and the Director at his sole discretion determines that it is not possible to re-play the match, both sides will be assigned 12 VPs (**until 1st October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 8**). In the event of a match stanza, then, unless the supplementary regulations specify otherwise, the result of the match will be determined on the valid boards played in the match (**but see 3 above**).

## Ranking Play (Match Points)

1. Provided a board has been played more than three times **or** by more than one-third of the field, each Pair's score is ranked and match pointed in their own group to obtain (M). Then the final Match Points to be awarded (**F**) are calculated for every Pair in the field as follows:

$$\frac{F = (M \times E) + (E - A)}{A}$$

**where:** F = Match Points (double) to be awarded to the Pair.  
M = Match Points (double) when ranked in their group.  
E = total number of scores in the field.  
A = number of scores in the group.  
Fractions are rounded to one decimal place.

2. For 1, 2 or 3 fouled tables:

1 50%

2 55% 45%

3 60% 50% 40%

(a) Tie Pairs share the difference.

(b) Pairs in no way at fault receive an indemnity of 10% and the provisions of **Law 88** apply if their score for the session was greater than awarded here.

(c) A Pair partially to blame receives no increase (failure to detect a fouled board puts a Pair partially at fault).

(d) A Pair responsible receives a penalty of 10%.

## Forfeited Matches

If a Team is unable to play, or complete, a match, and the Director declares the match or stanza forfeited, unless otherwise regulated, the following will apply:

1. In a match scored using the WBF VP scale, the Team in forfeit shall score zero VPs and zero IMPs.
2. The Team winning the forfeited match shall receive 18 VPs (**until 1st October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 12**) or the average number of VPs won by the Team in all its other matches, or, at the conclusion of the stage, the average number of VPs won by the opponents of the forfeiting Team in matches played against that Team, whichever is the greater.
3. In a knockout match, involving multiple stanzas, the Director shall assign such an IMP score to the non-offending Team for that stanza as he/she shall consider to be equitable.

## DECEPTIVE CALL OR PLAY (PSYCHIC BIDS)

(Effective 1 April 2010)

1. A "psyche" is a deliberate gross misrepresentation of your high card strength and/or the length of one of your suits – (Law of Duplicate Bridge 2007, page 3). **Note:** The key words are "deliberate and "gross"  
To make a wrong bid accidentally is not a "psyche" – it is not deliberate. To shade an opening bid by a couple of points is not a "psyche" – it is not gross.

2. You may depart from agreed partnership methods in an attempt to deceive the opponents as long as partner is unaware of the violation. The opponents have no recourse if they are misled or damaged by a "psychic" bid unless they can establish that they were given an incomplete or erroneous explanation of the opposing side's methods.

**However** if your bidding or play is inconsistent with your explanation of partner's bidding, you lay yourself open to an accusation of improper conduct and, if challenged, must establish that your subsequent actions were based on information gained from your opponent's bidding or play or from your own cards and **not** from a concealed partnership agreement. Any doubt will be resolved in favour of your opponent.

3. It is prohibited to "psyche" any conventional opening call that has as one of its options a hand that:

- (a) May contain 13 or more HCP, **and**
- (b) Is unlimited, **and**
- (c) Does not show either a specific suit or a balanced hand.

In response to any opening bid, the responder is prohibited from psyching any bid that:

- (a) Is by partnership agreement a game try or a game force, **and**
- (b) Neither relates to a specific suit or suits nor shows a balanced hand.

4. It is prohibited to "psyche" a Multi 2♣ or Multi 2♦, as defined on page (D6).
5. Persistent "psyching" is not permitted. Directors should regard more than **two (2)** deliberate gross misdescriptions by a partnership in any one session as evidence of persistent "psyching".

## NZ BRIDGE SYSTEM CARDS POLICY

(Effective 1 September 2013)

NZ Bridge is seeking to make the carrying and use of Systems Cards an integral part of the way the game is played. Their use helps protect Players from passing unauthorised information to their partner through a question or a reply to a question. In the event of dispute about partnership agreements the system Card aids the Director (and Appeals Committee) to make an informed decision.

For those reasons Clubs are encouraged to actively promote the use of System Cards in Club Sessions.

From the 1st September, 2013 the existing NZ Bridge Standard and Basic System Cards will be replaced by a single System Card.

Initially hard copies of the blank System Card will be available from NZ Bridge and eventually from suppliers of bridge stationary.

A comprehensive system card editor complete with help file can be downloaded from the New Zealand website at **[www.nzbridge.co.nz](http://www.nzbridge.co.nz)**. which players can use to create and print their own partnership system cards. The file can be saved and subsequently edited if changes are made. It is the expectation that widespread use of the system card editor will become normal practice for Tournament Players.

The new system card comprises two sides when folded in two and results in 2 outer and 2 inner pages.

### Policy for System Card Use

- Effective from 24th September, 2013, Players in "A" Point Tournaments must carry a NZ Bridge System Card with at least the outer two pages (**panels 1 to 7**) fully completed with their partnership agreements.
- The use of any other system card (except the ABF Standard System Card) is not permitted.
- For System classification and permissible conventions at Junior, Intermediate or Open 8B & Restricted Tournaments refer to NZ Bridge System Policy (**D3 –D8**).
- Effective from 28th February 2014, Players in all Tournaments run under the auspices of NZ Bridge will be expected to carry a NZ Bridge System Card with the outer two pages fully completed with their partnership agreements.
- **In addition**, players participating in 10A or higher Tournaments from 28th February, 2014, must fully complete all parts of the System Card and if necessary use the supplementary notes page available as part of the e-version of the System Card at **[www.nzbridge.co.nz](http://www.nzbridge.co.nz)**
- At the commencement of each session of a Tournament NZ Bridge requires that all Directors make players aware of their obligations to fully disclose their agreements and the requirement to carry their system card.







## NZ BRIDGE SYSTEMS POLICY

(Effective 1 May 2013)

### Introduction

The NZ Bridge Systems Policy seeks to provide guidelines rather than an exhaustive list of permitted conventions. Players and Directors are expected to observe the spirit of these guidelines in considering conventions or treatments not specifically mentioned. In the event of a dispute, the Director's interpretation is final and may subsequently be referred to the Chief Director for ratification or resolution by the appropriate committee of the Board of NZ Bridge.

It is important to understand that the Policy covers partnership agreements and that, to depart from a partnership agreement (a *psyche*), is not a violation of the Policy (**D29**).

Unless otherwise specified by NZ Bridge, the following are allowable systems or conventions for each Tournament grade.

### 3B Point (Junior) Tournaments

**Green Systems** All

**Note:** Although the Multi 2♣ or Multi 2♦ (described in *Green Systems* below) is a *Green* system convention, it is **not permitted in Junior Tournaments**.

**Blue Systems** Those basically natural systems  
(i.e. without relays or many artificial bids)

**Note 1:** The following Precision opening bids and standard responses are allowed:

- 1♣ (with 1♦ response);
- 1♦ (with no limits on diamond length);
- 2♣ (with 2♦ one-round forcing response).

**Note 2:** A 2NT opening must show a strong hand with no singleton or void.  
A 2♦ opening must show 5+ diamonds.

The two preceding Notes apply only to Blue systems.

### 5B Point (Intermediate) and 8B Point (Open/Restricted) Tournaments

**Green systems** All

**Blue systems** All

**Red systems** Limited to those that **exclude**:

- An opening suit bid at the 1 level that does **not** show, in the bid suit, at least 2 cards if clubs, at least 3 cards if diamonds and at least 4 cards if hearts or spades;

- A 1NT opening bid that does not show a balanced hand, or that has a minimum HCP count of less than 11;
- Transfer opening bids below the level of 2NT;
- **Brown Sticker** conventions;
- Any opening bid of 2 $\heartsuit$  to 3 $\heartsuit$  that may be weak and does not promise at least 4 cards in a known suit. The sole exception is an opening bid of 2 $\heartsuit$  or 2 $\spadesuit$  that may show a weak hand with 6 cards in either major only, or as an option among any number of strong hand types;
- Relay-based systems.

## "A" Point (Open) Tournaments

**"Pairs style"** Less than eight boards are played in succession against the same Pair.

**Green Systems** All

**Blue Systems** All

**Red Systems** Limited to those that **exclude**:

- An opening bid of one of a major that does **not** show at least 4 cards in a specified suit;
- **Brown Sticker** conventions.

**Exception:** These limitations do not apply to the Final or Semi-final (**if applicable**) of A Point Pairs Tournaments run with a qualification stage.

**"Teams style"** Eight boards or more are played in succession against the same Pair.

This category will include nearly all Teams Tournaments and some Swiss Pairs Tournaments, the deciding factor being the number of boards being played in each match/round.

**Green Systems** All

**Blue Systems** All

**Red Systems** All

**Yellow Systems** All

## "National Rubber Bridge Competition" – (A17).

### Exceptions

Specific exception to the NZ Bridge Systems Policy may be made. If the Tournament Organiser (be it a Club or Regional Committee) wishes to apply to NZ Bridge for such an exception for a Tournament it is planning, then an application should be made through the Secretary, giving reasons and an appropriate amount of time for consideration to be given to the application before the Tournament Notice needs to be sent out.

## Classification of Systems

### Definitions

Average	Hand A hand containing 10 HCP with no distributional values.
Weak	High-card strength below that of an average hand.
Strong	High-card strength a King or greater than that of an average hand (i.e. 13+ HCP).
Natural	A call or play that is not a convention.
Length	3 cards or more.
Shortage	2 cards or less.
Balanced	For the purpose of classifying NT opening bids, balanced shall mean a hand with no more than one (1) shortage and that shortage shall be not fewer than (2) cards in length
Convention	A call that, by partnership agreement, conveys a meaning other than a willingness to play in the denomination named (or in the last denomination named), or high-card strength or length (3 cards or more) there. However, an agreement as to overcall strength does not make the call a convention.

### Random Actions

It is forbidden to open or overcall hands that, by agreement, may contain fewer than 8 HCP and for which no further definition is provided (i.e. bids that promise nothing more than 13 cards in a Player's hand). However, Pairs employing Highly Unusual Methods may open hands at the 1 level that conform to the definition for **Yellow** Systems described below.

### Encrypted Signals

Additional to the restrictions on bidding methods and conventions set out in these Regulations, Players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed).

### Green Systems ~ All Natural Systems

The following conventions/treatments are specifically allowed. However, this is not an exhaustive list and, if a question regarding a convention not specifically covered is raised, then analogy may be made to the type of conventions/treatments allowed for:

- **General:**
  - Gerber or Blackwood, including modified forms.
  - Negative doubles, including modified forms.
  - Any defence to an opponent's 1NT opening.
  - Immediate cue bid of opener's suit as:
    - Natural **or**
    - Any strong hand.
    -

## Openings:

- An opening suit bid at the 1 level that promises, in the bid suit, at least 2 cards if clubs, at least 3 cards if diamonds and at least 4 cards if a major.
- A 1NT opening must be more than 10 HCP and balanced.
- A 2NT opening bid must be more than 17 HCP and balanced.
- The bid of a suit at the 2 level that is strong and promises at least 5 cards in the bid suit and at least 4 cards in another suit.
- Any other 2-level bid by partnership agreement must show a single-suited hand (at least 6 cards) in a known suit; **except:**
- Any 2♣ or 2♦ opening that shows a strong hand and is forcing for at least one round of bidding; **and except:**
- Any 2♣ or 2♦ opening that may show a weak hand in either major (6 cards) only or as an option among any number of strong hand types.
- A gambling 3NT opening.
- **Responses to NT openings or overcalls:**
  - Baron or Stayman, including modified forms; **and**
  - Transfer responses.
- **Immediate cue bids:**
  - Michaels style showing a 2-suited hand (5+/5+) with at least one suit specified, either weak or strong – but not both;
  - If the immediate cue bid is unlimited, the convention is **Red**.

## Blue Systems ~ Strong Club Systems

These systems are characterised by a strong artificial 1♣ or 1♦ opening (16+ HCP). Alongside this may sit any conventions/treatments categorised as **Green**.

In addition, the following are allowed:

- A 1♦ negative to the strong 1♣ opening.
- An opening of 1♦ or 2♦ that together provide a "catch-all" and may be as short as a void.

## Red Systems ~ Artificial Systems

This category includes all systems that do not fall under the definition of **Green, Blue or Yellow** systems. **This category also includes any otherwise Green or Blue system that contains a Brown Sticker convention.**

## Yellow Systems ~ Highly Unusual Methods (HUMs)

A system that exhibits one or more of the following features, **as a matter of partnership agreement:**

1. A pass in the opening position that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
2. An opening suit bid at the 1 level that may be weaker than a pass.
3. An opening bid at the 1 level that may be made with values a King or more below average strength (**07 HCP**) and insufficient compensating distributional values.
4. An opening bid of one of a major with alternative possible meanings that the hand may be long or short in a specified suit (**i.e. the use of "wonder" bids**).
5. An opening bid of one of a major with alternative possibilities that show length in one specified suit or length in another specified suit (i.e. the use of multi-meaning bids that do not guarantee an "anchor" suit). **Exception:** one of a minor in a strong club or strong diamond system.

### Defences against Yellow systems

In Open Teams Tournaments, unless otherwise specified in the supplementary regulations for the event:

1. A Team using a **Yellow** system must make two copies of their fully completed System Card available to the Director prior to the start of the event, along with a suggested defence to the HUM components of their system for their opponents to use.
2. A Pair opposing a Pair using a **HUM** is allowed to prepare its own notes detailing a defence to the **Yellow** system (not exceeding one A4 sheet). A copy of these notes must be given to the opponents and is considered to be part of the **HUM** Pair's System Card; therefore, it may be consulted by the Pair at the table during the auction period and during the play period only for the purpose of responding to a question from the Pair using the **HUM**.

### Loss of seating rights

In Open Teams Tournaments, whenever a Team with one or more Pairs using a **Yellow** system opposes a Team that has no such Pair, the HUM Team loses any seating rights and lines up first throughout.

### "Brown Sticker" Conventions

The following conventions or treatments are categorised as "**Brown Sticker**".

1. Any opening bid of 2 $\square$  through to 3 $\square$  that;
  - Could be weak (may, by agreement, be made with values below average strength) **and**
  - Does not promise at least 4 cards in a known suit.

**Exception:** When all the weak options guarantee at least 4 cards in one known suit and only the strong options do not.

**Exception:** A 2-level opening in a minor that may show a weak hand in either major (6 cards) only or as an option among any number of strong hand types.

2. An overcall of a natural opening bid of one of a suit that does not promise at least 4 cards in a known suit.  
  
**Exception:** A natural overcall in no trumps.  
**Exception:** Any cue bid suit that shows a strong hand.  
**Exception:** A jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
3. Any "weak" 2-suited bids at the 2 or 3 level that may, by agreement, be made with 3 cards or fewer in one of the suits.
4. None of the foregoing restrictions pertain to conventional defences against strong, artificial opening bids or defences against **"Brown Sticker"** or **HUM** conventions.

### Defences against **"Brown Sticker"** conventions

A Pair may prepare a written defence (not exceeding one A4 sheet) against the **"Brown Sticker"** elements only of any system. Two copies of these notes should be given to the opponents and are considered to be part of the opponents' System Card; therefore these notes may be consulted by the Pair at the table during the auction period and during the play period only for the purposes of responding to a question from the Pair using a **"Brown Sticker"** convention.

### Non-Compliance with System Regulations

When it is brought to the Director's attention that a Pair have transgressed the System Regulations, whether in the system played or the convention(s) used, the Director should consider whether the opponents have been damaged and, if so, whether to award an adjusted score(s).

When damage has been proved, and the Director decides that awarding an adjusted score is justified, it is suggested that the adjustment should be **60%/40% – Law 12C2**.

In addition, the Director may assess a disciplinary penalty, taking into account the following:

- Whether non-offenders have been damaged.
- The standard of the offending Pair.
- The standard of the field, especially Pairs that have been affected.
- Was it reasonable for the offenders to have been aware that they were transgressing the System Regulations.
- Did they take steps to check any doubtful points with the Director prior to the event; or with NZ Bridge.

This list is not exhaustive. If desired, it would be appropriate for a Director to consult with a National Director.

# Guide to Systems permitted at Junior and Intermediate Tournaments

Released 4 July 2012

## Opening Bids

CALL	TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
1♣	Minimum suit <sup>1</sup> length 2 cards; opening strength <sup>2</sup>	
	Simple Precision, with no relay or artificial responses other than the negative 1D response	Precision style (Strong <sup>3</sup> , forcing; any distribution) : may include relay or artificial responses.
1♦	Minimum suit length 3 cards; Opening strength Precision style (Opening strength, any distribution)	
1♥ 1♠	Minimum suit length 4 cards; Opening strength	
1NT	Balanced; lower limit at least 11 HCP	
2♣	Very strong <sup>4</sup> , forcing, any distribution	Multi-style: Weak <sup>5</sup> with 6-card major with or without strong option(s)
	Opening strength : Minimum suit length: 5 cards (Precision style)	
2♦	Very strong, forcing, any distribution	Multi-style: Weak with 6-card major with or without strong option(s)
	Opening strength : Minimum suit length: 5 cards	Precision style (Opening strength, 3-suited with shortage in diamonds)
	Weak <sup>5</sup> ; Minimum suit length : 6 cards	
2♥ 2♠	Strong; Minimum suit length: 4 cards	Weak with 5+ cards in suit and 4+ cards in another suit (which may be unspecified)
	Weak; Minimum suit length: 6 cards	
2NT	Balanced; lower limit at least 18 HCP	Weak with length in minor suit(s)
3NT	Very strong, or "gambling" (with long minor suit)	
Suit bid 3-level or higher	May be weak, Minimum suit length: 6 cards	May specify a suit different to the one named in the bid (ie transfer bid)

### Notes:

"Precision" may also include any convention/treatment allowed to be played at this level with a natural system

<sup>1</sup> Unless otherwise noted the suit to which the "minimum length" applies must be the suit named in the bid.

For the purposes of these tables the following definitions of strength apply:

<sup>2</sup> "Opening strength": at least 11 high-card points (HCP) or equivalent with allowance for distribution (for which the guideline is: *Add 1 point for every card after the eighth in the two longest suits*)

<sup>3</sup> "Strong": At least 15 HCP or equivalent

<sup>4</sup> "Very Strong": At least 19 HCP or equivalent

<sup>5</sup> "Weak": Less than opening strength

## Responses to Opening Bids

TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
Any artificial negative response to forcing opening including “impossible” 1♦ response to Precision 1♣	
Artificial forcing responses promising trump support (eg 2NT, splinter bids)	
Stayman or Baron responses to NT bid, including modified forms	
Transfer or Rangefinder responses to NT bids	
2NT enquiry response to weak 2-suit opening	Enquiry response to Multi 2-suit opening
2♦ enquiry to Precision 2♣ opening	Enquiry response to Precision 2♦ (with diamond shortage) opening

## Calls over Opponents natural 1-suit Opening

TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
Any suit bid which promises 4+ cards in the suit	
Cue-bid showing a very strong hand	
Bid (including a Cue bid) showing 2 suits (5+/5+) at least one specified, must be either “weak only” or “strong only”	Artificial bid showing 2 suits, at least one specified, strength may be variable
Jump cue-bid asking partner to bid 3NT with a stopper in that suit	

## Others

TREATMENT ALLOWED AT BOTH LEVELS
Any defence to opponent’s 1NT opening
Any defence to opponent’s artificial forcing opening
Any meaning of double in any sequence
Any ace-asking bids (including RKCB) and responses
Any treatment for a cue-bid made after the first bid by one’s own side

**For treatments not listed in these tables please consult the NZ Bridge Systems policy. (D3)**



## OUTLINE OF THE MASTER POINT SCHEME

### 1. Objects

**The purpose of the Master Point Scheme is to:**

- (a) Stimulate interest in Duplicate Bridge.
- (b) Provide a means of measuring and recording the achievements of the Players of organised Duplicate Bridge.
- (c) Provide NZ Bridge with a source of revenue to be used for the benefit of the game.

### 2. Administration

The Board of NZ Bridge controls and administers the Master Point Scheme and may vary or add to the rules governing the award of Master Points.

### 3. Master Point Awards

There are three categories of Master Point awards.

**"A" Points** – Awarded to Players who finish in the top placings of approved "A" Point Tournaments, and to all session winners or teams match winners of approved "A" Point Tournaments.

**"B" Points** – Awarded to Players who finish in the top placings of approved "B" Point Tournaments and to all session winners of approved "B" Point Pairs Tournaments.

**"C" Points** – Awarded to players who are successful in any one session of play organised by a licensed Club, a Region or NZ Bridge.

**"B" Points are not convertible to "A" Points. "C" Points are converted to "B" Points in the ratio of 100 "C" Points to 1B Point.**

### 4. Master Point Gradings

Master Point gradings are established as at 1 January (or as near to this date as possible) in each and every year.

**Open**            Local Master 0\* – 4\* **and** 100+ Rating Points **or**  
                     Local Master 5\* and above **or**  
                     Provincial Master or Higher Rank

**Intermediate** Club Master or lower rank and 30 or less Rating Points but 5 or more "A" Points **or**  
                     Club Master or lower rank with more than 30 Rating Points **or**  
                     Local Master 0\* – 4\* **and** 0 – 100 Rating Points

**Junior**            Club Master or lower rank and 30 or less Rating Points and fewer than 5A Points.

See also Overseas Master Points (**E7**).

## 5. Master Point Rankings

There are ten ranks that are accorded to holders of Master Points.

Rank	Aggregate of "A" and "B" Points
Certificate of Proficiency	5
Club Master	20
Local Master	50
Provincial Master	100 (including at least 50A Points)
Master	200 (including at least 100A Points)
National Master	350 (including at least 175A Points)
Life Master	500 (including at least 250A Points)
Grand Master	1000 (including at least 500A Points)
Silver Grand Master	2500 (including at least 1250A Points)
Gold Grand Master	4000 (including at least 2500A Points)

- A Player with fewer than 5 "A" and "B" Points is classified as "unranked".
- On reaching an aggregate of 100+ Master Points, a Local Master who has not earned 50A Points is accorded the status of Local Master - 1 Star.
- At 150 Master Points, the Player becomes Local Master - 2 Star,
  - And receives an additional Star for each additional 50 Master Points if sufficient "A" Points have not been attained.

Similarly, Stars are awarded to Masters of other ranks who have not attained sufficient "A" points for promotion to a higher rank.

**Example** – A 1-star National Master will have acquired 700 plus total Points but not yet attained 250A Points to move to the rank of Life Master.

## 6. Rating Points

Rating Points are calculated as previous Rating Points x 0.8 plus the total of "A" and "B" Points earned in the immediate past year.

### Example

Previous Rating Points	80
x 0.8	64
<b>Total of "A" and "B" Points earned in past year, e.g. 3A + 17B</b>	<b>20</b>
<b>New Rating Points</b>	<b>84</b>

The calculation is currently done at 31 December each year and the new Rating Points come into effect as at 1 January, or as soon after as possible in that year.

**Note: Results not processed by the cut-off date will not be included in the Rating Point calculation.**

## CLUB SESSIONS

Master Points are awarded for Individual or Pairs or Teams play of Duplicate Contract Bridge only (Contract Bridge, where the results are determined from the scores of identical deals). Rubber Bridge results do not qualify for Master Points.

### Scoring

1. The scoring of each deal may be by:

- (a) Gross score, as defined in **Law 77 of The Laws of Duplicate Bridge 2007**, for total point or cumulative events.
  - (b) Net score, being the difference between each score and a reference score (or datum) such as the average, the median, the highest, the lowest, zero, an estimate par score or some other mathematically determined score.
  - (c) Match Point score, where each score is compared with the other scores for the same board and two scoring units (Match Points or half Match Points) are awarded for each inferior score, one scoring unit is awarded for each equal score and zero scoring units are awarded for each superior score.
  - (d) International Match Point score, where on each board the total point difference between the two scores compared is converted to IMPs according to the scale as defined in **Law 78 of The Laws of Duplicate Bridge 2007**.
2. When scoring is by a method other than Match Point scoring, the result of a deal is valid only if all contestants in the same section have played that deal. When scoring is by Match Points, it is not necessary for all contestants to play each deal in the section.
3. In a Pairs event, depending on the movement used, a section will consist of:
- (a) Two groups (the N/S Pairs and the E/W Pairs in a Mitchell movement) scored separately to produce two lists of results, or
  - (b) One group (all Pairs in a Howell or a Scrambled Mitchell movement) scored together to produce one list of results.

### Basic "C" Point Tables

"C" Points are awarded to successful contestants for each session in accordance with one or other of two Basic Tables of "C" Point awards:

1. Basic Table of "C" Point Awards;

2. Basic Match Play Table of "C" Point Awards (IMPs, VPs, Point a Board).

## 1. Basic Table of "C" Point Awards (Duplicate Pairs)

"C" Points are awarded to contestants who finish in the top third of the placings (highest to lowest) for each section of all sessions of an event. The winners of each section receive **40C** Points. The other place getters in the top third receive reduced numbers of "C" Points in descending arithmetic progression according to their placings, the lowest award being not fewer than **6C** Points. Any fractions are rounded to the nearest whole number. "C" Points are awarded on this basis as set out in the following table:

Basic Table

No of Contestants	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
3 – 4	40				
5 – 7	40	20			
8 – 10	40	27	13		
11 – 13	40	30	20	10	
14 – 16	40	32	24	16	8

For larger numbers of contestants, an expanded version of this Basic Table is provided on (E24–E25).

### Minimum Number of Tables

"C" Points awarded in accordance with this table are conditional on there being at least two complete tables in the section concerned.

### Minimum Number of Deals

To qualify for the maximum award of 40C Points, **at least 20 deals** must be in circulation per session. If between 11 and 19 deals inclusive are played, "C" Points are awarded at half the Basic Table, with any fraction being rounded upwards.

### Ties

Contestants who tie receive either an equal portion of the aggregate of the awards for the placings in contention, with any fraction rounded upwards, or **6C** Points, whichever is higher. (For example, two contestants tie for 3rd place. They each receive half the aggregate of the awards for 3rd and 4th places.)

## 2. Basic Match Play Table of "C" Point Awards (IMPs, VPs or Point a Board)

In Club events where one Individual, or one Pair or one Team is matched against another for the whole or part of a session, and each such match is scored as a separate entity, "C" Points are awarded to the winners of each such match. A Player receives **2C** Points for each deal in which he/she has participated in a match won by his/her Team on the basis on which the event is played.

## **8 Necessary Forms – exemplars**

- **Appeal form (3 pages)**
- **Bridge Instant Score Sheets (for fun sessions)**
- **Howell Movement guide cards for 3-9 tables**
- **Movement sheet**
- **Check-off slips (for relay table and/or feed-in table)**
- **Personal score cards**
- **System card – official**
- **Basic system card for Juniors/Ints**
- **Table slips**
- **Teams Match Results slips**
- **Teams/ Swiss Pairs score sheets**
- **Travellers – blank**
- **WBF Continuous VP Scale**
- **WBF Discrete VP Scale**

You will need to be familiar with all these forms. Swap them for the ones that are in use at your club. It's a good idea to have photocopiable masters of all your necessary forms on hand for those emergency situations when you need a particular form urgently and it's not where it should be!

## NEW ZEALAND BRIDGE APPEAL FORM

Date:  
Event:  
Club:

Board Number:  
Vul:  
Dealer:

North:



West:



East:



South:



BIDDING:    West            North            East            South

RESULT:

**RELEVANT FACTS** (e.g. HESITATIONS, EXPLANATIONS etc):

**DIRECTOR'S RULING:**

**GROUND'S FOR APPEAL:**

Signature Appellant

**SUBMISSION OF RESPONDENTS:**

Signature Respondent

**DIRECTOR'S COMMENT ON SUBMISSIONS AND ADVICE (if applicable):**

SIGNATURE OF DIRECTOR

**DECISION OF APPEALS COMMITTEE (including merit of unsuccessful appeals):**

SIGNATURE OF CHAIR

**NAMES OF COMMITTEE MEMBERS:**

CHAIR: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NOTES (INCLUDING ANY DISSENTING VIEWS ETC) :**





## Bridge Instant Score Sheet

Game	Match Points	Running Total	Opponents Initial		Game	Match Points	Running Total	Opponents Initial
1					15			
2					16			
3					17			
4					18			
5					19			
6					20			
7					21			
8					22			
9					23			
10					24			
11					25			
12					26			
13					27			
14					28			

Your names: \_\_\_\_\_ & \_\_\_\_\_

## Instant Matchpoint Calculator

Score	Plus Pair Matchpoints	Minus Pair Matchpoints
0-50	40	40
60-90	42	38
100-120	43	37
130-150	44	36
160-180	45	35
190-210	46	34
220-250	47	33
260-300	48	32
310-350	49	31
360-400	50	30
410-430	51	29
440-460	52	28
470-490	53	27
500-520	54	26
530-560	55	25
570-600	56	24
610-630	57	23
640-660	58	22
670-690	59	21
700-730	60	20

Score	Plus Pair Matchpoints	Minus Pair Matchpoints
740-770	61	19
780-810	62	18
820-850	63	17
860-890	64	16
900-940	65	15
950-990	66	14
1000-1040	67	13
1050-1090	68	12
1100-1140	69	11
1150-1190	70	10
1200-1240	71	9
1250-1290	72	8
1300-1340	73	7
1350-1390	74	6
1400-1440	75	5
1450-1690	76	4
1700-1990	77	3
2000-2490	78	2
2500-2990	79	1
3000+	80	0



## Howell Movement

## 3 Tables

## 25 Boards

### Table 1

Round	NS	EW	Boards
1	6	1	1 – 5
2	6	2	6 – 10
3	6	3	11 – 15
4	6	4	16 – 20
5	6	5	21 – 25*

NS Stationary  
EW → → 3NS

\* sharing

### Table 2

Round	NS	EW	Boards
1	3	4	6 – 10
2	4	5	11 – 15
3	5	1	6 – 10
4	1	2	11 – 15
5	2	3	21 – 25*

NS → → 3EW  
EW → → 2NS

\* sharing

### Table 3

Round	NS	EW	Boards
1	5	2	16 – 20
2	1	3	16 – 20
3	2	4	1 – 5
4	3	5	1 – 5
5	4	1	21 – 25*

NS → → 2EW  
EW → → 1EW

\* sharing

## Howell Movement

## 4 Tables

## 28 Boards

### Table 1

Round	NS	EW	Boards
1	4	2	1 – 4
2	5	3	5 – 8
3	6	4	9 – 12
4	7	5	13 – 16
5	1	6	17 – 20
6	2	7	21 – 24
7	3	1	25 – 28
NS	→	→	3NS
EW	→	→	2NS

### Table 2

Round	NS	EW	Boards
1	1	7	9 – 12
2	2	1	13 – 16
3	3	2	17 – 20
4	4	3	21 – 24
5	5	4	25 – 28
6	6	5	1 - 4
7	7	6	5 - 8
NS	→	→	2EW
EW	→	→	3EW

### Table 3

Round	NS	EW	Boards
1	3	6	13 – 16
2	4	7	17 – 20
3	5	1	21 - 24
4	6	2	25 - 28
5	7	3	1 - 4
6	1	4	5 – 8
7	2	5	9 - 12
NS	→	→	1EW
EW	→	→	4EW

### Table 4

Round	NS	EW	Boards
1	8	5	17 - 20
2	8	6	21 - 24
3	8	7	25 - 28
4	8	1	1 – 4
5	8	2	5 – 8
6	8	3	9 -12
7	8	4	13 - 16
NS	Stationary		
EW	→	→	1NS

# Howell Movement

## 5 Tables

## 27 Boards

**Table 1**

Round	NS	EW	Boards
1	3	7	1 – 3
2	4	8	4 - 6
3	5	9	7 – 9
4	6	1	10 – 12
5	7	2	13 – 15
6	8	3	16 – 18
7	9	4	19 – 21
8	1	5	22 – 24
9	2	6	25 – 27
NS	→	→	2EW
EW	→	→	5NS

**Table 2**

Round	NS	EW	Boards
1	5	2	4 – 6
2	6	3	7 – 9
3	7	4	10 – 12
4	8	5	13 – 15
5	9	6	16 – 18
6	1	7	19 - 21
7	2	8	22 – 24
8	3	9	25 - 27
9	4	1	1 - 3
NS	→	→	5EW
EW	→	→	3EW

**Table 3**

Round	NS	EW	Boards
1	10	1	7 – 9
2	10	2	10 – 12
3	10	3	13 - 15
4	10	4	16 - 18
5	10	5	19 - 21
6	10	6	22 – 24
7	10	7	25 - 27
8	10	8	1 – 3
9	10	9	4 – 6
NS	Stationary		
EW	→	→	4NS

**Table 4**

Round	NS	EW	Boards
1	9	8	10 - 12
2	1	9	13 - 15
3	2	1	16 - 18
4	3	2	19 – 21
5	4	3	22 – 24
6	5	4	25 -27
7	6	5	1 – 3
8	7	6	4 - 6
9	8	7	7 - 9
NS	→	→	4EW
EW	→	→	1EW

**Table 5**

Round	NS	EW	Boards
1	6	4	13 – 15
2	7	5	16 – 18
3	8	6	19 - 21
4	9	7	22 - 24
5	1	8	25 - 27
6	2	9	1 – 3
7	3	1	4 – 6
8	4	2	7 – 9
9	5	3	10 – 12
NS	→	→	2NS
EW	→	→	1NS

# Howell Movement

## 6 Tables

## 27 Boards

**Table 1**

NS	EW	Boards
12	1	1 – 3
12	2	4 – 6
12	3	7 – 9
12	4	10 – 12
12	5	13 – 15
12	6	16 – 18
12	7	19 – 21
12	8	22 – 24
12	9	25 – 27

NS Stationary  
EW → 5NS

**Table 2**

NS	EW	Boards
11	4	4 – 6
11	5	7 – 9
11	6	10 – 12
11	7	13 – 15
11	8	16 – 18
11	9	19 – 21
11	1	22 – 24
11	2	25 – 27
11	3	1 – 3

NS Stationary  
EW → 6EW

**Table 3**

NS	EW	Boards
10	8	7 – 9
10	9	10 – 12
10	1	13 – 15
10	2	16 – 18
10	3	19 – 21
10	4	22 – 24
10	5	25 – 27
10	6	1 – 3
10	7	4 – 6

NS Stationary  
EW → 4EW

**Table 4**

NS	EW	Boards
2	7	10 – 12
3	8	13 – 15
4	9	16 – 18
5	1	19 – 21
6	2	22 – 24
7	3	25 – 27
8	4	1 – 3
9	5	4 – 6
1	6	7 – 9

NS → 1EW  
EW → 5EW

**Table 5**

NS	EW	Boards
9	6	13 – 15
1	7	16 – 18
2	8	19 – 21
3	9	22 – 24
4	1	25 – 27
5	2	1 – 3
6	3	4 – 6
7	4	7 – 9
8	5	10 – 12

NS → 3EW  
EW → 6NS

**Table 6**

NS	EW	Boards
5	3	16 – 18
6	4	19 – 21
7	5	22 – 24
8	6	25 – 27
9	7	1 – 3
1	8	4 – 6
2	9	7 – 9
3	1	10 – 12
4	2	13 – 15

NS → 2EW  
EW → 4NS



# Howell Movement

## 7 Tables

## 26 Boards

**Table 1**

NS	EW	Boards
5	12	1 – 2
6	13	3 – 4
7	1	5 – 6
8	2	7 – 8
9	3	9 – 10
10	4	11 – 12
11	5	13 – 14
12	6	15 – 16
13	7	17 – 18
1	8	19 – 20
2	9	21 – 22
3	10	23 – 24
4	11	25 – 26

NS → 2EW  
EW → 6EW

**Table 2**

NS	EW	Boards
2	4	3 – 4
3	5	5 – 6
4	6	7 – 8
5	7	9 – 10
6	8	11 – 12
7	9	13 – 14
8	10	15 – 16
9	11	17 – 18
10	12	19 – 20
11	13	21 – 22
12	1	23 – 24
13	2	25 – 26
1	3	1 – 2

NS → 4EW  
EW → 7EW

**Table 3**

NS	EW	Boards
9	10	5 – 6
10	11	7 – 8
11	12	9 – 10
12	13	11 – 12
13	1	13 – 14
1	2	15 – 16
2	3	17 – 18
3	4	19 – 20
4	5	21 – 22
5	6	23 – 24
6	7	25 – 26
7	8	1 – 2
8	9	3 – 4

NS → 5NS  
EW → 3NS

**Table 4**

NS	EW	Boards
14	1	7 – 8
14	2	9 – 10
14	3	11 – 12
14	4	13 – 14
14	5	15 – 16
14	6	17 – 18
14	7	19 – 20
14	8	21 – 22
14	9	23 – 24
14	10	25 – 26
14	11	1 – 2
14	12	3 – 4
14	13	5 – 6

NS Stationary  
EW → 5EW

# Howell Movement

## 7 Tables

## 26 Boards

### Table 5

NS	EW	Boards
8	13	9 – 10
9	1	11 – 12
10	2	13 – 14
11	3	15 – 16
12	4	17 – 18
13	5	19 – 20
1	6	21 – 22
2	7	23 – 24
3	8	25 – 26
4	9	1 – 2
5	10	3 – 4
6	11	5 – 6
7	12	7 – 8

NS → 6NS  
EW → 1EW

### Table 6

NS	EW	Boards
7	11	11 – 12
8	12	13 – 14
9	13	15 – 16
10	1	17 – 18
11	2	19 – 20
12	3	21 – 22
13	4	23 – 24
1	5	25 – 26
2	6	1 – 2
3	7	3 – 4
4	8	5 – 6
5	9	7 – 8
6	10	9 – 10

NS → 7NS  
EW → 3EW

### Table 7

NS	EW	Boards
6	3	13 – 14
7	4	15 – 16
8	5	17 – 18
9	6	19 – 20
10	7	21 – 22
11	8	23 – 24
12	9	25 – 26
13	10	1 – 2
1	11	3 – 4
2	12	5 – 6
3	13	7 – 8
4	1	9 – 10
5	2	11 – 12

NS → 1NS  
EW → 2NS

# Howell Movement

## 8 Tables

## 26 Boards

**Table 1**

NS	EW	Boards
6	10	1 – 2
7	11	3 – 4
8	12	5 – 6
9	13	7 – 8
10	1	9 – 10
11	2	11 – 12
12	3	13 – 14
13	4	15 – 16
1	5	17 – 18
2	6	19 – 20
3	7	21 – 22
4	8	23 – 24
5	9	25 – 26

NS → 3EW  
EW → 6EW

**Table 2**

NS	EW	Boards
8	13	3 – 4
9	1	5 – 6
10	2	7 – 8
11	3	9 – 10
12	4	11 – 12
13	5	13 – 14
1	6	15 – 16
2	7	17 – 18
3	8	19 – 20
4	9	21 – 22
5	10	23 – 24
6	11	25 – 26
7	12	1 – 2

NS → 6NS  
EW → 8EW

**Table 3**

NS	EW	Boards
11	13	5 – 6
12	1	7 – 8
13	2	9 – 10
1	3	11 – 12
2	4	13 – 14
3	5	15 – 16
4	6	17 – 18
5	7	19 – 20
6	8	21 – 22
7	9	23 – 24
8	10	25 – 26
9	11	1 – 2
10	12	3 – 4

NS → 1EW  
EW → 4NS

**Table 4**

NS	EW	Boards
4	3	7 – 8
5	4	9 – 10
6	5	11 – 12
7	6	13 – 14
8	7	15 – 16
9	8	17 – 18
10	9	19 – 20
11	10	21 – 22
12	11	23 – 24
13	12	25 – 26
1	13	1 – 2
2	1	3 – 4
3	2	5 – 6

NS → 4EW  
EW → 5EW

# Howell Movement

## 8 Tables

## 26 Boards

**Table 5**

NS	EW	Boards
14	2	9 – 10
14	3	11 – 12
14	4	13 – 14
14	5	15 – 16
14	6	17 – 18
14	7	19 – 20
14	8	21 – 22
14	9	23 – 24
14	10	25 – 26
14	11	1 – 2
14	12	3 – 4
14	13	5 – 6
14	1	7 – 8

NS    Stationary  
EW →    7EW

**Table 6**

NS	EW	Boards
7	9	11 – 12
8	10	13 – 14
9	11	15 – 16
10	12	17 – 18
11	13	19 – 20
12	1	21 – 22
13	2	23 – 24
1	3	25 – 26
2	4	1 – 2
3	5	3 – 4
4	6	5 – 6
5	7	7 – 8
6	8	9 – 10

NS →    1NS  
EW →    2NS

**Table 7**

NS	EW	Boards
16	1	13 – 14
16	2	15 – 16
16	3	17 – 18
16	4	19 – 20
16	5	21 – 22
16	6	23 – 24
16	7	25 – 26
16	8	1 – 2
16	9	3 – 4
16	10	5 – 6
16	11	7 – 8
16	12	9 – 10
16	13	11 – 12

NS    Stationary  
EW →    2EW

**Table 8**

NS	EW	Boards
15	12	15 – 16
15	13	17 – 18
15	1	19 – 20
15	2	21 – 22
15	3	23 – 24
15	4	25 – 26
15	5	1 – 2
15	6	3 – 4
15	7	5 – 6
15	8	7 – 8
15	9	9 – 10
15	10	11 – 12
15	11	13 – 14

NS    Stationary  
EW →    3NS

# Howell Movement

## 9 Tables

## 27 Boards

**Table 1**

NS	EW	Boards
18	1	1 – 2
18	2	3 – 4
18	3	5 – 6
18	4	7 – 8
18	5	9 – 10
18	6	11 – 12
18	7	13 – 14
18	8	15 – 16
18	9	17 – 18
18	10	19 – 20
18	11	21 – 22
18	12	23 – 24
18	13	25 – 26

NS Stationary  
EW → 5NS

**Table 2**

NS	EW	Boards
17	12	3 – 4
17	13	5 – 6
17	1	7 – 8
17	2	9 – 10
17	3	11 – 12
17	4	13 – 14
17	5	15 – 16
17	6	17 – 18
17	7	19 – 20
17	8	21 – 22
17	9	23 – 24
17	10	25 – 26
17	11	1 – 2

NS Stationary  
EW → 8NS

**Table 3**

NS	EW	Boards
8	5	5 – 6
9	6	7 – 8
10	7	9 – 10
11	8	11 – 12
12	9	13 – 14
13	10	15 – 16
1	11	17 – 18
2	12	19 – 20
3	13	21 – 22
4	1	23 – 24
5	2	25 – 26
6	3	1 – 2
7	4	3 – 4

NS → 6EW  
EW → 8EW

**Table 4**

NS	EW	Boards
2	10	7 – 8
3	11	9 – 10
4	12	11 – 12
5	13	13 – 14
6	1	15 – 16
7	2	17 – 18
8	3	19 – 20
9	4	21 – 22
10	5	23 – 24
11	6	25 – 26
12	7	1 – 2
13	8	3 – 4
1	9	5 – 6

NS → 1EW  
EW → 5EW

**Table 5**

NS	EW	Boards
13	9	9 – 10
1	10	11 – 12
2	11	13 – 14
3	12	15 – 16
4	13	17 – 18
5	1	19 – 20
6	2	21 – 22
7	3	23 – 24
8	4	25 – 26
9	5	1 – 2
10	6	3 – 4
11	7	5 – 6
12	8	7 – 8

NS → 2EW  
EW → 3NS

**Table 6**

NS	EW	Boards
16	7	11 – 12
16	8	13 – 14
16	9	15 – 16
16	10	17 – 18
16	11	19 – 20
16	12	21 – 22
16	13	23 – 24
16	1	25 – 26
16	2	1 – 2
16	3	3 – 4
16	4	5 – 6
16	5	7 – 8
16	6	9 – 10

NS Stationary  
EW → 7EW

# Howell Movement

## 9 Tables

## 27 Boards

**Table 7**

NS	EW	Boards
15	6	13 – 14
15	7	15 – 16
15	8	17 – 18
15	9	19 – 20
15	10	21 – 22
15	11	23 – 24
15	12	25 – 26
15	13	1 – 2
15	1	3 – 4
15	2	5 – 6
15	3	7 – 8
15	4	9 – 10
15	5	11 – 12

NS    Stationary  
EW →    3EW

**Table 8**

NS	EW	Boards
11	4	15 – 16
12	5	17 – 18
13	6	19 – 20
1	7	21 – 22
2	8	23 – 24
3	9	25 – 26
4	10	1 – 2
5	11	3 – 4
6	12	5 – 6
7	13	7 – 8
8	1	9 – 10
9	2	11 – 12
10	3	13 – 14

NS →    4EW  
EW →    9EW

**Table 9**

NS	EW	Boards
14	3	17 – 18
14	4	19 – 20
14	5	21 – 22
14	6	23 – 24
14	7	25 – 26
14	8	1 – 2
14	9	3 – 4
14	10	5 – 6
14	11	7 – 8
14	12	9 – 10
14	13	11 – 12
14	1	13 – 14
14	2	15 – 16

NS    Stationary  
EW →    4NS

# SCORER : MOVEMENT INFORMATION SHEET

## Directors:

Please fill in one sheet for each session and attach to table slips. If matchpointing across more than one section treat table numbering as one section. (Refer to manual)

DATE .....

EVENT NAME (Obtain from calendar) .....

IS SESSION PART OF COMPETITION ? Yes / No

GRADE

Junior

Intermediate

Reserve

Senior

Open

MOVEMENT

Mitchell

Mitchell relay

Howell

Appendix Mitchell

NUMBER OF TABLES (in section) .....

BOARDS PER SET .....

NUMBER OF BOARDS .....

IS THERE A RELAY BOARD ? Yes / No

WHICH BOARDS STARTED ON CENTRE RELAY ? Board # .....

Board # .....

IS THERE A PHANTOM ? Yes / No

AT WHICH TABLE DID THE PHANTOM START ? .....

IS THE MISSING PAIR N-S E-W

SCORE ACROSS SECTIONS ? Yes / No

SCORE ALL SECTIONS ? Yes / No





## PERSONAL SCORE CARD

Board	V	Contract	By	Lead	Result	+/-	Match Points
	NIL						
	NS						
	EW						
	ALL						
	NS						
	EW						
	ALL						
	NIL						
	EW						
	ALL						
	NIL						
	NS						
	ALL						
	NIL						
	NS						
	EW						
	NIL						
	NS						
	EW						
	ALL						
	NS						
	EW						
	ALL						
	NIL						
	EW						
	ALL						
	NIL						
	NS						
	ALL						
	NIL						

## PERSONAL SCORE CARD

Board	V	Contract	By	Lead	Result	+/-	Match Points
1	NIL						
2	NS						
3	EW						
4	ALL						
5	NS						
6	EW						
7	ALL						
8	NIL						
9	EW						
10	ALL						
11	NIL						
12	NS						
13	ALL						
14	NIL						
15	NS						
16	EW						
17	NIL						
18	NS						
19	EW						
20	ALL						
21	NS						
22	EW						
23	ALL						
24	NIL						
25	EW						
26	ALL						
27	NIL						
28	NS						
29	ALL						
30	NIL						

Date

North .....

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East .....

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Date

North .....

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East .....

--	--	--	--	--

Date

North .....

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East .....

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Date

North .....

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East .....

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Date

North .....

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East .....

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Date

North .....

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East .....

--	--	--	--	--

Table number

South .....

--	--	--	--	--

West .....

--	--	--	--	--

Table number

South .....

--	--	--	--	--

West .....

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Table number

South .....

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West .....

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Table number

South .....

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West .....

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Table number

South .....

--	--	--	--	--

West .....

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Table number

South .....

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West .....

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## TEAMS OF FOUR

### Match Results

Round No.	.....		
Team :	..... versus	Team :	.....
IMPs :	.....	IMPs :	.....
Signed :	..... (Team Captain)	Signed :	..... (Team Captain)
Victory Pts :	.....	Victory Pts:	.....

## TEAMS OF FOUR

### Match Results

Round No.	.....		
Team :	..... versus	Team :	.....
IMPs :	.....	IMPs :	.....
Signed :	..... (Team Captain)	Signed :	..... (Team Captain)
Victory Pts :	.....	Victory Pts:	.....

## TEAMS OF FOUR

### Match Results

Round No.	.....		
Team :	..... versus	Team :	.....
IMPs :	.....	IMPs :	.....
Signed :	..... (Team Captain)	Signed :	..... (Team Captain)
Victory Pts :	.....	Victory Pts:	.....

## TEAMS OF FOUR

### Match Results

Round No.	.....		
Team :	..... versus	Team :	.....
IMPs :	.....	IMPs :	.....
Signed :	..... (Team Captain)	Signed :	..... (Team Captain)
Victory Pts :	.....	Victory Pts:	.....

ROUND NO.

## TOTALS

ROUND NO.

## TOTALS



## WBFF Continuous VP Scale

This scale will be used in WBFF Championships and should be used for all major team Tournaments

IMPS	Number of Boards									
	6	7	8	9	10	12	14	16	20	32
0	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00	10.00
1	10.50	10.47	10.44	10.41	10.39	10.36	10.33	10.31	10.28	10.22
2	10.99	10.92	10.86	10.81	10.77	10.71	10.66	10.61	10.55	10.44
3	11.46	11.35	11.27	11.20	11.14	11.05	10.97	10.91	10.82	10.65
4	11.90	11.77	11.67	11.58	11.50	11.38	11.28	11.20	11.08	10.86
5	12.33	12.18	12.05	11.94	11.85	11.70	11.58	11.48	11.34	11.07
6	12.75	12.57	12.42	12.29	12.18	12.01	11.87	11.76	11.59	11.27
7	13.15	12.94	12.77	12.63	12.51	12.31	12.16	12.03	11.83	11.47
8	13.53	13.31	13.12	12.96	12.83	12.61	12.44	12.29	12.07	11.67
9	13.90	13.65	13.45	13.28	13.14	12.90	12.71	12.55	12.30	11.86
10	14.25	13.99	13.78	13.59	13.43	13.18	12.97	12.80	12.53	12.05
11	14.59	14.32	14.09	13.89	13.72	13.45	13.23	13.04	12.76	12.24
12	14.92	14.63	14.39	14.18	14.00	13.71	13.48	13.28	12.98	12.42
13	15.24	14.93	14.68	14.46	14.28	13.97	13.72	13.52	13.20	12.60
14	15.54	15.22	14.96	14.74	14.54	14.22	13.96	13.75	13.41	12.78
15	15.83	15.50	15.23	15.00	14.80	14.46	14.19	13.97	13.61	12.95
16	16.11	15.78	15.50	15.26	15.05	14.70	14.42	14.18	13.81	13.12
17	16.38	16.04	15.75	15.50	15.29	14.93	14.64	14.39	14.01	13.29
18	16.64	16.29	16.00	15.74	15.52	15.15	14.85	14.60	14.20	13.46
19	16.89	16.53	16.23	15.97	15.75	15.37	15.06	14.80	14.39	13.62
20	17.12	16.77	16.46	16.20	15.97	15.58	15.26	15.00	14.58	13.78
21	17.35	16.99	16.68	16.42	16.18	15.79	15.46	15.19	14.76	13.94
22	17.58	17.21	16.90	16.63	16.39	15.99	15.66	15.38	14.94	14.09
23	17.79	17.42	17.11	16.83	16.59	16.18	15.85	15.56	15.11	14.24
24	17.99	17.62	17.31	17.03	16.78	16.37	16.03	15.74	15.28	14.39
25	18.19	17.82	17.50	17.22	16.97	16.55	16.21	15.92	15.45	14.54
26	18.38	18.01	17.69	17.41	17.16	16.73	16.38	16.09	15.61	14.68
27	18.56	18.19	17.87	17.59	17.34	16.91	16.55	16.26	15.77	14.82
28	18.73	18.36	18.04	17.76	17.51	17.08	16.72	16.42	15.93	14.96
29	18.90	18.53	18.21	17.93	17.68	17.24	16.88	16.58	16.08	15.10
30	19.06	18.69	18.37	18.09	17.84	17.40	17.04	16.73	16.23	15.24
31	19.22	18.85	18.53	18.25	18.00	17.56	17.19	16.88	16.38	15.37
32	19.37	19.00	18.68	18.40	18.15	17.71	17.34	17.03	16.52	15.50
33	19.51	19.15	18.83	18.55	18.30	17.86	17.49	17.17	16.66	15.63
34	19.65	19.29	18.97	18.69	18.44	18.00	17.63	17.31	16.80	15.76
35	19.78	19.43	19.11	18.83	18.58	18.14	17.77	17.45	16.93	15.88
36	19.91	19.56	19.24	18.97	18.71	18.28	17.91	17.59	17.06	16.00
37	20.00	19.68	19.37	19.10	18.84	18.41	18.04	17.72	17.19	16.12
38		19.80	19.50	19.22	18.97	18.54	18.17	17.85	17.32	16.24
39		19.92	19.62	19.34	19.10	18.66	18.29	17.97	17.44	16.35
IMPS	6	7	8	9	10	12	14	16	20	32

IMPS	Number of Boards									
	6	7	8	9	10	12	14	16	20	32
40		20.00	19.74	19.46	19.22	18.78	18.41	18.09	17.56	16.46
41			19.85	19.58	19.33	18.90	18.53	18.21	17.68	16.57
42			19.95	19.69	19.44	19.02	18.65	18.33	17.79	16.68
43			20.00	19.80	19.55	19.13	18.76	18.44	17.90	16.79
44				19.90	19.66	19.24	18.87	18.55	18.01	16.90
45				20.00	19.76	19.34	18.98	18.66	18.12	17.01
46					19.86	19.44	19.08	18.77	18.23	17.11
47					19.96	19.54	19.18	18.87	18.33	17.21
48					20.00	19.64	19.28	18.97	18.43	17.31
49						19.74	19.38	19.07	18.53	17.41
50						19.83	19.47	19.16	18.63	17.51
51						19.92	19.56	19.25	18.73	17.60
52						20.00	19.65	19.34	18.82	17.69
53							19.74	19.43	18.91	17.78
54							19.83	19.52	19.00	17.87
55							19.91	19.61	19.09	17.96
56							19.99	19.69	19.17	18.05
57							20.00	19.77	19.25	18.13
58								19.85	19.33	18.21
59								19.93	19.41	18.29
60								20.00	19.49	18.37
61									19.57	18.45
62									19.65	18.53
63									19.72	18.61
64									19.79	18.69
65									19.86	18.76
66									19.93	18.83
67									19.99	18.90
68									20.00	18.97
69										19.04
70										19.11
71										19.18
72										19.25
73										19.32
74										19.38
75										19.44
76										19.50
77										19.56
78										19.62
79										19.68
80										19.74
81										19.80
82										19.85
83										19.90
84										19.95
85										20.00

IMPS	Number of Boards									
	6	7	8	9	10	12	14	16	20	32



## WBF Discrete VP Scale

This scale is a simplified one that will not be used in WBF Events, and should rarely be used for anything other than local teams events

VPS	Number of Boards									
	6	7	8	9	10	12	14	16	20	32
10 - 10	0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0 - 1	0 - 1	0 - 1	0 - 1	0 - 2
11 - 9	1 - 2	1 - 2	1 - 3	1 - 3	1 - 3	2 - 4	2 - 4	2 - 4	2 - 5	3 - 7
12 - 8	3 - 4	3 - 5	4 - 6	4 - 6	4 - 6	5 - 7	5 - 8	5 - 8	6 - 9	8 - 12
13 - 7	5 - 7	6 - 8	7 - 9	7 - 9	7 - 9	8 - 11	9 - 12	9 - 12	10 - 14	13 - 18
14 - 6	8 - 10	9 - 11	10 - 12	10 - 12	10 - 13	12 - 15	13 - 16	13 - 17	15 - 19	19 - 24
15 - 5	11 - 13	12 - 14	13 - 16	13 - 16	14 - 17	16 - 19	17 - 21	18 - 22	20 - 25	25 - 32
16 - 4	14 - 17	15 - 18	17 - 20	17 - 21	18 - 22	20 - 24	22 - 26	23 - 28	26 - 31	33 - 40
17 - 3	18 - 21	19 - 23	21 - 25	22 - 26	23 - 27	25 - 30	27 - 33	29 - 35	32 - 39	41 - 50
18 - 2	22 - 26	24 - 28	26 - 30	27 - 32	28 - 34	31 - 37	34 - 40	36 - 43	40 - 48	51 - 61
19 - 1	27 - 32	29 - 35	31 - 38	33 - 40	35 - 42	38 - 46	41 - 50	44 - 53	49 - 60	62 - 76
20 - 0	33 +	36 +	39 +	41 +	43 +	47 +	51 +	54 +	61 +	77 +