

**Canterbury
Bridge Directors' Seminar**

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Christchurch Bridge Club

**Sponsored by
Canterbury Regional Committee**

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Bridge is a game! We should enjoy it, and as directors we should facilitate it's enjoyment by others. There are 3 laws which relate directly to proprieties and etiquette.

Law 72: General Principles: The chief object in playing duplicate bridge is to obtain a higher score than other contestants whilst complying with the lawful procedures and ethical standards set out in the laws.

Law 73 Communication: This Law emphasizes that communication between partners during the Auction and Play should only be affected by means of calls and plays, and advises what partner is expected to do when he/she receives unauthorized information.

Law 74 – Conduct and Etiquette: This deals with proprieties, i.e. the correct way to do things.

Proper Attitude

A player should maintain a courteous attitude at all times.

A player 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.

Every player should follow uniform and correct procedure in calling and playing.

Etiquette

As a matter of courtesy a player should refrain from:

Paying insufficient attention to the game.

Making gratuitous comments during the auction and play.

Detaching a card before it is his turn to play.

Prolonging play unnecessarily (as in playing on although he knows that all the tricks are surely his) for the purpose of disconcerting an opponent.

Summoning and addressing the Director in a manner discourteous to him or to other contestants.

Violations of Procedure The following are examples of violations of procedure:

Using different designations for the same call.

Indicating approval or disapproval of a call or play.

Indicating the expectation or intention of winning or losing a trick that has not been completed.

Commenting or acting during the auction or play so as to call attention to a significant occurrence, or to the number of tricks still required for success.

Looking intently at any other player during the auction and play, or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws (but it is appropriate to act on information acquired by unintentionally seeing an opponent's card. See Law 73D2 when a player may have shown his cards intentionally.

Showing an obvious lack of further interest in a deal (as by folding ones cards).

Varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.

Leaving the table needlessly before the round is called.

Each partnership has a duty to make available its partnership understandings to opponents before commencing play against them. Law 40 A1b

Partnership bidding and play agreements must be readily available to opponents.

This is achieved by

System Cards

Alerting

And full disclosure of your agreements (when asked about the meaning of a call or play).

System Cards

Players are not allowed to consult their own partnership system card once the auction period has commenced until the end of play. However the declaring side may consult their own system card during the clarification period (Law 40 2B). The clarification period introduced in 2007 is the period between the final pass and the faced opening lead. The purpose of this is to allow the declaring side to rectify any mis-explanations given to the opponents before the opening lead is made.

Alerting

The principal should be to disclose not as little as you must, but as much as you can, and as comprehensively as you can. You need to disclose both explicit and implicit agreements.

An explicit agreement is one which the partnership have clearly agreed upon (and most probably documented).

An implicit agreement is one which the partnership may not have discussed and is not documented, but has become part of their understanding because of previous situations.

Enquiries

Any player is entitled at his **own** turn to call or play, to request an explanation of the opponent's prior calls. Replies of course must be given by the partner of the player who made the call in question.

Consequently at the end of the Auction period, **ONLY** the player about to make the opening lead should enquire about the opponents prior Auction.

It is improper to ask questions for the benefit of partner.

Generally if you have no intention of bidding, it is improper to inquire about an alerted bid because such an inquiry may give unauthorized information to partner.

Bidding

There are many styles of making calls and bids, spoken, bidding boxes, and written bidding. When using written bidding each bid should be made in the same way. To vary the way in which the bid is made is improper.

Unauthorized information

Because bridge is a partnership game, circumstances may and often do arise when one pair feels that the opponents are not playing fair (cheating), even though the opponents had absolutely no intention and no idea that their actions could be taken as "cheating".

The important thing to remember is that the information you are entitled to use from your partner is the bids and play he/she makes and not the **way** he/she makes them. If you lead a suit and partner develops a huge grin or alternatively frowns and groans, it is not difficult to guess whether he likes your lead or not. Such information is referred to as unauthorized information.

Two obvious examples of unauthorized information are:

A slow pass which clearly suggests a hand almost strong enough to bid.

A noticeable hesitation before playing a singleton which clearly suggests that you have another card of this suit.

In each of these cases you are ethically required NOT to take advantage of partner's antics. If you do so opponents would rightly feel that you are "cheating".

To prevent this we should adhere to a code of acceptable bridge etiquette developed over many decades of bridge playing.

Directors' Rulings

A new addition to the 2007 Laws, which is found in the first paragraph of the introduction reads – "Players should be ready to accept gracefully any rectification or adjusted score awarded by the Director".

However this of course does not mean that players could not appeal a Director's decision, (Law 92 gives all contestants this right.).

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 breaching the proprieties and to impress on players that such actions contravene the spirit of the game.

Usually talking to the player to explain the need for active ethics (and in rare cases a warning) is sufficient to achieve an improvement.

Besides the responsibilities, duties, and powers of the Director as prescribed in Law 81, the Director should also try to facilitate the enjoyment of the playing bridge. A sour, grumpy, nagging, officious Director will NOT achieve this goal. A friendly, courteous, and empathetic approach is an ideal starting point.

During a session, the Director should be seen, readily available, but heard only when necessary!

In your initial stages of directing, don't be overly worried about making mistakes, either with the movement or with rulings at the table.

Directors' errors are common enough to warrant a law to rectify such mistakes – see Law 82C. However, this Law makes no suggestion that a Director should automatically cancel a board when he has made a mistake. Whenever possible, play should continue and score adjustment made later – if necessary!

While Directors are the official representative of the tournament organizer (e.g. a club, or perhaps a regional committee), they should also act as host for the event. Smart dress shows respect for the players, and this in turn will engender mutual respect from the players. A friendly request will achieve much more than an officious dictate. A courteous approach displays an air of confidence.

When necessary however, the Director is expected to be decisive and firm.

The Director is required to administer and interpret the laws – see Law 81C2. 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 behavior. You can gauge your development as a Director by how much you enjoy directing.

If you enjoy being nice to others, you will enjoy directing because directing offers abundant opportunity to be nice. But be prepared to encounter problems; all Directors experience problems.

The ethics of a Director should be exemplary. Take special care when you are playing; don't make directing decisions at the table – call the Director, or otherwise an experienced player who may be able to help.

In New Zealand there are 3 levels of directing qualification – Club, Tournament and National Level. 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, promulgated by the World Bridge Federation, and the current NZ Bridge Manual.

The Club Director 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 scores 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.

Confidence comes with experience. Players will often seek “advice” on certain issues. Initially, you may feel inadequate to reply to some of these queries. However this will certainly become easier as you gain confidence, which, for most of us, only comes after making many blunders and then recovering once again!

Number of Boards to be played

There are a minimum number of boards that must be played in order to qualify for NZ Masterpoints allocation. These **minimums** (as at 2011) **are**:

Club Session (40 C Points):	20 boards (usually between 24 and 28 are actually played)
3B, 8B, 3A Tournament:	44 boards for pairs and 48 boards for teams
5A Tournament:	60 boards
10 A Tournament:	72 boards
15A Tournament:	96 boards

Setting Up

At the start of the session, determine how many tables there are (always count a half table as a full table), and then decide on the movement with attention to 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 below).

You should then number the tables in a way that facilitates easy movement of players and boards.

Be prepared to accommodate a last minute table or a late pair (see later).

Announcements

Keep all necessary announcements short and relevant –

During the session the players are so engrossed in their play that whatever you say mostly goes over their heads, and all they really hear is “Move please” and even then hardly.

DON'T be upset when players don't listen to your announcements.

I personally find the best way to get the players' attention is to “Shhhh... SSShhh” the room a few times.

If the room is large or noisy, use a microphone if available.

At all costs avoid shouting, as this only adds to the level of the noise, and players do not like being shouted at!

If you incur any problems – slow play, fouled boards, loud discussions etc, speak to the individuals concerned rather than disturb the whole room with such interrupting announcements.

Time Allocation

The number of boards you can play is dependent on the allocated time for the session. For a club session, the norm is around 3 – 3.15 hours. Some clubs have a tea-break part way through.

If you are playing 1 board per set, allow 7 minutes per round; for 2 boards per set, allow 13 minutes; for 3 boards allow 19 minutes – i.e. 6 minutes for each board and 1 minute for the move.

In a top level tournament, the times as stipulated in the rules of contest should be closely monitored so that slower players do not gain an advantage. 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.

During the session

The Director's role is to keep players playing to time, to rule on any infractions, to adjust disputes, and to call any skip or jump moves at the appropriate time, and of course, to facilitate the enjoyment of the

game. In most clubs, the Director also collects table slips and table money and, unless electronic scoring devices are being used, will enter player names/computer numbers into the scoring program. Most usually nowadays, electronic scoring is used and the Club director should seek training in the scoring program and use of electronic scoring devices. (Bridgepads, Bridgemates, Bridge Scorers and Bridge Tabs)

Finishing the Session

The Director is responsible for collecting the boards and ensuring that scores are accurately posted.

There are two common movements for Pairs events – Mitchell and Howell.

In a **Mitchell movement**, the NS pairs are stationary, while the EW pairs move. This movement results in two rankings, one for the NS players and one for the EW players. Thus, there are 2 winners, (and 2 lots of C points are awarded).

In a basic **Howell movement**, there is one stationary pair and all other pairs move according to guide cards that are put on each table. A Howell works best for a small number of tables – about 4 to 8. Since each pair plays against every other pair, there is only one winning pair in a Howell (and only one allocation of C points).

The ideal movement should be “completely balanced”, i.e. the contestants with whom you compare your score should have played the same boards, played against the same contestants, played against the same contestants the same number of times, and they sit the same way as you the same number of times.

Due to numerous constraints, such as time available, the number of tables and the number of sessions, movements will lack some balance; but do try to get as close to perfect balance as possible.

Most club sessions use a Mitchell movement because this is the most flexible and easiest to set up. This is the movement that is covered in these notes. Nowadays with computer scoring, you must check that the movement you are using has been programmed into the scoring package.

The Director enters the session details into the scoring package (and distributes the BridgePads/ Bridgemates if these are being used.)

The Principle of a Basic Mitchell Movement

The principle of a basic Mitchell movement is that at each table there is one stationary pair and one moving pair. The moving pairs move (up) to the next higher number table, while the boards are sent (down) to the next lower number table.

There are three main factors that affect the movement type that you will use to run a club session.

Whether you have a small number (14 or less) or a large number of tables (15 or more). Exactly 10 tables is a special case.

Whether you have an odd number or an even number of tables.

Whether you have a phantom pair or not.

Small number of tables (14 or less)**Odd number of tables(14 or less)**

The Mitchell movement as described above works well for an odd number of tables. 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.

This movement is called the Mitchell Odd Table Once Around.

Phantom can be placed anywhere in this movement.

Even number of tables(14 or less)

With an even number of tables, there is a difficulty in that once the moving pairs have played at half the number of tables, they will meet boards they have already played. For example, 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.

Mitchell Skip movement

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). Thus, our EW1 pair above will play boards 1, 3, 5, 7, 9, 2, 4, 6, 8 10.

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, sometimes referred to as the “revenge” round.

If there is a **phantom**, then one pair will play phantom twice, while another pair will not play phantom at all. So the Skip movement is NOT RECOMMENDED when there is a half table.

Mitchell Byestand and Share movement (also known as a Share and Relay)

In this movement, a side table called the Byestand table (or Relay table) is placed between the middle two tables (i.e. between tables 5 and 6 in our example of 10 tables). When the boards are handed out, one set is placed on the byestand table between 5 and 6 before giving table 6 their set of boards. Thus table 6 puts their completed boards on the byestand table, and after playing their first set of boards, table 5 takes their next set of boards from the byestand.

But this now means you will be short one set of boards. This is overcome by having table 1 share boards with table 10. You should ensure that the room is laid out in such a way that these two tables are positioned close together.

If there is a **phantom**, it should be placed as 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.

15 or more tables

If there are 15 or more tables, then you will either be playing too few boards with one board per set, or too many boards with 2 boards per set (e.g. 17 tables once around with one board per set = 17 boards OR 17 tables once around with 2 boards per set = 34 boards).

The solution is to “feed-in” extra boards, and there must always be an **even number of sets of feed-ins**.

The board sets are handed out in the usual manner starting with the first set at table one, then the next set at table 2, etc.

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.

If you have an **even number** of tables, you must remember to again use the byestand table at the halfway point with one set of feed-in boards on it, and the remaining sets of feed-in boards fed into the highest numbered table.

Special Move - After half the number of feed-in sets have been played (keep your eye on Table 1 to see when this has happened) and before EW moves, the Director announces a “Special Move” and asks the players to subtract their present table number from the number of tables + 1 and move (or “jump”) to that table.

This “Special Move” is called the Mitchell Deduct and Move with an odd number of tables or the Mitchell Deduct and Move with Byestand if there is an even number of tables.

Placing the phantom

If there is a phantom, it should be placed at **table 3 or 4** to avoid the possibility of someone playing phantom THREE times!

If the Phantom is E/W (i.e. the E/W pair is missing), then the N/S pair sitting out at the table can easily overhear discussions at the next table regarding the set of boards that will play on the next round, as opposed to the E/W pairs sitting out – the set of boards they will play next is two tables away.

However, to prevent regular players from manipulating the seating to avoid playing phantom, it is a good idea to toss a coin for phantom seating.

Decision tree for choosing a Mitchell movement

Number of Tables:	Less than 14			More than 14 or exactly 10	
Boards per set:	Decide whether 2, 3 or 4 (or more) boards				
Odd or even Number Tables:	Odd		Even	Odd	Even
Movement to Use	Mitchell Odd Table Once Around	Mitchell Byestand and Share	Mitchell Skip	Mitchell Deduct and Move	Mitchell Deduct and Move with Byestand
Byestand table?	No	Yes	No	No	Yes
Feed-ins?	No	Yes	No	Yes	Yes
Phantom?	Anywhere	NS at highest number table	Don't use if there is a phantom	Table 3	Table 3
Call for a Skip move? (skip 1 table)	No	No	After half the rounds have been played	No	No
Call for a Special Move? (...deduct your table number from 1+ highest table number...)	No	No	No	After half the number of feed-in sets have been played	After half the number of feed-in sets have been played

Mitchell Variations

The Mitchell Movement has been around since the 1800s! So you can be sure that there are many variations.

For those keen to develop their directing career, interesting and useful data is available for:

Scrambled Mitchell

Expanded Mitchell

NS Rover Mitchell

Appendix Mitchell (and the 1 ½ table appendix Mitchell

Hesitation Mitchell

Web Mitchell

Bowman Ewing Mitchell

A **Scrambled Mitchell** where pairs change their direction, results in a single winning pair. In practice, the N/S players stay seated and the E/W players move as normal but the boards are turned at right angles (known as arrow switching) on certain rounds.

N/S pairs are numbered as usual.

E/W pairs take their number as their starting table plus the number of tables.

An **Expanded Mitchell**, also called Hesitation Mitchell, is a Mitchell Movement enabling us to add one (or more) extra round/s to the movement. Why would we bother? Because we can then for example, have 12 tables and play 26 boards.

This is done by increasing the number of moving pairs, which of course decreases the number of stationary pairs, so that one (or more) tables do not have a stationary pair.

In this case of 12 tables, we start off by planning a 12 table bye-stand and share, which would normally have one set of bye-stand/rest boards between tables 6 and 7, and tables 1 and 12 sharing boards. This first bye-stand set of boards compensates for table 1 and 12 sharing. But table 12 now becomes a PIVOT table, i.e. when a moving pair arrives at the pivot table (from the second highest table) it first plays one round as E/W and then one round as N/S before moving on to table 1. To compensate for this pivoting, we add a second set of rest boards at the half-way/bye-stand table i.e. two sets of boards are put in at the half way table.

Interestingly, if we continue to expand a Mitchell movement, i.e. add more rounds (thereby reducing the number of tables with stationary pairs) we eventually end up with a Howell movement.

The Rover Mitchell is a way of accommodating a half table, or conveniently a late pair. The "rover pair" sits out for the first round (obviously that is the case if it is a late arriving pair), and then the rover pair "bumps out" a NS pair who sits out for that one round. The rover pair moves according to a pre-calculated sequence fitting the movement.

It is prudent to pre-warn the pair about to be bumped by the roving pair so that they do not start playing the boards which they should sit out. Usually the rover pair replaces a stationary N/S pair.

The **Appendix Mitchell** may be used to add extra tables to the normal Mitchell movement. These extra tables are called appendix tables and the movement called an appendix Mitchell. This can be used to accommodate a late pair (very handy) but the main virtue is that this appendix movement permits the number of boards to be fixed even though the number of tables may vary.

The movement is set up for a prime number of tables, called the base; all pairs in the base move - N/S move up 2 tables, E/W move up one table (as usual), the boards move down one table (as usual). In the appendix tables, E/W pairs are stationary and the N/S pairs move.

The movement consists of the N/S pairs moving up two tables including the appendix tables, but the E/W pairs in the base moving up only one table but always staying within the base (because E/W pairs in the appendix are stationary).

A once very popular movement is the 1 ½ table Appendix Mitchell, where the base does not have to be a prime number. In this specific case, the N/S pairs are still stationary and the E/W pairs still move as in a regular Mitchell. N/S pairs are numbered as normal, E/W pairs add their table number to the number of tables. The main group of tables is called the base. If the base is an odd number, we use the odd table Mitchell /once around movement. If the base is an even number we use the Skip Mitchell.

Example - 19 pairs expecting to play 24 boards.

We use a base of 8 tables, and the 9th table is appended to table 1 and shares boards with it throughout. The odd pair at E/W 10 sits out for the first round, and then rejoins the base at table 1 on the second round. Before moving from the appendix table to table 1, each E/W pair sits out at table 10 for one round. After half the number of boards have been played, call the skip move. Despite the skip, the last round will not be a revenge round.

The **Web Mitchell** allows a predetermined number of boards to be played, irrespective of the number of tables, usually 26 or 24 boards.

When there is an even number of tables you simply divide the room into two even groups, and each group has its own set of boards, which stay within that group of tables.

Start handing out the first set of boards as usual, and then "drop off" the remaining boards after the halfway table on a rest table.

The other set of boards is handed out in "reverse order, starting with boards 25/26, at the highest even numbered table, then boards 1/2 at the next lowest numbered table etc, until you meet the rest table. Of course it would be silly to simply drop the remainder of the boards on top of the other feed-ins - instead they are fed-in "in reverse order" at the highest even numbered table.

However, the players move as in a normal Mitchell i.e. the players move to a higher numbered table (and in doing so may move into the other group and play different coloured boards.

Phantom can be anywhere.

When there are an odd number of tables, we have a Roving pair (which is the E/W pair at the highest EVEN numbered table).

Again the room is divided into two equal groups, with the odd table (known as the Sit-out / Rover Table), temporarily placed out of the way (for the meantime- but don't forget about them altogether!).

The boards are handed out again as with the even number of tables, leaving the Sit-out table with no boards. So what boards does this table play? They play exactly the same boards as the Rover pair are playing at another table.

After each round, the rover pair moves to a predetermined table displacing the E/W pair who are about to arrive from the next lower numbered table. So where does this displaced pair go? They go to the Sit-out table, play there for one round, thereafter rejoining the main group two tables up from where they left.

Because the move is complex, we do need to have some guide cards:

Firstly a guide card for the rover pair to instruct them of their destination after each round.

Secondly, we have to warn one corresponding E/W pair that they cannot simply move to the next table because the rover pair is destined to go there.

If there is a phantom, it should be placed E/W at the Sit-out table – in which case the Sit-out table does not require any boards, which is much easier for the director.

This movement may be beneficial on a club night, but since pairs only play against a limited number of other pairs, it is not ideal for tournaments.

Howell Movement

In a complete Howell Movement every pair plays against every other pair; there is only one stationary pair. But sometimes there are too many pairs for every pair to play against every other pair, so we play a reduced Howell (reduced number of rounds).

As a consequence of reducing the number of rounds we have additional stationary pairs. For each round reduced, we add one stationary pair. If we continue to reduce the number of rounds, eventually we get half the number of pairs being stationary, which is known as a half Howell, which is in fact the same as a Mitchell.

Complete Howell

If there are 7 full tables we have 14 pairs, one stationary pair, and each pair will play against 13 other pairs so we have 13 rounds of 2 boards per round = 26 boards.

If there are 8 full tables we play 15 rounds with one stationary pair, at 2 boards a round = 30 boards (possibly too many for a club session).

Howell movements are ideal for a smaller number of tables, e.g. up to 8 tables (15 rounds), and is most ideal for 7 tables = 13 rounds = 26 boards.

Reduced Howell

But when we have 9 full tables we would need to play 17 rounds which is definitely too many, so we reduce the number of rounds to say 14 rounds. How many stationary pairs would we have?

In any Howell movement, **table guide slips** are left on each table informing pairs who their opponents are and which boards are to be played. After the round is played; the table guide slips informs the pairs at that table as to their new destination.

When handing out the boards, check the table guide cards to ensure that the boards which you place on the table are the boards that are being played in the first round at that table. This allows you to ensure that you place the feed- ins correctly.

This is a perennial issue for Club Directors; possibly their biggest headache.

Some players enjoy playing quickly. Others enjoy thinking and planning the complete play of the hand, and consequently play at a much slower pace. This often results in some players being held up.

Gracious players wait patiently and then proceed when the next opponents are ready. However, quite frequently, some less than gracious players become irritable after a few bad boards and want to blame this on the slow play, or the noise, or the confusing movement, or something else- (anything else except their own poor play!)

Be prepared to cope with such players telling you that “It’s just not fair, you should penalize them”

Nonetheless some players are habitually slow, and complaints from others are quite justified.

The Director has the obligation to ensure a fair competition, and therefore **MUST** attend to slow play, but you should do so in as pleasant a manner as possible.

There is a difference between time used for thinking and time which is just wasted.

Good bridge requires time for thinking. This should be allowed for.

Wasting time includes unnecessary social chatter, filling in personal score cards, post mortems, analyzing the results of the hand on the electronic scorer (or paper traveler), pulling a card from the hand and then returning it, repeatedly closing and fanning the cards, and numerous other (quite annoying) time-wasting habits .

Identify and Monitor

Be sure as to who is causing the slow play.

When time allows, and you have *identified* a slow table or a slow pair, *monitor* their play. Thereafter

- | | |
|-----------------|--|
| Assist | <i>assist</i> with the scoring (traveler or bridgepad), <i>help</i> move the board on |
| Ask | <i>ask</i> the slow pair/s to <i>help you</i> by trying to catch up |
| Tell | <i>tell</i> the slow pairs that they need to catch up |
| Warn | <i>warn</i> the slow pair/s that unless they catch up a procedural penalty will follow, and thereafter |
| Penalize | if the situation has not been remedied, you should <i>penalize</i> by issuing a procedural penalty. |

Procedural penalties 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 the final session score for the pair.

Clubs have differing policies on slow play.

Check with the tournament secretary and work towards a **pleasant and fair** playing environment for all.

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.

Whereas

If a **concession** is made, and 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. (Of course Law 16, Unauthorized Information, applies.)

Law 70: Contested claims

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 an outstanding trump – see Law 70C.)

The Director asks the claimer for his clarification statement and then asks the opponents for their objection.

The Director may require the players to put their remaining cards face up on the table.

The Director should not accept from the claimer any changes or addition to his/her original claim after the claim has been contested.

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 indeed might be true, but irrespective of how good a player is, everyone can be careless, and this argument should not be accepted.

Withdrawn, cancelled, replaced and retracted all have, for our present study purposes, the same meaning.

When a player makes a call during the auction, he legally gives information to partner. If this call is subsequently withdrawn, the information becomes Unauthorized.

Law 26: When an offending player’s call is withdrawn, and he chooses a final different call for that turn, then for a DEFENDER:

If the call was **Specific** i.e. exact suit/s specified

If the offender specifies this suit, or these suits in the legal auction, there is no lead restriction in that suit.

If the offender does specify this suit, or these suits in the legal auction, then at 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 is only for one turn, whereas the prohibition continues for as long as the offender’s partner retains the lead.

If the call was **Non Specific** i.e. exact suits were not specified

Declarer may prohibit offender’s partner from leading any one suit at his first turn to lead.

This is valid irrespective of whether this (prohibited) suit was legally specified by the offender in the auction.

Some examples worth considering:

Non specific

A NT call is non specific

A general takeout X is non specific

A X which shows Spades and a minor is non specific.

Specific

A X which guarantees both majors is specific.

A 2NT (unusual) showing 5/5 in the minors

39. LEAD RESTRICTIONS ARISING FROM PENALTY CARDS

Laws 48 to 52 inclusive. Cover the topics of exposed cards and penalty cards.

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 unauthorized to the offending side, but authorized to the non-offending side.

Law 50: Disposition of a penalty card.

A penalty card is a card prematurely exposed by a defender.

A **minor** penalty card is a single card below honour rank *unintentionally* exposed. There are no lead restrictions involved, and the card does **not** have to be played at the first legal opportunity (conditions apply)

A **major** penalty card is any card of honour rank (exposed for any reason), or any card at all exposed through deliberate play. Lead restrictions apply, and the penalty card must be played at the first legal opportunity.

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

Disposition of a Major Penalty Card – the all important “comma” See Law 50 D 2(a)

Declarer can either **demand** the lead of that suit (and *no further restriction*)

OR **prohibit** the lead of that suit for as long as he retains the lead.

Law 52: Two or more penalty cards- Declarer has a choice which is to be played first

40.

DIRECTOR'S ERROR

Law 82 which deals with rectification of errors of procedure, including director's error.

But this law makes no suggestion that a Director should automatically cancel a board when he/she (or his/her assistants) has made an error. Play should continue such that a result may be obtained. If it is then necessary to adjust the table score, this will usually lead to an assigned score.

If the Director can confidently predict what would have happened if he/she had given the correct ruling originally, then he/she should just correct it. If he/she cannot predict the true outcome on the board, then he/she should award an assigned adjusted score, treating each side for that purpose as non-offending.

Refer Manual 2013 D26,

In doing so, he/she may need to use his/her powers under **Law 12C1(c)** to substitute an equitable weighted score that reflects all the possible outcomes had the correct ruling been given.

An artificial adjusted score should be required only in those instances where a result could not be obtained (e.g. when a board has been prematurely cancelled) or when too many possible outcomes exist for a weighted score under **Law 12C1** (see above).

Any clear error should be corrected, but a ruling that was essentially a matter of judgement, or a ruling where there is a strong argument in favour of the original ruling, should not be corrected. Review of matters of judgement, or resolution of arguments as to the correctness of a ruling that was thought to be close, are proper matters to be dealt with via an appeal against the ruling.

Examples

Director gives an adjustment to 2S making. He/she later realises that it will always make nine tricks. Despite the obvious embarrassment, he/she must return to both sides and explain that the ruling has now been amended to 2S +1.

Director incorrectly cancels a board part way through the auction, believing a Pair to be playing an illegal agreement. This is wrong because the board should always be completed. However, worse is to follow when he/she discovers that the agreement was not actually illegal.

Law 12C1(d) applies and the best the Director can do is to give each side average plus. `

43.

THE TOURNAMENT DIRECTOR IS A PROFESSIONAL

Law 81 - The Director is the official representative of the Tournament organizer. In New Zealand a Tournament director is qualified to direct tournaments up to and including 5A masterpoints.

This qualification however is only a platform for further practical learning and concomitant development as a director. Most importantly you must still earn the respect of the New Zealand bridge playing community. You cannot expect players to respect you as a director if they do not respect you as a player. Active ethics as a player is an essential part of being a director; ensure that you readily disclose all information in your bidding system, and that you never use any unauthorized information. Exemplary table etiquette is sometimes difficult, but practice certainly yields noticeable results.

You may be invited by other clubs, (possibly other regions) to conduct their tournaments, and you may find yourself in unfamiliar surroundings and situations. Be well prepared; keep in touch with the tournament organizer regarding the number of entries, format, catering, scoring and any special arrangements. It is essential that you are well prepared and well on time on the day of the tournament.

You are a professional! Expect problems – they will occur! Therefore don't get upset when stressful situations arise; rather accept these situations as a challenge to see if you can stay calm, courteous, and in control.

Some players may resent your presence because of something you have previously done or said, or they may think you are pushing one of their local directors to the sidelines (they are unaware of what a nice

person you are !).

Players sometimes don't listen to your announcements – prevent this as much as possible by first getting their attention and then keeping your announcements short and clear.

Quite often late arrivals or some other unforeseen occurrence upsets your painstakingly prepared plans. Apologise for the late start, and use your professional training to re-organize without making a fuss.

A very important aspect of the tournament director's role is to facilitate the enjoyment of competing in a bridge tournament.. A friendly and mature attitude is required; a courteous request will more often than not achieve far more than an officious dictate. Try to avoid interrupting players during play, and keep announcements to a minimum. Players are not interested in any problems you are having, so don't make announcements about the slow play, the fouled boards, loud discussions etc- speak directly to the players involved rather than disturb the whole room.

Dress smartly, be courteous, and stay composed; this portrays confidence and professionalism.

The tournament director is responsible for the on-site technical management of the tournament, and has powers to remedy any omissions of the tournament organizer - e.g. to establish suitable conditions of play and announce them to the contestants, to arrange for scores to be collected, results tabulated and an official record made of these results, and sometimes the selection of an appeals committee.

Law 10 gives the director the sole right to determine rectifications when applicable; further the director may allow or cancel any enforcement or waiver of a rectification made by the players without his instructions.

Slow play is a perennial problem for directors, possibly their biggest headache. Before considering penalizing any players for slow play make sure you have identified the offending pair, and then monitor their attempts to catch up. Assisting their progress usually gets the message across in a subtle way. Don't wait for the noise level to go up before you call the move; if this is the case you are possibly allowing too much time before calling the move. Keeps the tournament playing room quiet, especially in teams - a "ssssh- ssssh" usually does the trick!

Interesting duties and powers of the director include:

To rectify an error or irregularity of which the director becomes aware of in any manner, within the correction period allowed in Law 79C. This correction period is usually 30 minutes after the official score has been made available for inspection. For the last session of a tournament, consider replacing this "default" correction period with a shorter time .e.g. 10 minutes after the official results have been posted for inspection. This is stated in your supplementary regulations which is formulated with the match committee and posted before the start of the tournament.

To waive rectification for cause, in his discretion, upon the request of the non-offending side i.e. if the non offending side believes that they may have been the cause of the irregularity by the offending side, they may ask the director to waive the rectification.

Tournament directors should keep well informed of all changes in the regulations and advise the club committee of any relevant issues.

By default the Tournament director of a club is often left to somehow educate players regarding the laws and regulations. This may be done by newsletter, seminars, but more often simply by answering questions which the players ask before or after a session. Be careful not to criticize other directors especially when you are asked for an opinion regarding a ruling given by some other director. (Quite often the reported facts are not quite as they happened).

Tournament director's qualification allows the director to direct up to 5A Open tournament unsupervised. The Masterpoint manual stipulates the minimum number of boards to be played for the award of masterpoints for the various grades of tournament.

Club session 20 boards in circulation Junior, 5B Intermediate, 8B Multigrade and 3A Open Tournaments all require a min. of 44 deals for pairs and 48 deals for teams 5A Open 60 deals 10A Open 72 deals 15A Open 96 deals.

Considering the 60 boards (minimum) requirement for 5A Open Pairs tournaments.

This is usually played over two sessions with 30/32 boards per session , but can be played over three sessions with 20/22 board per sessions

Example 18 tables

2 Sessions

- Session 1 Mitchell —30 boards per session, one board per table , 12 sets of feed ins . There will be double plays 9 and possibly triple plays . Not ideal
- Session 2 If N/S in the first session, sit at tables 1 to 9 and if E/W in the morning sit at tables 9-18 then toss. Remember seating rights and if there was an E/W phantom in the first session, try for a N/S phantom in the 2.

3 Sessions

- Session 1 Mitchell 20 Boards per session . 1 Board per table, 2 sets of feed ins .
- Session 2 If N/S in the first session, sit at tables 1 to 9 and if E/W in the morning sit at tables 9-18 then toss
- Session 3 If NS in previous 2 sessions t sit at tables 1 to 4, then toss, if E/W fill the remainder of the tables then toss.

This does facilitate most pairs meeting most other pairs during the event, but not all.

Balanced Movements

The ideal is to have a completely *balanced* movement i.e. all pairs play against all other pairs an equal number of times, and play as many time N/S as E/W.

A combination of Mitchell and Howell gives a very good well balanced tournament format.

The director should seed the field, i.e. rank the contestants, to ensure that the starting "groups " are of approximately equal strength.

Prepare a seating plan for all sessions. Try to accommodate seating rights as much as possible

Example

22 Pairs for 5A tournament

Seed the field and divide into 3 groups of 7. One pair with seating rights is in a separate group D.

- Session 1 Mitchell 7 tables 3 bds/table 21 boards A vs B, C and D play 4 table 7round , 21 bd Howell
- Session 2 Mitchell 7 tables 3 bds/table 21 boards B vs C, A and D play 4 table 7round , 21 bd Howell
- Session 3 Mitchell 7 tables 3 bds/table 21 boards C vs A, B and D play 4 table 7round , 21 bd Howell

Each group 9 A, B and C) play once as NS in a Mitchell, once as EW in a Mitchell, and once in a Howell.

The pair with seating rights(Group D) stays stationary in the Howell for all three sessions.

The rules of competition should be published before the start of the tournament ,stating how many rounds, how many boards per match, the type of draw (round robin or swiss), and any carry over from the qualifying rounds into the finals if applicable.

The names of the players in each team should be published, and the draw for each round should be posted as quickly as possible between rounds. The prefix” Home “and “Away” is used to facilitate selection of opponents – It should be clearly stated who has the choice. Most usually at a tournament, the Away team” lines up “ and the Home team then chooses the opposing pairs.

Ideally enough sets of boards should be dealt so that at least 2 boards per table are available so that tables are not waiting for boards .

Handing out the boards can be done in numerous ways, as long as all teams get the opportunity to play all the boards in that round. Playing the boards in increasing numerical sequence is useful for the players to keep track of the boards played

The boards may be handed out in a “snake like “manner, and the boards simply move backwards

However handing out the boards in rows (travelling along the row until the end and then picked up and placed in the beginning of the row), or in’ pods “would make it easier to identify tables which might have played a fouled board.

Teams events are most usually scored in Imps and the Imp difference is then converted to Victory Points.

The new continuous WBF VP scale gives a maximum of 20 VPs for a win and 10 VPs for a draw .VPs are shown to 2 decimal places and takes into account every imp difference .

Note , there is also a Discrete Scale which can be used for club events , but there seems to be little point in doing so .

Consider Team A playing Team B , How would you handle the following situations:

At Team A’s home table ,all 14 boards are played ,but at team B’s home table , they run out of time and only play 13 boards

There is an infraction at Team A’s home table and the director decides to give a 60/40 adjusted score , with the NS pair (team A) receiving 40%.

When Team A’s home table receives a board, it has been fouled, and is therefore, different from the board played at Team B’s home table . Fortunately, both tables have played quickly and there is still 15 minutes left on the clock.

Swiss Pairs is effectively a Team Event where you play 8 boards against another pair and your score is scored against a datum which is the average score at all the other tables. The first draw is usually random, but you may wish to edit the draw so that the top two seeded teams and the bottom 2 seeded teams do not draw against any of these 4 teams in the first round etc .

Most usually Swiss pairs are scored by comparing the individual score on each board against a calculated Datum, or average score for that board..

Occasionally, a outrageous score e.g minus 1700 occurs and this would distort the ‘ average score “.To overcome this such extreme scores are omitted in calculating the datum.

The most usual method of calculating a datum is to ‘ chop off “ the highest score and the lowest score , and then work out the average of the remaining scores ..In larger fields, the top 10% and Bottom 10 % of the scores may be “chopped off “ before calculating the average/ datum .

Datums for each round should be published - quite easily obtainable from the various computer scoring programs ,

The director should be summoned at once when attention is drawn to an irregularity, Law 9B 1a.

The director alone has the right to determine rectifications where applicable, Law 10A

When directing, always have the law book and manual on hand. Some directors carry the law book to the table when called.

The director should not contribute to a slow session and should always make some ruling at the table to allow play to continue without delay

Some "irregularities" simply require a mechanical application of the laws, e.g. opening lead out of turn.

Other "infractions" may require the director to assess the situation as best as possible (within the constraint of time and other issues on hand) and to make a judgment decision when often the situation is such that our bridge experience limits our understanding of the issues.

This is when we should make an interim ruling, and then consult with other directors/players before going back to the table to give a final ruling.

Often, when you do return, players will say that they are quite happy with the outcome and that they require no further ruling from you.

Law 12. Director's discretionary power

The objective of score adjustment is to redress damage to a non offending side , and to take away any advantaged gained by an offending side through its infraction

There are two types of adjusted score: assigned or artificial

Assigned You can consider this to be *a reassigned score*.

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

Artificial The infraction is such that normal play of the board is not possible.

Example 1: North pulls out East's cards (by mistake) and has a look at them.

N/S are awarded average minus — no more than 40%

E/W 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 continues until North notices he is one card short. Both sides are offenders so award average 50% to both sides.

General Notes –

NZ regulations (2013 Manual D17) states that none of the provisions of 12 C1(e) apply in NZ , so at present you might as well delete it from the law books .

The 2007 Laws now allows the director, in the case where the possible results without the irregularity are numerous (defined as more than 4), to award an *artificial* score.

The requirement for players to fully disclose their partnership agreement to their opponents prior to the commencement of play is an important part of the way the game ought to be

From 28 February 2014 it becomes compulsory for ALL tournament players to carry the new NZB System Card with the outer two pages fully completed

For 10A to 25A-point Events the inside pages must be fully completed as well.

Directors have a very important role to play in bedding this policy down.

Directors officiating at all tournaments should make sure that before the start of all tournaments the players are aware of the new regulation and the requirement to comply with it.

NZ Bridge has sent an allocation of blank system cards to all clubs and more can be purchased from the Secretary.

There is also an editable e-version of the card (complete with a comprehensive help file) on the NZB website which players can use.

It has also been suggested that for Junior Tournaments, clubs may like to fill in and make available a basic card with the system their tutor has taught them.

System Classification

There are Green, Blue, Yellow and Red Systems, and also a group of conventions referred to as Brown Sticker conventions.

Green — mainly natural

Blue- strong club systems (e.g. Precision)

Yellow — Highly unusual methods (HUM)

Red — All systems that do not fall under Green, Blue or Yellow, and also includes Green or Blue systems that contain a Brown sticker convention.

Random actions and encrypted signals are forbidden in all play in NZ.

Both players in a pair must play the same system- see law 40 B2a

Should a Contestant contravene the systems policy, and if the non offending side has been damaged, the director can award an adjusted score; regulations recommend a 60/40 artificial score.

In addition the director may assess a disciplinary penalty, taking into account amongst other things, the standard of the offending pair, and was it reasonable for the offenders to have been aware that they were transgressing the systems regulations. See manual D8.

For Junior Tournaments, only Green and Blue systems are allowed, and although Multi 2D/Multi 2C is a Green system convention, it is not allowed in Junior Tournaments.

In **Teams** tournaments (defined as at least 8 boards in succession against the same pair) all systems are allowed .Green, Blue, Red and Yellow, but sometimes in the initial stages of the teams tournament, lower graded teams are given "protection "from Hum systems.

At A point **Pairs** tournaments, Green, Blue, and Red (with limitations) systems are allowed.

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.

To ascertain whether a call requires alerting, we first need to define natural calls and conventional calls.

A **natural call** is a call if it meets these criteria:

Conveys a willingness to play in the denomination named.

Shows high card strength or length 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.

A **conventional call** is a call which conveys a meaning other than a standard natural meaning. Most conventional calls require alerting since the opponents do not know what meaning you may have.

Some conventional 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.

A **cue bid** is a bid of any denomination bid by the opponents OR a bid of a suit shown by the opponents. Example – if opponents open 1D showing spades, then your bid of 1S or 2D are both cue bids.

Similarly a 2NT overcall of opponent's 1NT opening is also a cue bid.

Although natural calls usually do not require an alert, there are exceptions. 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.

Self-alerting calls: There are 4 different types of self-alerting calls:

Doubles

Re-doubles

Cue Bids

All calls at the 4th level or higher, excluding conventional opening bids- e.g Namyats .

Self-alerting calls are just that, self alerting, and must not be alerted.

Pre-Alert: At the start of a round or match, pairs should acquaint each other with their basic system, length of their one level openings and the strength and style of their opening 1NT. You should also pre-alert opponents to any self-alerting calls which may take them by surprise.

Alerts during the auction

All conventional calls below the 4th level must be alerted.

However the following conventional calls are in such common use that they are deemed not to require alerting :

2C (simple Stayman) in response to partners 1NT opening, and the 2D response denying a 4 card major

Acol 2C game force opening showing a hand of 23+ HCP and the 2D response showing less than 8HCP

Delayed Alerts . These apply to the declaring side only.

At the end of the auction, the declaring side ONLY should draw attention to any unusual features particularly any unusual non alerted calls.

Announcing .

New Zealand Bridge has introduced new alerting regulations effective 1st May 2013.

These new regulations refer specifically to the 1C and **natural** 1NT openings, which are now “announced”.

Partner opens 1C - simply announce your systemic agreement on minimum length
'e.g. 2+ 3+ or 4+

For Precision 1C simply announce as “ strong “

For other unusual 1C openings, simply announce as ‘ unusual “

Partner opens 1NT - simply announce your strength
e.g. 12 – 14 or 15 – 17 or whatever your agreement is.

This must be done every time the 1C and the 1NT opening bids are made.

The most advantageous reason for this is that after a 1NT opening, LHO now no longer has any reason to ask about the strength , and then pass(thereby giving his partner Unauthorized information that he has a hand worth considering some action (other than pass)

You may say that this is a bit silly for teams when you may be playing 12 or 14 boards against the same opponents.

Not really because in many cases the 1NT value may change depending on vulnerability and/or whether the 1NT bid is made in first seat, second seat , 3rd seat etc.

Note – players should alert **conventional** 1NT openings but only give an explanation if asked

When explaining a conventional 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 as you can and as comprehensively as you can.*

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.

Tournament Directors should not allow players to manipulate these regulations to their advantage, e.g. experienced players claiming damage through a technical failure to alert will need to present a strong case. Opponents are also expected to protect themselves, unless they show the inability to enquire about a call because in doing so they could either convey unauthorized information to partner and/or give the opponents information to which the opponents are not entitled.

12.**THE NEW WBF CONTINUOUS VP SCALE**

The new WBF Victory Point (VP) scales were introduced at the 2013 Bali World Teams Championships.

These scales were designed specifically for round robin teams matches where every team plays every other team in the tournament.

Modifications, which are yet to be fully determined may have to be applied for Swiss Teams matches, where each team plays only a small subset of the tournament complement

Conversion of Imps to VPs is a necessary requirement in most multi team events.

The old scales were discrete and had a number of anomalies. The new scales differ from the old ones in two significant ways:

First, the new scales are continuous, so every Imp counts. This removes the “cusp effect” present in the old scales, where some Imps are worth nothing and others a full VP.

Second, the Imp margins in the new scale are worth progressively less VPs as the size of a team’s winning margin increases.

For example, the extra Imp from winning by a margin of 20 to 21 Imps will be worth less VPs than the extra Imp from 10 to 11 Imps say.

The new continuous VPs are expressed from 0 for a maximum loss to 20 for a maximum win. Intermediate wins are expressed to two decimal places, such as a score of 12.48 VPs for the winner and 7.52 VPs for the loser.

The winner’s and loser’s VPs will always add up to 20 VPs.

The two decimals are absolutely necessary to ensure the integrity of the mathematics that underlie the construction of the new scales.

For local clubs which prefer to use discrete scales (without decimals) the WBF have also published new versions of these for the commonly used board numbers in play. These, as well as the continuous scales, can be downloaded from the WBF web-site at:

<http://www.worldbridge.org/victory-point-scales.aspx>

13.**RECTIFICATION V PENALTY**

The 2007 Laws emphasize the difference between rectification and penalty. The definition of rectification is the remedial provisions to be applied when an irregularity has come to the Directors attention, whereas a penalty is specifically reserved for procedure and discipline

A disciplinary penalty should only be applied in aggravated circumstances and as a guide only if the director deems that without the penalty no change would occur.

A procedural penalty however, maybe awarded in fairness to the other contestants who have been disadvantaged, e.g. a pair fouls a board and the next table requires an artificial adjusted score. This disadvantaged table may in fact have scored a top on that board but are now limited to a 60% plus an indemnity. This could cost the contestant a final placing and the disadvantaged contestants may expect the director to award a procedural penalty against the offending pair.

Law 90 lists the type of offences subject to procedural penalties. A procedural penalty is applied to both players of the offending pair even though one player may be completely innocent, but a disciplinary penalty need be applied only to the offending player, not the offending pair. This may be very relevant in an individual contest.

When would we award a split score?

Most usually when both sides have infringed.

Firstly to prevent the "offending side" from gaining as a result of their infraction and secondly not to give the "non offenders" a score which they don't deserve because of self inflicted damage.

When we consider split scores, we need of course to consider whether the event is match play (teams) or ranking play (pairs or match points).

Ranking Play

In this type of competition a contestant's score is compared to other contestants by calculating match points. Example — if the top for the board is 24, and N/s earn 18 matchpoints, then normally E/W would receive the complement, i.e. 6 match points.

However when awarding adjusted scores the scores awarded to each side need not balance. This is referred to as a split score.

Match Play

This is "teams" where scores are compared only with one other score — i.e. the other team, or in the case of Swiss Pairs, the datum.

An adjusted score here is given in Imps .Law 86A, states that an average plus is awarded by adding 3 Imps to a side's score ,and an average minus is awarded by subtracting 3 Imps from a side's score but not both — i.e. if a board is fouled by one pair during a teams event, that team gets an average minus i.e. we subtract 3 Imps from their imp score (we do not also add 3 Imps to the other team's score)

Sometimes it will be very difficult to assign an adjusted score due to the many possible outcomes of the auction and play. The director can choose to award a single weighted score which is a **composite score** calculated using the probabilities of a number of possible outcomes

When adjusting for damage the director needs to decide the outcome of the hand without the infraction in many cases there may be a few possible outcomes. By assigning a “weight” or probability to these potential outcomes we can calculate a composite “single weighted score”. Most players find this method of adjustment as being the fairest

Example (as in the presentation)

NS reach a contract of 4S, and after hesitation by West, East bids on to 5 C, 1 away

The director, after consultation, rules that bidding on to 5C contravenes Law 16 B1a. The director also adjudges that NS were clearly damaged. The director decides that making the 4S contract depends on correctly choosing a two way finesse and a favorable lead by opponents giving an extra trick. The director apportions a “weight” to 3 possible outcomes

For **Pairs events** we calculate a MATCHPOINT COMPOSITE

Apportion a “weight” (%) to each of the likely outcomes

Obtain the matchpoints for each of these outcomes using a Board printout.

Then calculate the Composite score

$$50\% \text{ of the time } 4S \text{ makes } 4 = +420 \text{ (} 8\text{Mps)}$$

$$25\% \text{ of the time } 4S \text{ makes } 5 = +450 \text{ (} 12\text{Mps)}$$

$$25\% \text{ of the time } 4S \text{ } 1 \text{ away} = -50 \text{ (} 2 \text{ Mps)}$$

$$50\% \times 8 = 4$$

$$25\% \times 12 = 3$$

$$25\% \times 2 = 0.5$$

Total composite score = 7.5 Mps (We do allow decimal points/ fractions in matchpoints.)

For **Teams events** we calculate an IMP COMPOSITE (Team 5 vs. Team 1)

At table 5, EW bids to 5C (1 away) damaging NS. The score at table 1 is 4S by N making

Composite Imp score	NS Table1	EW Table 5		
50% of the time 4S makes 4	420	- 420	= 0	= 0 Imps
25% of the time 4S makes 5	420	- 450	= - 30	= -1 Imp
25% of the time 4S 1 away	420	+50	= 390	= 10 Imps
50% x 0			= 0	
25% x -1			= -0.25	
25% x 10			= 2.50	

Total composite score = 2.25 = 2 Imps (rounding off)

Law 12 — directors discretionary powers deals with score adjustment, and 12C1b deal specifically with **self inflicted damage**.

If subsequent to illegal use of the UI, the non offending side has contributed to their own damage, it does not receive relief in the adjustment for such part as is self inflicted.

The 2013 Manual D14 clearly states that for the purpose of this law, a "serious error" by the non-offending side should be judged according to the calibre of the player.

It is assumed that bridge players make mistakes and to make a mistake is not a serious error, just poor judgment. A serious error has to be more than poor judgment.

Tom Kooijman in his commentary states: "Redress is given only for damaged caused by that infraction, not for damage as a result of a subsequent serious error. This includes wild or gambling actions, and, for example, the loss of an extra trick as rectification after a revoke.

The tournament director splits the damage caused by the infraction (known as **consequent** damage) from the **subsequent** damage and compensates only the consequent damage."

Sometimes, intentionally or otherwise, a non-offending side may try for a "double shot", i.e. after an infraction by the opponents realizing that they maybe entitled to an adjusted score, they double recklessly. If this double comes off they are happy, and if it doesn't come off they claim damages because of the infraction. The tournament director should not allow this, and applies 12C1b.

In assessing whether the non offending side was damaged by the infraction, the director should:

Record the actual table result — as bid and played.

Determine which action was " wild or gambling," remove this action from the bidding and then assess the result which would have resulted after the infraction but without any wild or gambling action).

Adjudge what the most likely outcome would have been without the infraction

If the score for the non-offending side as calculated in 2 above is less than the score as calculated in 3 above, then the non-offending side has been damaged and score adjustment is necessary.

However, we still need to look at the self-inflicted component —

Serious Error

In bridge it is normal to make mistakes; they are part of the game. When considering damage relating to an infraction a non-offending player should not be disadvantaged /punished for making such a mistake unless this is considered to be really unacceptable/serious error.

A serious error could be a revoke, failing to take a second finesse when the first finesse showed exactly where the cards are, etc.

Law 16 clarifies the meaning and scope of **authorized** information, as opposed to **unauthorized** information. This law lists three sources of UI:

- UI from partner
- UI from extraneous sources, and
- UI from withdrawn calls and plays

Before we proceed we need to clearly understand some bridge terms

Action — a call or play

Logical alternative- when a significant proportion of players (say 1 out of 4) would consider an action and some of these players (say 1 in 5) might actually select the action we say that action is a logical alternative.

There may be a number of logical alternatives, by definition, each is a different action.

No logical alternative —when an overwhelming majority of players (say 9 out of 10) would select the same action, we say there is no logical alternative to that action.

Under normal conditions, a player may choose any action he wishes — i.e. he can choose from among numerous logical alternatives.

BUT, when partner has made available UI that may suggest an action, then the player **may not** choose any logical alternative which could demonstrably have been suggested by the UI.

Note —“may **not** “is a very strong prohibition, just short of “must not “(see preface to the Laws)

A typical, simple example is when North has bid to 3S, East bids 4H, then South hesitates (goes into a tank) before passing.

North has some logical alternatives — he can pass, he can double, he can bid to 4S— BUT any logical alternative which can demonstrably be suggested by the tank, is illegal.

The only legal option is for North to pass.

Notice, Law 16B1, makes it clear that in assessing whether an action is a logical alternative or not, the director must take into consideration the class of player involved, and the methods of the partnership.

Law 16B2 - Reserving rights - When a player considers that UI is available, and that damage could well result, he may announce that he reserves the right to summon the director later. The opponents should summon the director immediately if they dispute the fact that UI may have been conveyed.

Law 16B3- Claim of UI being used. The director should be called who applies Law 12C (awarding an adjusted score).

However, the director needs to consider the following before making a score adjustment.

- Was there UI?
- Was this UI used illegally by partner?
- Was there damage?
- And was this damage caused by the illegal use of the UI?

Only if all these conditions are met, should the director consider awarding damages to the non offending side

What constitutes a revoke?

Not following suit when able- Law 61A

Non compliance with requirements to play a certain suit or card- Law 61 A

A revoke **must be corrected before it becomes established**; correction of a revoke is covered in Law 62.

When does a revoke become established? A revoke is established when offender or his partner

leads or plays to the *next* trick, or

names a card to be played to the next trick, or

claims or concedes – see Law 63.

Once the revoke is established, play should continue and the Director called at the end of the hand.

A revoke on the 12th trick, even if established, must be corrected.

There are a number of situations (7 in fact) when even if the revoke is established, no rectification is required –see Law 64 B.

Law 64: Rectification after the establishment of a revoke.

A trick won in dummy is NOT won by declarer for the purposes of this law. (So when evaluating rectification at the table, always start off by saying words to this effect: “Now, I am **only** interested to find out if the revoke trick was won by the revoke card, not by the partner (or by dummy).” Some players don’t understand this (or don’t want to hear it), so be ready to explain this again when the players say “But he did win the trick – in dummy.”

Law 64A1 – If the revoke card **won** the trick, 2 tricks are transferred.

Law 64A2 – If the revoke card **did not win** the trick, only 1 trick is transferred.

Note: only tricks won by the offending side from the revoke trick onwards can be transferred.

Insufficient compensation

Law 64C gives the Director discretion to give a (re)assigned adjusted score if the non-offending side is insufficiently compensated by the (one or two) trick rectification

However, the Director cannot reduce the number of tricks transferred as prescribed even if the revoke did not cause any damage to the non-offending side.

Other situations resulting in transfer of tricks include

1. Defective trick considerations. Law 67B1a and Law 67B1b and

2. Missing card considerations. Law 14B 4

1. Defective trick considerations. Law 67B1a and Law 67B1b

When a player has omitted to play a card to a trick, if the error is not rectified before a player on each side has played to the following trick, then the offender is deemed to have revoked on the defective trick and is subject to a one trick penalty in accordance with Law 64 A2.

When a player has played too many cards to a trick, if the error is not rectified before a player on each side has played to the following trick, then the extra cards are returned to the players hand, and failure to have played this/ these cards to an earlier trick may constitute a revoke.

Simply, if you failed to play a card, then one trick is transferred., whereas if you played an extra card/s, you MAY have revoked , and if after investigation it is found that you did in fact revoke , one trick is transferred .

It is fairly common for the director to be called to the table, because one player has an “extra “card in his hand, even though all players counted their cards as correct before start of play,. Directors should remember to apply Law 67 and start off with one trick being transferred.

42. 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 well be in order, he shall advise the contestant of their right to appeal.

All appeals should be made through the Director.

The last two laws, Law 92 and 93, deal with the appeals procedure.

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.

The 2013 *Manual* pages C15 to C18 should be read, so that when a contestant appeals your ruling, and sooner or later they will, you are comfortable and familiar with the procedures involved

43. MATCHPOINTING WITH ARTIFICIALLY ADJUSTED SCORES

For every adjusted score we reduce the "top" of the board by 1, and increase the "bottom" by 1. Begin by giving every pair with an adjusted score an average i.e. 50% of the top, and then recalculate their actual adjusted score later.

N/S	E/W	Contract	By	Made	N/s Score	E/W score	N/S MPS	New Aid	Original Aid
1	12	INT	E	(1)	100				0
2	14				60%	40%	15		2
3	16	1NT	E	1		90			4
4	1	1NT	W	(2)	200			3	6
5	3	1NT	W	(1)	100			5	8
6	5	1NT	E	(2)	200			7	10
7	7	ID	W	1		70		9	12
8	10	2S	N	2	110			11	14
9	8	2NT	N	(1)		100		13	16
10	6	No bid						15	18
11	7	2D	W	(1)	100			17	20
12	9				60%	60%	15	19	22
13	11				50%	50%	15	21	24
14	13	Phantom						23	26
15	15	1NT	E	1		90		25	28
16	17	1NT	N	(1)		100		27	30
17	2	INT	S	2		120			32

Top = 32 Allowing for phantom top = 30, 10%=3 Average (50%) =15

There are 3 adjusted scores, so reduce the top from 30 to 27, and increase the bottom from 0 to 3. Next, matchpoint as usual, omitting in the meantime, the adjusted scores.

Finally make the calculation for the adjusted scores: 50 % stays as 15 MPs, 60% becomes 18 MPs, and 40% becomes 12 Mps. Referring to tables 14, 13 and 12 in the above traveller, what event/s do you think occurred to bring about these adjusted scores?

Refer manual D29. Pairs in no way at fault receive an indemnity of 10%. What could have happened at Table 2?

Respect for you as a director is earned not just when you are directing but just as much when you are playing. Therefore always remember that as a NZ Bridge certified director your code of conduct should be exemplary.

When you are a player, or a playing director, awkward situations sometimes arise, and you may find yourself in an uncomfortable predicament; hopefully these notes may help you to be better prepared for possible future incidents.

General guidelines

Whenever you call the director, always first ask “would you mind if I called the director”. Suddenly calling out for the director can be quite upsetting to many/most players

When there is an infraction at your table, and players say “you’re a director, you tell us what to do”, you should courteously decline! Say something like : It is better that we call the director , because at the moment I am an involved player and because we are required to call the director , it would be very poor example for me not to do so .

Sometimes because of your directors training, you may be aware that your side is being disadvantaged, but you are also aware that if you ask to call the director you may be suggesting certain actions to your partner. In situations like this simply excuse yourself by saying, ‘would you mind if I went to speak to the director about a small issue “, and then let the director handle it.

When you are playing against an inexperienced pair they often infract the laws quite unintentionally, by hesitation, mannerisms or gratuitous comments, and more often than not, they don’t even know that they have done anything wrong.

If the event is not of any significance (e.g. a mixed grade club night) you could consider simply overlooking the infraction even if you have been damaged. you could say – “ I hope you don’t mind me saying , because I do realize you are probably unaware of the situation that has occurred , and I am not concerned about the result of this board , but for the future, try not to hesitate before passing because this could give partner information and some other players might get upset .

If you do not wish to overlook it, try something like; “I know you most certainly didn’t intend to give partner UI but in fairness to my partner, please may I call the director who will clarify the situation for us “

If partner says “No, don’t worry”, simply let it go. If partner implies that she would like to call the director, then do so as empathetically as possible.

When you are playing against an experienced pair who infringe , you should avoid being officious (or a know it all) ; be very courteous when you point out the infraction , and ask opponents if they mind you calling the director .

Sometimes you may simply choose to let it go, to the displeasure of your partner. Apologize to your partner later, explaining that you didn’t want to cause any angst, because really the damage was quite minor if any.

When your side has infringed

We are all human and we sometimes infringe the prescribed code of ethics, often quite unintentionally –but, players expect more of a director! (and rightfully so too!)

If you have acted unethically (albeit completely innocently), do not try to excuse yourself , simply apologize to all involved , saying you really should not have done “ such and such “, and that you simply weren’t thinking. An early apology is much easier than a delayed one.

You may even ask opponent’s permission, and then call the director on yourself!

If partner has imparted unauthorized information. E.g. by hesitation, take special precaution not to worsen the situation by using this unauthorized information. If you feel entitled to make your bid irrespective of the hesitation , first say something like : I do realize my partner has hesitated , and that you may wish to reserve your rights , but I am going to make my bid based on what I believe is the value of my hand .

When you are playing and the director is called to the table for whatever reason, don't offer advice. Let the director do his /her job uninterrupted. If however you consider that the director has erred, gracefully accept the ruling, and later if you wish, speak quietly to the director away from the table. (First make sure that the director did in fact err, it may indeed be you that is wrong!)

48. COPING WITH DIFFICULT PLAYERS

Quite unexpectedly, difficult situations may develop during your directing session. By discussing some possibilities; it may help us when such situations do arise. Of course, different approaches will suit different directors, but in all cases a calm, confident and professional attitude is definitely beneficial.

Consider the following situations:

A player yelling for the director in a demanding voice.

Suggestion – do not rush over; deliberately take your time so that you (and not the player) are in control. On approaching the table, say something like, “that’s no way to call the Director, pause for a while, and then say but let’s see if I can help anyhow.” Then to ask the partner of the player who called you to explain the problem, so that the aggressive/demanding player is excluded for a while – until he hopefully calms down. If the player continues with the demanding tone, be firmer and remind him that you are speaking to his partner.

After that ask the opponents to have their say, and then lastly allow the demanding player to speak. In this way you stay in control and hopefully things should calm down.

When you arrive at a table, there is an altercation, with each side accusing the other of being unethical and/or rude.

Suggestion – greet the table in a friendly manner; you could ask all to calm down, **but that does not usually work**, because the upset players will immediately try to tell you about the wrongdoings of the opponents. Let all know that you will hear from each player, but only one at a time starting with the player who called you. If the altercation continues, simply say something like: “we are here to play bridge, and this is not bridge, so please let’s overlook this issue in the meantime, continue to play the hand and if you wish, we can review it at tea time or at the end of the session.”

Bullying tactics by one player/pair towards another player/pair.

Suggestion – if one player tries to interrupt and contradict everything an opponent says, remind the bullying player that social courtesy considerations aside they are required to allow the opponents to have their say without interruption.

If the interruption however were to continue, it would be necessary to tell the bully that he must allow the opponents to speak without interruption or else you will ask him to leave the table.

Bullying tactics by one player/pair towards the director. e.g. not letting the director finish his ruling

Suggestion – remind the bullying player that he is required by law to allow the Director to make a ruling, and that the ruling, even if wrong, should be graciously accepted, and advise the player that if he so wishes he may appeal the ruling later. If the player continues to talk over you, tell him that unless this stops, you will ask him to leave the room until the start of the next round and a procedural penalty would be given.

If the player says “Well I don’t care about the penalty it’s the principle I am concerned about” - we must try not to get personally involved, (and thereby possibly lose our equanimity).

Simply ask the player to leave the room for this round, and apply the penalty later. At the end of the session you should/ may wish to have a quiet word with the player.

Accusations of improprieties, eg mannerisms, hesitations, deliberate misleading actions.

Suggestion – Remind all that although improprieties are most often unintended, they are nevertheless unacceptable. Irrespective of intention, if such improprieties lead to damage, then opponents have redress to an adjusted score.

Tell the players that you would hear as much as you can now at the table, then you will ask play to continue and that you will reconsider and consult others if necessary, and make a ruling later.

Remember, you must get the play to continue so make a provisional ruling and come back later to rectify if necessary.

A player criticizing your explanation of the relevant law .e.g. “well you didn’t explain that at the time!”

Suggestion- if you realize that you have erred, simply apologize and apply Law 82- directors error.

If however, you are confident that you did explain the law and options clearly, courteously tell the player that he/she may not have heard you and that the ruling stands and the player could appeal later.

Sheer rudeness: e.g.” I think your ruling stinks! So you best go and get some advice from someone who knows what they are talking about “

Suggestion- tell the player that you find their attitude somewhat rude, and besides that you have been entrusted by the club committee to run this session. Explain that if you have made an error, you will rectify the situation at the end of the hand/ session, but that play should continue without further ado.

At the end of the session, have a quiet word with the player explaining that his rudeness is quite unacceptable and that you trust that it would not occur again.

You are part of a team of directors at a tournament/congress and when you arrive at a table, a player asks you to call the more senior director, because they think you wouldn’t understand the problem!

Suggestion – tell the player that they may indeed have more bridge playing experience than you but your task at the moment is to make a ruling to allow play to continue. Since you have now made this ruling, play must continue and if the player is unhappy he may appeal later. **Under no circumstances** are you to allow the player to tell you to go and get another director. You may however on your own accord choose to seek help or advice from another director, or experienced player – but only by your choice!

Manipulation: e.g “well last time you ruled exactly the opposite “, or “such and such a director who is far more experienced than you, ruled quite differently “

Suggestion – Explain to the player that this indeed may appear to be so, but the situation was probably different and that you are going to make a ruling for this specific instance as you see best and that you expect all to accept the decision to allow play to continue, and if necessary you will review later.

Drunkenness -The friendly drunk, throwing the cards all around, laughing and noticeably upsetting other players

The aggressive drunk, who loudly accuses opponents of unethical play

The messy drunk, who spills the drinks over the table and cards.

Suggestion – handle the friendly drunk in a friendly way, suggesting that they should have fun a bit more quietly in consideration of the other players.

Handle the aggressive drunk in a firm manner, telling him that such a demeanor is unacceptable, you will not tolerate it, and that you trust that it would not continue.

Ask the messy drunk to be more considerate of others

In all cases, if the drunken behavior continues and is upsetting to others, the drunken player should be asked to leave the playing room.

Foul language, directed at partner, the opponents, or the director.

Suggestion – Explain that you believe that the outburst of foul language was probably unintended, but that it is nevertheless completely unacceptable and any further occurrence would result in very firm action.

A player who refuses to play on because he/she claims your decision/ruling is unfair, for example “the revoke made absolutely no difference to the result so why should we lose a trick!”

Suggestion – explain to the player that your responsibility is to rule according to the law and the director does not have the discretion to vary the prescribed rectification. Therefore play must continue and further discussion could be held later.

There are disputed facts between opposing sides regarding an infraction, and despite the fact that you have tried to give all players a chance to have their say, you simply cannot get any agreement, so you of necessity make a ruling to allow play to continue. One player says something like –“well, I might as well go home, there is no point in playing on if you are not going to listen to what really happened!”

Simply say “well that’s your prerogative, but then it would also be necessary for your partner to leave”

The same player later comes and explains that he is very upset because you didn’t allow him/his partner to explain the “ real facts”

Explain that there were obviously disputed facts and you saw no point in continuing with a discussion that was going nowhere., and you made the fairest ruling you could at the time to allow play to continue . But you would be happy to hear more at the end of the session when you have other directing matters completed.

At the end of a session, a player approaches you saying that he/she disagrees completely with your ruling, and has lost all confidence in you as a director. Further (he threatens) he will probably write to the chief director Arie Geursen, about the incident, to get the situation correctly ruled upon.

Suggestion – explain to the player that if they disagree with your ruling they are free to appeal and suggest that they do so in the first instance; Law 92 gives a contestant this right, and you are obliged to advise him accordingly. Any other action the player wishes to take is his/her prerogative, but under no circumstances should you allow the player to intimidate or blackmail you.

You make a decision at the table and then later a player comes and tells you they think your ruling may have been incorrect. Indeed, you realize it was incorrect, so you go back to the opponents and explain that you are going to change your ruling, and, no surprise, the other pair is now unhappy. They think you are favoring the other side because it is the club president, or another director, or your usual playing partner, or your etc ..At the end of the session, one or both of these unhappy players comes and says something like: We think you are being most unfair but we are not going to appeal because it simply isn’t worth it, but we do want to say that “ you should stop looking thru those rose colored glasses “ and then they walk away .

In situations like this just remember - directing is enjoyable – mostly! Sometimes situations occur which are frustrating because you do what is right, but no matter what you do, someone will be unhappy. Just accept some situations, and practice good directing, thereby eventually earning the respect of all players.

The following Laws are relevant to the above situations and should be read and understood.

Law 81C authorizes (and requires) the director to maintain discipline and to ensure the orderly progress of the game

Law 90 Procedural penalties.

Law 91 Penalize or Suspend

WORKSHOP 1

QUIZ 1 - The basics

Is it ok to hesitate before making a bid or playing a card? Is this hesitation an infraction?

How can pulling a card out of your hand, then putting it back and playing a different card give your partner any information?

What is the meaning of unauthorized information?

What should you do if you hear information about a hand you are still to play?

Is it acceptable to mark the bidding pad with the dealer and vulnerability before the Auction?

Why do we alert calls?

You are dummy and you notice one of the opponents has led out of turn. Do you call the Director?

If opponents ask about one of your partners bids what is your responsibility? Does it make any difference if the bid was alerted or not?

During the play you notice your partner has revoked. Are you obliged to notify the opponents or Director?

Are you required to leave the board in the centre of the table during the auction and play?

Are you permitted to touch another player's cards? What about when the Director has been called and you are trying to show the Director where the opponents revoked?

Why do we toss for seating? Does the winner sit N/S or should the winner have a choice?

QUIZ 2 - Advanced

All calls and plays should be made without undue emphasis, undue hesitation, or undue haste. Some players believe that you can take as long as you like to think about your call and provided you bid, rather than pass, and then there is no unauthorized information. Is that true?

What should you do during the auction when your partner gives a misexplanation (or you think he has given a misexplanation. (You cannot look at your partnership system card of course as that is improper.)

If you become the declaring side, can you check your own system card? When?

If you become the defenders, and you are absolutely sure your partner has given a misexplanation, when should you call the Director?

What should you do during the Auction if you realize that you have given a misexplanation?

What is the purpose of the "Stop" card? When is it compulsory? How should it be used?

Why is it not advisable to stack two or more boards on the centre of the Table?

QUIZ 3 - More advanced

If your partners card is withdrawn to comply with a rectification, what are your responsibilities regarding knowledge of that card?

e.g. partner leads QH out of turn. Declarer demands that you lead a heart and partner puts the QH back into his/her hand. You hold AK972. Which cards are you “allowed” to lead?

Your partnership agreement is that 2NT shows both minors (weak) over opponents 1 level major opening. Partner does not alert it and in answer to opponents enquiry explains that it is a strong balanced overcall. Partner bids 3NT.

Your hand has no stops in either major. Are you entitled to make a rescue bid and bid 5C or 5D?

Partner “abandons” his hand by saying “the rest are yours”. Are you entitled to object? Should play stop? What are the obligations of your partner who has abandoned his hand?

Your partner is a visitor to your Club and opponents open 2H. You know the opponents well and they play strong twos. In second seat is it ok for you to enquire “weak or strong” and then pass.

You are West and you hold Jxx of spades. Declarer South leads 3H towards AQ in dummy. You hesitate and then play x. Declarer calls for the Queen in Dummy which is taken by East’s King. Is Declarer eligible for redress of damage?

L.H.O. places a stop card in front of you and bids 3H. You have no intention of bidding so you wait with your pencil poised above the bidding pad and as soon as the stop card is removed, you pass. Is this acceptable?

WORKSHOP 2

Approx how many minutes would you allow for a round of 3 boards in a club session

What would you do if a table was only able to complete 2 of these three boards in the allocated time thru no fault of their own? Say this happened 3 times at the same table?

If you as director give an incorrect ruling, what are your options?

What is the objective of score adjustment?

Law 12B2 states that the director may not award an adjusted score on the ground that the rectification provided in these laws is either unduly severe or advantageous to either side.

What about a defender who holds the Ace of trumps but revokes and the opponents take 13 tricks?

What about this same situation, but the declaring side spilt coffee over the table, then can't find their ringing mobile phone, then had a great laugh because another mobile phone nearby went off with the same ringing tone and they couldn't switch it off either! At the end of play, the declarer asks you as director to overlook the revoke because of this disruptive situation?

East is declarer in 2♣. South leads the A♦ followed by K♦. Declarer revokes on this trick and trumps with the 4♣. East now draws three rounds of trumps and then leads the 10♦ which is won by North's Q♦. NS take no other tricks.

What rectification do you as director make? Exactly which law have you applied?

West is playing in 1NT, and at trick 2, she cashes the A♥, followed by the K♥, and the Q♥. All follow to the first two rounds but on the third round South discards the 5♣. Declarer now leads the 10♦, whereupon South says "wait a minute I've got a heart" and faces the J♥.

Is this revoke established or not?

W	N	E	S	
	1♠	X	pass	(X) 2♦
		2♠	all pass	

In the above auction South's inadmissible double was cancelled and South substituted a 2♦ bid. West becomes declarer in 2♠.

West can prohibit the lead of a diamond.

W	N	E	S	
	1D	Pass	3C	
	(2D)Pass		3NT	All pass

In the above auction West's 2D bid, showing both the majors at least 5/5, was not accepted and West substituted a pass. North becomes declarer in 3NT.

North can demand a diamond lead.

WORKSHOP 3

North opens 1NT, East passes, South bids 2H, and North alerts. South immediately calls for the Director and states that he has made an unintended bid. Away from the table he explains “we’re playing transfers and I meant to bid 2D. Look at my hand. All I’ve got is six hearts”.

Would you allow South to change his 2H call without further rectification?

Third in hand East opens 4♠ and South doubles. An agitated East immediately calls for the Director. Away from the table she tells you “I’ve made a mistake! I don’t know why I bid 4♠. I was going to open 4♥. Look at my hand!”

Her hand is ♠7532 ♥KQJ1094283 ♦-- ♣A

Would you permit East to change her 4♠ bid to 4♥?

West is declarer and leads a small spade towards the KJ10 of spades in dummy. North plays the QS and declarer calls for the 10S and then immediately cries “oh my gosh, no, no, not the Ten, I mean the King!”

Would you allow declarer to play the KS?

WORKSHOP 4

You are running a club session with 11 ½ full tables.

Club policy dictates that **at least 24 boards** be in play on graded nights.

What **two boards per table** movement will you use for this session?

Explain clearly indicating the total number of boards, the position of any feed-in/relay boards, and details of any.

switch/skip movement that may be required.

Approximately how much time will you allow per round in the session?

You are directing the club’s annual fundraising “Charity Afternoon Tournament”. This is a popular event with numerous donated prizes and a sumptuous afternoon tea provided by club members. The session starts at 1 o’clock and play is expected to finish shortly after 4p.m.

There are 20 ½ tables.

What **one board per table** movement will you use for this club session?

Explain clearly indicating the total number of boards, the position of any feed-in/relay boards, and details of any switch/skip movement that may be required.

Why is it necessary that you “place” the phantom? Where would you place phantom?

Approximately how much time will you allow per round in the session?

Explain briefly how you would deal with slow play during a pair’s session.

WORKSHOP 5

Which law refers to the necessary rectification to prevent an offending side gaining an advantage from an infraction?

Which law allows declaring side to consult their own system card during the clarification period?

Define clarification period..

Which law if any allows dummy to try to prevent an irregularity by ANY player?

WORKSHOP 6

1. Describe formats etc for the following “two session “tournaments, with at least two boards per round.

(a) 27 Pairs entered for a local club 5A tournament.

(b) 42 Pairs entered for a local club Intermediate tournament.

You are the director at an intermediate 2 session pair’s tournament. There are 31 pairs entered.

Morning tea is at 9.30 am play starts at 10am.

Lunch is provided and the caterers need to serve lunch no later than 1.15 pm., and play needs to finish approximately 5.15pm

What format would you choose?

Describe the number of boards you will play, boards per round, placement of feed-ins (if any), placement of phantom, and any “switch “move if relevant.

During lunch one pair has to leave to attend to an emergency situation.

Describe your format for Session 2.

You are the Director for an Open 5A Pairs Tournament. The event is over 3 Sessions, Friday night, Saturday morning and Saturday afternoon. There are 40 pairs entered. What Format would you use?

Your answer should include reference to the number of sessions, sections in each session, number of boards to be played, movements (boards per table, placement of any feed-ins etc., seeding and seating arrangements.) There is one pair with seating rights.

How many sets of boards and how many boards per set would be required to be dealt?

WORKSHOP 7

Matchpoint the following result sheet

NS	EW	Contract	By	Made	NS Score	EW Score	NS mps		
1	17	3S	S	(2)		100			
2	2	2S	S	(1)		50			
3	4	NS 40% EW 60%							
4	6	2S	S	2	110				
5	8	2S	S	(1)		50			
6	10	3C	W	(2)	200				
7	12	NO BID			0				
8	14	3S	S	(2)		100			
9	16	1S	S	1	80				
10	1	3NT	W	3		600			
11	3	60% NS 60% EW							
12	5	50% NS 50% EW							
13	7	PASSED IN			0				
14	9	PHANTOM							
15	11	2S	S	(1)		50			
16	13	4SX	S	(3)		500			
17	16	1S	S	2	110				

Workshop Answers

Answers to Workshop 1

The basics

Calls and plays should be made in “tempo”, but a hesitation in itself is NOT an infraction.

This action indicates that you have a choice of bids which may give partners some unauthorized information.

Information that a player is not allowed to use.

Call the Director and explain the situation.

No, the bidding pad should not be marked, because in doing so, opponents may think you have made a call and then they will make a subsequent call (out of turn!).

To inform opponents that the call has a special meaning.

No, Dummy should not initiate a call for Director.

You explain your agreement as comprehensively as possible. It makes no difference if the bid was alerted or not.

You are not obliged to draw attention to an infraction by one’s own side.

Simply – YES.

Simply – NO.

To ensure that contestants are “mixed” and that some players do not always miss playing phantom. Clubs have varying practices but generally winner sits N/S. This prevents subsequent possible altercations.

Advanced

No not true. Even if you bid, a hesitation may pass unauthorized information to partner that you are unsure of your bid giving him a choice to pass or continue with the auction.

Do nothing, say nothing and keep a poker face.

Yes, during the clarification period.

At the end of play.

Call the Director and explain this to him.

The use of the Stop Card is mandatory in A point tournaments. This is an enforced time period for L.H.O. to consider his bid. Before making a jump bid, place the card in front of L.H.O. and then after 8-10 seconds, withdraw the card.

The hands may be put into the wrong board and/or a player may pick up the wrong hand etc.

More Advanced

If a card is returned back into a defenders hand, knowledge of this card is unauthorized information to partner. Hence from A,K, 9, 7, 2, you would not be allowed to lead any PIP card.

No, you must act as if partner knew your 2NT overcall showed both minors and has chosen to bid 3NT

Yes you may immediately object. Play does not stop. Your partner may not choose a play which could have been suggested by your objection.

No. It is improper to make an enquiry for partners benefit.

You could have known that your hesitation could work to your sides benefit. Hence declarer is eligible for redress.

No. This is unacceptable because it informs partner that your hand does not warrant a competitive call over the 3H bid.

Answers to Workshop 2

1. Allow 6 minutes per board plus 1 minute for the move = 19 minutes

2. Allow the board to be played at the tea break or after the session .If this is not possible, give both sides 60+ (60% with an indemnity).Refer Law 82C and Law 12C 2(c).

Giving to many 60% + scores to a contestant, may quite definitely distort the score they deserve.

Therefore it is recommended that you assign at most 2 artificial adjusted score (60 %+), and any further boards that cannot be played are not scored at all (similar to playing phantom)

3. If conditions are such that the board can still be played, allow it to be played ..

If there is no damage to either side, allow the result to stand.

If either side is damaged award an adjusted score. If you can reasonably assess what would have been the most likely outcome if you had given the correct ruling, award an equitable adjusted score.

If the board cannot be played, or cannot be played at all fairly because of your incorrect ruling, treat both sides as non offenders and award 60/60 plus indemnity .Law 82C

4. The objective of score adjustment is

to redress damage to a non offending side , and
to take away any advantage gained by an offending side through its infraction. Law12B1

- 5 (a) The director “may not” tamper with the rectification provided by the laws.
The trick won by the Ace of trumps would be transferred .Law12B 2 and Result stands.
(b) The director has the power to waive rectification **FOR CAUSE**, in his discretion, upon the request of the non- offending side. Law 81 C 5
6. Declarer won the revoke trick and consequent tricks (3).Apply Law 64A1, transfer two tricks to NS
7. No, the revoke is not established, because although declarer has led to the next trick, offender (or partner) has not led or played to the next trick. Law 63A1
8. The withdrawn inadmissible X is a **Non-Specific** call. Therefore Law 26B applies and West can prohibit a lead of any one suit (including the lead of a diamond.)
9. The 2D withdrawn call is a **Specific** call showing both majors. Therefore Law 26A applies and North can demand or refuse either a heart or a spade but not a diamond.

Answers to Workshop 3

1. There is the possibility that south intended to call 2D, but it is far more likely that seeing the six hearts in his hand, South, forgetting about transfers bid 2H intentionally.
When partner alerted the 2 H bid, south realized his **mistake** and called the director.
On this basis the 2H bid was intended and a change of call should not be allowed.Law25
2. Some may consider that if a player says “I made a mistake “then it must be a mistake, rather than unintentional. Notwithstanding, although East says “she made a **mistake** “, from the directors point of view, it was not a mistake as such, it was an unintentional bid.
East should be allowed to change her 4S bid to 4H. Law 25
3. Unintended designation? No !
West, declarer is planning to finesse the 10S, but as soon as he sees the QS show up, he changes his mind.
The 10S was an intentional call, and declarer should not be allowed to change this play. Law45C4

Answers to Workshop 4

Question 1 - With 11 ½ tables you would **definitely not** use a skip movement because one pair would play phantom twice and another pair would not play phantom at all. It is far better to use a byestand and relay, 24 boards in circulation, two boards per table with a set of feed-ins (2 boards) between Tables 6 and 7.
Tables 1 and 12 would share. There is no need for any switch movement. The best place to put the phantom would be at Table 12 with N/S missing (phantom). In this way there is no need to share boards with Table 1.
13 minutes per round.

Question 2 – There is plainly a time factor to consider so you would not be playing more than say 24 boards. Count half a table as a full table so we are working with 21 tables, one board a table. Hence we could either play 23 boards or 25 boards because there must always be an even number of feed-ins. On the basis of 25 boards, at 7 minutes per round, we would need 175 minutes but it is unlikely that the session would be completed in less than about 190 minutes, i.e. finish at 4.10p.m.
Phantom would need to be placed, the safest place being Table 3.
With an odd number of tables all feed-ins will be into Table 21.
After half the number of feed-ins have been played, i.e. after 23 boards, call the jump move, ask E/W players to take their present table number away from 22 and move to that table.
There would be 2 more rounds. Unfortunately there will be a number of pairs that are hantom twice. You calculate this by the number of sets of feed-ins. In this case we have 4 sets of feed-ins, so 4 pairs will be phantom twice.

Best to announce this at the start of the session so that players do not feel that something is wrong.

Question 3 – Dealing with slow play during a Pairs session is a personal affair, but there are guidelines that should help.

Remember players are there to enjoy themselves and an officious approach is not well Received..It is necessary that you **identify** the slow pair / pairs and then **monitor** their progress;Keep in mind that it may take a few rounds to catch up.

Good bridge requires time for thinking and you should allow for this.

Courteously ask the slow pair or table to help you by catching up rather than telling them to catch up. People feel more inclined to help you than to do something that you tell them to do.

However, after you have done all you can to encourage the slow pairs to catch up, it may be necessary to give them a warning and if all else fails, issue a procedural penalty.

Answers to Workshop 5

Question 1(a) – Law 12B1

Question 1(b) – Law 40B2b

Question 1(c) – The clarification period is the interval between the end of the Auction and the facing of the opening lead by either defender.

Question 1(d) – Law 9A3

Answers to Workshop 6

Question 1

Describe formats etc for the following “two session “tournaments, with at least two boards per round.

Answer (a) 27 pairs for 5 A Tournament = 14 tables.

Session 1. 14 table relay Mitchell, 2 boards/table 2 sets of feed ins, 32 boards in total.

Session 2. N/S play in a 7 table expanded Howell, 14 rounds, 28 boards
E/W play in a similar expanded Howell.

Note, reference books explain that a Howell can be expanded by one round simply by adding an additional set of boards, so that the number of rounds equals the number of pairs, but this only works with 4, 5 and 8 tables. With 6 or 7 tables, we use a Lengthened Howell, where a “barometer set of boards “is weaved into the ordinary boards. Sessions must be weighted because of the different number of boards

Answer (b) 42 pairs for 5A Tournament= 21 tables.

Divide the field into 2 sections.

Session 1. Section A 10 table hesitation/expanded Mitchell, 3 boards per table, 33 boards.
Section B 11 table Mitchell, 33 boards.

Session 2. If N/S in the morning sit in Section A, then toss and if E/W. in the morning sit in section B, then Toss. Both sessions play 33 boards, so no need for weighting.

Question 2

Session 1

There is a restriction on time for the session, so to attempt to play 2 boards a table = 32 boards is futile.

With 31 pairs (16 tables), play 26 boards , you could play 1 board per round , phantom at table 3 , one feed in into table 8 and nine feed ins into table 16..

After 21 boards have been played ask EW players to deduct their present table number from 17 and move to that table.

Session 2

With one pair leaving there are now only 30 pairs (15 tables)

NS Players from Session 1 to sit at tables 1-7 1/2 (then toss for seating) and EW players to sit at tables 7 1/2 to 15, and then toss for seating .With 15 full tables, play 25 boards, all 10 feed ins into table 15.

After 20 boards have been played ask the EW players to deduct their present table number from 16 and move to that table

At the end of the Tournament you need to ladder the 2 Sessions to get the final placings.

You will need to weight the percentage scores for each session .The scoring program will do this for you if you put in the relative number of boards.

If however you calculate the ladder using total match points, then there is no need for any “ weighting”

Here’s how to manually calculate Weighted Scores for sessions with different number of boards:

For example 11 tables = top matchpoints on a board will be 20)
 Say a pair gets 200/440 (45.45%) in the first session (22 boards)
 and 300/520 (57.69%) in the second session (26 boards)

Then the weighted percentage will be 500/960 (52.08%) whereas the non-weighted average percentage will give 51.57%

Question 3

Obtain the combined rating points for each pair and rank them. You may wish to qualitatively adjust the ranking based on the pairs previous achievements.

Seed the field in to 3 groups, A, B and C of 13 pairs each and one stationary pair (grouped)

Three sessions of 26 boards. =78 boards which is more than the minimum requirement of 60 boards for a 5A Pairs tournament.

Two sections for each session.

Session 1 A v B (13 table, 26 boards Mitchell). C and D (14 pair, 13 round Howell, 26 board)

Session 2 C v A, and B and D

Session 3 B v C, and A and D

Two sets of 26 boards would be required for each session.

Answers to Workshop 7

Matchpointing with Artificial Scores

NS	EW	Contract	By	Made	NS Score	EW Score	NS mps		
1	17	3S	S	(2)		100	8		3
2	2	2S	S	(1)		50	13		5
3	4	NS 40% EW 60%					15-3=12		7
4	6	2S	S	2	110		24		9
5	8	2S	S	(1)		50	13		11
6	10	3C	W	(2)	200		27		13
7	12	NO BID			0		18		15
8	14	3S	S	(2)		100	8		17
9	16	1S	S	1	80		21		19
10	1	3NT	W	3		600	3		21
11	3	60% NS 60% EW					15+3=18		23
12	5	50% NS 50% EW					15		25
13	7	Passed in			0		18		27
14	9	Phantom							
15	11	2S	S	(1)		50	13		
16	13	4SX	S	(3)		500	5		
17	16	1S	S	2	110		24		

Top = 32

Allowing for phantom. Top = 30

50% = 15

10% = 3

There are 3 artificially adjusted scores, so reduce the top by 3 (now = 27) and concomitantly increase the bottom by 3 (now = 3).

Remember to enter "passed in" scores as ZERO