COURSE NOTES FOR CLUB DIRECTORS

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Course Notes for Club Tournament Directors

INTRODUCTION

1. The Tournament Director (henceforth abbreviated to TD) is the servant of the players. He/she has considerable powers, but it behoves him or to use these with discretion. A good TD should be seen, but rarely heard. Don't indulge in an ego trip. Use your powers to ensure a smoothly running event, and to ensure that all players receive equity.

When deciding on movements, resist the opportunity to display your versatility. Players don't like complex movements and they will often go wrong. Build up a limited armament of simple movements which will cover all contingencies. Be prepared to cope with a last minute pair or table, or a failure to arrive. In pressure situations where you have to make a last minute change to your movement, ask a fellow director to check that your movement and boards are valid. It is easy to go wrong here under pressure.

2. Remember that every player has an absolute right to appeal against your decision. The only proviso here is that both players in a pair must concur in the appeal, and the captain of a team must concur. Players may appeal only against a ruling at their own table.

3. A TD is not required to be an expert player. In making decisions requiring bridge judgment, there is no reason why you can't consult an experienced player. In this area where you are exercising bridge judgment, it is good policy to advise players routinely of their right to appeal, and even recommend an appeal if you believe your decision is debatable. Sometimes you have to make decisions fairly quickly. It is your responsibility to keep the movement flowing. An Appeals Committee will have more time for a leisurely discussion.

4. The Appeals Committee are not necessarily experts on the Laws. They my even ask you for advice on the relevant Laws. They may not overrule you on a point of law, but may suggest that they disagree and that you reconsider. If you agree that your original decision was wrong, then gracefully change it.

Ensure that the Appeals Committee gives both parties the opportunity to be heard. After the decision is made, ensure that both parties are advised of the result, and don't allow players to carry on debates with members of the Committee.

5. Always carry your Law Book with you, and read the relevant Laws to the players, particularly if they seem doubtful about your ruling. Insist that only one player at a time should speak, and start with the player who called you. Do not let dummy take part in the discussion if the hand is still in progress, unless you specifically want to question him. If the decision is a difficult one and play can progress without it, then you may delay your decision to give some thought to it.

6. A TD's life is one of constant education and updating of knowledge. I advise all directors to become members of the Australian Bridge Directors' Association, for which they access the ABDA web site (www.abf.com.au/directors) which is full of useful information on all aspects of directing at all levels.

7 .Carefully read the Introduction in the 2007 Laws book, and understand the use of words such as ‘may’, ‘shall’, and must. This will help in deciding on whether to apply a procedural penalty.

8. Finally, these papers are not exhaustive. Some of the material e.g. variations on the whist movement for teams, has been included for the interest of those directors wishing to extend their movement versatility a little, and is not required knowledge for the accreditation examination. Candidates for accreditation will be expected to be able to apply the Laws for common infractions, to be able to find laws applicable to the less common infractions, and to have the ability to run club pairs and teams events with a range of field sizes.

PART 1
LAWS

THE LAWS

This section is not intended to be exhaustive, but covers those areas of the Laws which may require explanation or clarification, and discusses in some detail the most common infractions.

- Revoke
- Incorrect number of cards
- Legal and illegal changes of call
- Call out of turn
- Card played
- Dummy's rights and limitations
- The auction period
- Faced opening lead out of turn
- Damage after infractions
- Withdrawn calls – lead restrictions
- Illegal Deception
- Claims and concessions
- Penalty card
- Procedure following an irregularity
- Directors discretionary powers
- Insufficient bids

2007 Laws

Approximately every 10 years, the Law of Bridge are revised. The 2007 Laws were adopted in Australia on 1 June 2008. The changes were not significant, except in a couple of areas. The most significant was a change to the insufficient bid law, but other changes were made to revokes, and inadvertent calls. The director was also given more discretionary powers.

An interesting minor change was an alteration in terminology. Previously, the term "penalty" was used frequently – now this is termed "rectification", better reflecting the fact that the law usually attempts to restore equity rather than punish. The term "inadvertent" has also been replaced with "unintended". Likewise "acquiesce" becomes "agree" in respect of claims and concessions.

The Revoke (Laws 61 – 64)

Definition: Failure to follow suit when you could have. Also failure to play a card required by law or in conformity with a penalty. Note that failure to play a faced card (e.g. a penalty card or a card in dummy) when one should have done so is a revoke but does not attract a penalty. However the TD will adjust the score if damage occurs.

When is a revoke established?

The TD's first task is to decide whether the revoke is established. This does not occur until the offending side (i.e. either defender, or in the case of declarer his own hand or dummy) has played to the next trick. Even naming or otherwise designating a card to be played to the next trick establishes the revoke. A claim, concession or agreement is equivalent to playing to the next trick. The fact that the *non-offending side* has played to the next trick does not establish a revoke.

An unestablished revoke: Must be corrected. In the case of declarer's revoke, the card is returned to his hand without penalty, but the fact that he holds it is authorised information to defenders. In the case of a defender, the revoke card becomes a major penalty card. The non-offending side may retract any card played after the revoke but before it was discovered, and this card is authorised information to them, but not to the offending side. After such retraction by the non-offending side, fellow defender may also retract his card, but the card originally played becomes a major penalty card. For example: South is declarer with spades as trumps:

North	East	South	West
♥2	♠4	♥5	♥7

East now discovers his revoke, and corrects it to the ♥3. South plays ♥Q. West may now play ♥K, but his ♥7 becomes a major penalty card, as also is East's ♠4.

On the other hand, if declarer revokes and this is discovered and corrected after his LHO has played, then LHO may retract his card and play another, The card initially played is AI to the defenders but UI to declarer.

Note the general principle that a card withdrawn by the non-offending side after an infraction is authorised information to them, but not to the offending side. A card withdrawn by the offending side is authorised information to the non-offenders, but not to themselves.

Rectification after a Revoke

Time limit: The non-offenders lose their right to a penalty after either of them has made a call on the next deal or after the end of the round (where the board was the last of the set to be played). A round ends when the TD calls the next move, or, in the case of a late table, once the players have moved. However, they retain the right to apply for an adjusted score until the end of the appeal period established under Law 92B (but only if they were unaware of the infraction at the time.)

Penalties may be, 0, 1 or 2 tricks (never more than 2 for a single offence, but the TD must further adjust the score if the non-offenders were damaged by more tricks than the penalty provides.) In the following, "from the revoke trick on" includes the trick on which the revoke occurred. Note also the distinction between 'offending player' and 'offending side'

No penalty: If the offending side won no tricks from the revoke trick on.

One trick penalty: If the offending side won a trick from the revoke trick on, the penalty will beat least one trick.

Two trick penalty: For two trick penalty, the revoking player must have won the revoke trick (which he can do only by ruffing), and the revoking side won another later trick. (Note that in the 1997 laws, there was also provision for a two trick penalty where the revoking player won a later trick with a card he could have legally played at the revoke trick and the revoking side won a further trick from the revoke trick on. This was removed with the 2007 laws.)

Note that a side cannot be penalised by more tricks than they won from the revoke trick on.

Adequate compensation? Law 64C requires that after an established revoke, if the Director deems that the non-offending side was insufficiently compensated by the standard rectifications above, then he shall sign an adjusted score. This may apply, for example, where declarer was unable to reach winning cards in one hand because of a revoke. Similarly declarer may be forced to depart from his planned line of play because of the revoke and this may cost several tricks. The director should always advise the players of this right to further adjustment after advising them of the standard rectification.

No rectification specified: There is no specified penalty for certain revoke situations:

- both sides have revoked on the same board
- a second revoke in the same suit
- a revoke by failure to play a faced card (including a revoke by dummy);
- a revoke on the twelfth trick.

Note that there is no additional rectification for a second or subsequent revoke by the same player in the same suit

In all revoke situations, whether a penalty is specified or not, Law 64C requires the TD to restore equity by adjusting the score to the probable result without the infraction. But this extends to only increasing the tricks transferred to the non-offenders. Often the Law applies a one trick penalty when the non-offenders suffer no damage. The TD may not reduce the penalty on the grounds that no damage was done.

Other areas

Revoke on twelfth trick: Even if established, this revoke must be corrected if discovered before all hands have been returned to the board. Where a defender has revoked on trick 12 before his partner has played to that trick, then his partner holding

two suits my not choose a play possibly suggested by seeing the revoke card. If the TD considers that partner has chosen such action, he will adjust the score.

Multiple revokes: The Law does not provide penalties for repeated revokes in the same suit. But what happens in the case of a second revoke in a different suit? You would treat this as another revoke and apply the penalty as provided by Law. This could become complex, but can be managed bearing in mind that the aggregate penalty should not be more than the number of tricks won from the first revoke trick on. And presumably the law doesn't intend to count my one trick twice in assessing a penalty.

Right to enquire about possible revoke:

- Declarer may ask defenders about a possible revoke,
- Dummy may ask declarer but not defenders.
- Defenders may ask each other. Of course, if a defender did revoke, it will be corrected if unestablished, but the card erroneously played becomes a major penalty card.

Incorrect Number of Cards (Laws 13, 14)

You are called to the table because a player has an incorrect number of cards. Your first task: have all four players count or recount their hands. Your ruling will depend on the distribution of the cards.

1 .Three hands correct, one deficient

When three hands have 13 cards and one hand has fewer than 13, then Law 14, not Law 13 applies. You do NOT cancel the hand, no matter what stage the bidding or play has reached. You find the missing card, restore it to the hand, and bidding/play continues.

If the missing card is found:

(a) Before or during the bidding: restore to the hand and bidding continues.

(b) During the play: first ensure that the card is not amongst the played cards i.e. player has played too many cards to a trick. If that is so, Law 67 applies. Otherwise find it, restore it to the hand, and play continues. The missing card is deemed to have been in the hand all the time, so failure to have played the card to a previous trick may constitute a revoke, and the revoke Law applies. If partner happens to see it, then for a defender it becomes a penalty card.

2. Other situations: e.g. 14-12 or worse, or the rare 13-13-13-14

You may have some discretion.

(a) If nobody has seen a card belonging to another player, you correct the hand and must allow play to proceed.

(b) If a player has seen another player's card(s), but an incorrect hand has not yet called: if you deem that the information gained is inconsequential and will not affect the subsequent bidding or play, you may allow play to proceed after correcting the hand. *(Prior to 2007, this action also required to concurrence of all four players.)* If the information is not inconsequential, you must cancel the board and award an artificial adjusted score.

(c) If a player with an incorrect hand has made a call, you may still correct and allow bidding and play to proceed if you believe the deal may be corrected and played normally with no charge of call. Otherwise you award an adjusted score.

If you have allowed play to continue you may award an adjusted score if you believe that subsequent play was affected by the UI.

Note that offenders (i.e. players failing to count their cards, or players responsible for the fouling) may be subject a procedural penalty.

Note also that if it is established after play has finished that there was a 14-12 or worse situation, you will cancel the board and award an artificial adjusted score. If, in checking to see where the fouling occurred, you find that the previous table also played the board in the fouled state, you will cancel then result also.

The 13-13-13-14 situation was addressed specifically in the 2007 laws with the introduction of Law 13F. This requires that the surplus card is removed, and play

continue unaffected, though if the surplus card had already been played to a trick, an adjusted score may be awarded.

Legal and Illegal Changes of Call (Laws 25)

Until his partner makes a call, an unintended call may be replaced, provided his partner has not subsequently called. After partner has called, it is too late. The director must be satisfied that the call was unintended. The essence of this is that it was never in the player's mind, even for a brief period, to make that call, but it somehow "slipped out". A player who opens 1D, then immediately wants to change the call to INT because he realised very quickly that he had 16 HCP has not made a unintended call. When he wrote 1D, that is what he meant to write. Likewise, if a player wishes to make a correction because he suddenly realised that he miscounted his high card points, or had a heart in with the diamonds, this does not constitute an inadvertency. The term "never in his mind" is a useful catchphrase here.

Note the phrase 'without pause for thought'. There may be some time before the player realises that what he wrote was not what he intended to write. He may even realise this after a question from an opponent or even after an alert by partner. But 'without pause for thought' means that, once he realises that what he wrote was not what he intended, his reaction must be *immediate* and he must know *immediately* what he intended to write.

Note that an unintended call can be replaced even after LHO has called, but before partner has called.

After the replacement of an unintended call, bidding continues without restriction, as though the original call had never happened.

Wherever possible in administering the Laws, directors should refrain from looking at a player's cards, as your resultant decision may convey information about those cards to the table. However, deciding an issue of inadvertency is one of the few areas where this may be necessary.

Some examples:

- Partner opens 1NT, and with 9HCP, you pass. You suddenly realise that you are playing a 16-18 NT, not 12-14. Unintended? No.
- You agree spades and use 4NT to ask for aces. Partner answers 5H. You ponder and decide to sign off in 5S. However, you pass. Unintended? In your mind, you were thinking of passing at the lowest level, so this would fail the "never in your mind" test.

Insufficient or unintended?

When a player makes an insufficient bid, they may claim it was unintended – after all who would intentionally make an insufficient bid?

You make your decision along the same lines as above. What was in his mind when he wrote the bid?

Premature correction of an insufficient bid

Note that Law 25 does not apply in a situation where a player, having made an insufficient bid, attempts to correct it before the Director is called. You do not apply Law 25 or offer LHO the right to accept the new call. You apply Law 27.

Change of an intended call

What happens if a player has already changed his call before you reach the table?

LHO has the right to accept it (if he has already called he has in effect accepted the change. Bidding and play proceed, but the withdrawn call is UI and subject to possible lead penalties.

Calls Out of Turn (Laws 28 - 32)

These provisions seem a rather formidable and complex set of Laws. However, they can be summarised readily so as to make them easier to understand and remember.

1. In all out of turn calls, the first option belongs to LHO. Your first action should be to offer him the choice of accepting the call out of turn.
2. If he declines to do so, the out of turn call is cancelled and the call reverts to the correct hand. The withdrawn call may be subject to lead restrictions under Law 26.
3. If he accepts the out of turn call, he makes his call and bidding proceeds as though the infraction had not occurred. No penalty. LHO's making a call is tantamount to accepting it.

The following assumes that LHO has not accepted the call out of turn.

Pass out of turn

Whether the pass out of turn is an opening pass or a pass during the auction, the rectification is the same. The offender must pass at his next turn to call. There is no restriction on partner, with one exception: if you pass during the auction at partner's turn to call, you must pass throughout, partner may not double or redouble at that turn and note that Law 23 may apply.

Bid out of turn

The rectification varies depending largely on whether partner should have bid before you, in which case much damage or potential damage has occurred.

At partner's or LHO's turn to call i.e. partner should have called before you: Partner must pass throughout the auction. Offender may continue to bid at his legal turn.

At RHO's turn to call: Special law. If RHO passes, you must repeat your call without penalty. If RHO bids, then you may either (a) repeat the denomination of your bid out of turn (at any legal level) when partner must pass for one round only; or (b) make any other legal call, but partner must now pass throughout. Note that, if your call is conventional, "denomination" here means the denomination specified by your out-of-turn call, not the denomination named. If your legal call can't specify the denomination(s) named, or if your out-of-turn call didn't relate to a denomination, as with a 1C Precision, *or even 1C that may have as few as 2 clubs*, then partner must pass throughout.

Note that the rectification for an out of turn call at LHO's turn applies only to an opening call out of turn. During the auction, if you call at LHO's turn, you have changed your own call. Law 25 (Change of Call) applies here.

Any bidding infraction which requires either member of the partnership to pass may be subject to an adjusted score under Law 23 if opponents are damaged.

Any out of turn call not accepted becomes a withdrawn call, and may be subject to lead penalty under Law 26.

Double or redouble out of turn

Double out of turn at partner's turn to call: Partner must pass throughout. Offender may bid at his legal turn.

Double out of turn at RHO's turn to call: (a) if RHO passes, double must be repeated and no penalty. (b) if RHO bids, offender may make any legal call, but partner must pass throughout. Law 23 may apply.

Note that if your double out of turn resulted in your doubling your partner's bid, this is an inadmissible double – see below.

Card Played (Law 45)

Declarer says to defender (or vice versa), after a card has been detached from the opponent's hand: "I've seen that card. You have to play it!" How often have we heard that assertion made confidently, sometimes aggressively and always incorrectly? The claimant has often gone onto prove that he saw it by naming the card! That an opponent has seen your card is quite irrelevant to whether the card must now be played. Law 45 covers this situation, and the criteria are different for declarer and a defender.

For a Defender

Law 45C l says that a defender's card must be played if it was held so that it was possible for partner to see its face. It is not relevant that partner was not looking. If he could have seen it had he been looking, then it must be played. If a defender detaches a card from his hand then decides to change it, the fact that declarer saw the first card is declarer's good luck but does not compel the play of that card unless fellow defender could have seen its face. However, defender's indecision may give rise to UI, letting partner know that he has an alternative lead in mind – see below.

For the Declarer

Law 45C2 says that declarer must play the card if it is held face up, touching or nearly touching the table, or maintained in such a position as to indicate that it has been played. What does the last phrase mean? A declarer may, for example, have a (bad) habit of not facing his card on the table but holding it face up several inches from the table, but showing its face to the other players. Obviously this is an indication that the card has been played.

If declarer's card does not meet these criteria, then it need not be played even if a defender has seen it. The unfortunate Director called to the table in these situations always gets two disparate versions of how and where the card was held. He can only come to a decision on the best evidence available to him.

Other situations where a card must be played are: where declarer deliberately touches a card in dummy except to rearrange dummy's cards or to access another card; where a player names a card as the one he proposes to play (this may be retracted if the Director is quite satisfied as to inadvertence); or where a card is a penalty card (subject to Law 50).

Note Law 45D: "If dummy places in the played position a card that declarer did not name..." This applies to a situation where dummy plays a card other than the one declarer named. It does not (at least in my view) apply where dummy plays a card before declarer has named one. Law 45F applies here.

Let's go back to Law 45A. "Each player except dummy plays a card by detaching it from his hand and facing it on the table immediately before him." Law 73A2: "Calls and plays should be made without special emphasis, mannerism or inflection, and without undue haste or hesitation." Law 74A3: "Every player should follow uniform and correct procedure in calling and playing". If all players observed these Laws, we would rarely need to make rulings under Law 45. The player who detaches a card from his hand without exposing it, then replaces it and plays a different card, is in

technical breach of all three of these Laws. Further, in the case of a defender, he is at disk of conveying unauthorised information to partner.

As defender, I am to make the opening lead. I take out a card, then change my mind and play a different card. What (unauthorised) inferences can partner draw? He knows that I do not have a clear-cut lead. So the odds are that I do not hold an honour sequence; against a suit contract that I probably don't have a singleton; against NT that I probably don't have a long suit that 1 see as establishable. As play progresses, these inferences may help partner towards a much better picture of declarer's hand than he is entitled to. Of course Law 73C forbids him to act on this information, but it would be very difficult for a Director to establish that he had or even may have done so.

We must continue to educate players on the hazards of these actions at the table, and adjust scores where there is any suggestion that players may have benefited from them.

Note that Law 45C4(b) allows declarer to change a card played from dummy if the designation was unintended. That is, it was never in his mind to play this card. The declarer who leads up to the AQ in dummy, calls for the queen, then changes it immediately to the ace when the king appears on his left has not made an unintended call for the queen. When he said "queen"' that is what he intended to play. No matter how quickly, he did change his mind. As with an unintended call, the catchphrase "never is his mind" is useful in assessing inadvertency rather than carelessness.

Dummy's Rights and Limitations (Laws 42 & 43)

Laws 42 and 43 cover this area. They need to be carefully read, as some budding directors find some difficulty in following these laws.

Dummy has two sorts of rights: absolute rights which he cannot be deprived of, and qualified rights which he may jeopardise by a breach of correct procedure.

Absolute rights comprise:

- to give information, in the Director's presence, as to fact or law;
- to keep tracks of tricks won and lost; and
- to play as declarer's agent as directed.

These rights cannot be taken from dummy for any reason.

Qualified rights comprise:

- to ask declarer about a possible revoke;
- to try to prevent an irregularity by declarer;
- to draw attention to any irregularity, but only at the end of the hand.

Dummy may lose these rights by failing to observe limitations placed on him by Law 43. However, it is important to note that not all breaches of Law 43 result in dummy's loss of his qualified rights.

There is one other right that does not appear in Laws 42 and 43, but is mentioned in Law 20. This relates to a review of the auction once play has started. Declarer or either defender, at his first turn to play, may require all previous calls to be restated. All players, including dummy, are not only entitled but required to promptly correct any errors in restatement.

Note also Law 9A(3). Dummy may not call attention to an infraction during play, but may do so after the end of play (when of course he is no longer dummy). But note also that any player (including dummy) may attempt to prevent another player's committing an irregularity during play. For example, he could prevent the wrong defender making a lead. He could even prevent a defender whose partner has a penalty card from making his lead before declarer exercises his rights. But note that these rights apply only to ***prevention***. Once the irregularity has occurred, dummy must stay silent until the end of the hand.

Note that the above are the sum total of dummy's rights. He has no rights other than those listed above.

Law 43 itemises dummy's limitations into two groups:

Group 1 – 43A(1):

Group 1 limitations on dummy are:

- he may not initiate a call for the Director, but may do so after any other player has drawn attention to an irregularity);
- he may not call attention to an irregularity during play (he may, of course, at the end of play);

- he may not participate in the play or make my comment, or ask my question, on the bidding or play.

If dummy fails to observe these limitations e.g. by calling attention to a defender's infraction during the play, then he is subject to a procedural penalty under Law 90, but he has not lost his qualified rights. There are no specific provisions for penalties for this type of infraction by dummy, but the Director, under Law 12, may award an adjusted score if he feels that the opponents were damaged by dummy's infraction.

Group 2 – 43A(2):

These limitations comprise:

- exchanging hands with declarer;
- leaving his chair to watch declarer's play; or
- looking at a defenders hand on his own initiative – if a defender elects to show his hand to dummy, there has been no breach.

If dummy fails to observe these limitations, there are two consequences: he may be subject to procedural penalty at the discretion of the Director (as in a breach of Group 1); and he certainly will lose his qualified rights. Law 43B specifies the penalties which apply if dummy, having lost his qualified rights, still attempts to exercise them.

Some examples:

In this first set, dummy has not looked at declarer's or a defender's cards, and so retains his rights:

1. Declarer looks as though he may be going to lead from the wrong hand. Dummy says "Your hand". Quite legitimate, no problem.
2. Declarer has led from the wrong hand. Dummy says 'Wrong hand'. He has called attention to an infraction during the play. Subject to procedural penalty, but he has already possibly damaged his side, so a further penalty would be harsh.
3. A defender looks as though he is about to lead out of turn. Dummy says "It's not your lead." Law 42B(2) permits Dummy to attempt to prevent an infraction only by Declarer, by Law 9(3) gives all players, including Dummy, the right to try and prevent an infraction.
4. Dummy points out to declarer that he has one of his quitted tricks pointing the wrong way. This is a change within the 2007 laws. Under Law 65A(3), dummy has the right to correct declarer's trick arrangement, but only up until the next trick is led to. Otherwise, dummy may be subject to procedural penalty, and possibly an adjusted score if dummy's comment could have influenced declarer's line of play. (The same new law, by the way, also applies to defenders.)
5. A defender leads out of turn, and dummy calls attention to it. An infraction, and subject to procedural penalty. Possibly even an adjusted score if dummy could have known that a lead from the wrong defender could damage his side.

In the next set of examples, dummy has actually looked at declarer's or a defender's cards. He has therefore lost his qualified rights, and the law provides for specific penalties if dummy still attempts to exercise them (Law 43B2). So if dummy:

1. Warns declarer against leading from the wrong hand. Rectification: either defender may choose which hand declarer is to lead from.
2. Asks declarer about a possible revoke. Rectification: If declarer has played a wrong card, he must replace it with the correct card, but the revoke rectification of Law 64 will apply.
3. Is first to draw attention to a defender's irregularity, no penalty shall be imposed on the defenders. For example: a lead out of turn or a revoke. However, the TD will adjust the score if defenders gained directly from the irregularity. What if, at the end of the hand, dummy now draws attention to a defender's revoke? Some would argue that this Law does not apply because dummy is no longer dummy, but the predominant view is that this Law still applies, and there would be no revoke rectification, but perhaps an adjustment for damage.

Note that, in these situations, dummy is liable to a procedural penalty in addition to the specific penalties provided by the laws.

There are two other restrictions on dummy worth noting here:

1. He may not look at the opponent's system card (Law 40B2c), and
2. He may not look at the scorecard during play (regarded as an infraction of 43A(c)).

When does dummy become dummy? Law 22B says that the auction period has not ended until the opening lead is faced. After the final pass, we are still in the auction period. There is a presumptive dummy, but there is no actual dummy until the opening lead is faced, and Laws 42 and 43 are not relevant until then.

The Auction, The Auction Period And Review Of The Auction

End of auction

The auction ends when there are three consecutive passes in rotation after the last bid.

But note that if one of those three passes has been out of rotation and a player has missed his chance to call, the director will revert the auction to the player who missed his chance and bidding proceeds (Law 17E2).

If the board has been passed in, the auction ends after four passes.

Auction period

The auction period starts for a side when either partner withdraws his cards from the board (Law 17A).

The auction period ends when, after the end of the auction, defender faces an opening lead (or, in the case of a passed in board, when all four hands have been returned to the board).

Clarification period

The period between the end of the auction and the end of the auction period is called the Clarification Period. The opening leader selects his lead and places it face down on the table. Now all players (except the presumed dummy) may seek a review of the auction, or an explanation of an opponent's call. This is also the time for the declaring side to call attention to any misexplanations or failures to alert. Desirably this should be before the face down lead. The face down lead may not be changed except at the instruction of the Director, and this will be only when there has been an irregularity e.g. a misexplanation, or lead by the wrong defender.

What would you do in the case where some MI or inadequate explanation had been discovered through a question asked by partner of the hand on lead? Remember that, whilst these questions are allowed by Law, they do run the risk of conveying UI. If you consider that this question suggested a different lead from the opening leader, you have the right to disallow a change of lead, whilst retaining the option of a later adjusted score.

Realise also that, until the end of the auction period, the Director has the right to re-open the auction if MI has come to light. But he may revert the auction back only to the non-offending player whose partner has not subsequently called. Even then, the right to an adjusted score remains (Law 21B).

Review of the Auction and Explanation of Calls (Law 20)

These are two different areas and are sometimes a source of confusion for directors.

A "review of the auction" is simply a re-statement of all the calls during the auction (including alerts). *It does not involve any explanations of calls*. Such review must be

complete and not partial. Players at their turn to call may at any time during the auction period seek a review of the auction (unless they are required by Law to pass). That right extends into the play period, but *only as far as their first turn to play*. Thereafter they have lost that right, and then may ask only what the contract is and whether it was doubled, but not by whom it was doubled. This is why the bidding pad should be covered after trick one.

An "explanation of calls" means an explanation of the meaning of an opponent's call. All players have the right to ask for such an explanation *throughout the bidding and play, but only at their turn to call*. But, even though legal, questions do carry a risk of conveying UI. For this reason, we should encourage players not to ask questions about specific calls but to ask about the whole auction.

Faced Opening Lead out of Turn

The Laws require an opening lead to be made face down. This requirement is commonly breached. You are called to the table and offer declarer a confusing array of options. These boil down to two options each with a few sub-options.

Option 1: Accept the opening lead out of turn (OLOOT). You have two sub-options:

(a) Accept the lead, see dummy then play from your own hand, or

(b) Accept the lead, but allow partner to play the hand and you become dummy.

Option 2: Don't accept the lead, and have the lead revert to the correct hand. You now have penalty card rights in relation to the card led out of turn. You may:

(a) forbid the lead of a card in the penalty suit, or

(b) demand the lead of the penalty card suit, or

(c) allow lead of any suit.

All the penalty card provisions apply to these choices.

If declarer plays to trick 1 from his own hand or dummy, or starts to spread his hand, he is deemed to have accepted the LOOT. If declarer has seen any of dummy's cards (e.g. dummy starts to spread his hand), then declarer **must** accept the lead..

This last situation may prompt Law 23. Example:

South is declarer and East leads a small spade OOT. Before a ruling can be made, North spreads his hand (a breach of correct procedure), thereby obliging South to accept the lead. North's spade holding is the AQ. The TD may apply Law 23's "could have known" provisions and adjust the score if EW were damaged (see below).

Damage after Infractions (Laws 23)

Under the 1997 Laws, Laws 23 and 72B1 went hand-in-hand. With the 2007 laws, just Law 23 covers these situations.

> **Law 23**
>
> "Wherever, in the opinion of the Director, an offender could have been aware at the time of his irregularity that this could well damage the non-offending side, he shall require the auction and play to continue (if not complete). When the play has been completed, the director awards an adjusted score if he considers the offending side has gained an advantage through the irregularity."

Law 23 is referred to by many other Laws and is relevant to many infractions. Amongst them: bids, passes and doubles out of turn; insufficient bids; exposed card and lead during the auction; inadmissible doubles. To understand these laws fully, we need to consider the concept of "could have been aware".

In a similar vein, Law 73F uses the phrase "could have known" in relation to possible deception.

It is important that directors understand the intent of these Laws. On first reading, it may seem that the Laws require us to assess whether the offender knew the Laws well enough to understand the penalties and possible benefits to his side. But this is not the case. "Could have known" or "could have been aware" refer to the actual bridge situation at the table. Two examples:

1. Partner is dealer, but I pass out of turn, not accepted by LHO. I must pass at my first turn. Partner, aware of this, and holding a balanced 17 HCP, takes a reasonable punt on 3NT. I have only 5HCP, but the cards lie extremely well, and partner makes nine tricks for +400, with the rest of the field staying in a part score for +150. So we get a top. But there is no way that, when I passed out of turn, I could have foreseen my advantage to us. Usually we would be disadvantaged. We just got lucky and opponents unlucky. So no adjustment.
2. In a competitive auction, my RHO bids 5H (we have bid 4S), and I double. Before partner has a chance to bid, I make a face-up opening lead. Partner is barred at his turn. 5H goes off, as would 5S had partner bid it. Now the TD will adjust if he felt that partner may have taken the push to 5S. In this situation, 1 could have known that my lead during the auction could benefit our side by silencing partner. Note that the TD is making no judgment whatsoever about my motives in committing the infraction. They are not relevant. Whether the infraction was just carelessness (the case most of the time), or made with intent (rare), the ruling is identical, The TD is simply ruling by the book and it is important that players understand this. An unfavourable ruling in no way reflects on their ethics.

An analogy: at cricket, the bowler whose foot sneaks over the bowling crease is no-balled. It is irrelevant whether it was accidental or done with intent to crib a few inches.

Similarly, the defender who holds no honour card but fumbles when declarer leads the jack towards the K98 on the table would certainly know that his action could mislead declarer. Unless he has a sound bridge reason for his fumbling, the Director will adjust the score if declarer is damaged. Again, this decision makes no comment on the defender's ethics. It is just a mechanical ruling.

Withdrawn Calls – Lead Restrictions (Law 26)

General principles: There are many situations where a player's call is withdrawn and replaced by a different call e.g. insufficiency, out of turn call, inadmissible calls etc. When this occurs, the offender's partner possesses unauthorised information about the offender's hand. The Law aims to redress this damage by providing for possible rectification during the auction and also lead restrictions during the play.

1. There are no restrictions on the offender. The restrictions apply to partner when he is first on lead.

There is no lead restriction for the offender – it is the offender's partner who possesses unauthorised information.

2. The restriction is for the suit/s shown, not necessarily the suit/s bid.

Note that the restriction applies to the suit/s related to, not necessarily the suit named. For example: NS are playing transfer pre-empts. West opens 3C, and North, not noticing this, bids 3C showing a pre-empt in diamonds. This is an insufficient conventional bid, and as NS's system does not have a suitable bid for a 27B1(b) replacement, South must pass throughout. North elects to replace his bid with a pass. The lead penalty for South will be in relation to the diamond suit, the suit indicated by the bid, and not clubs, the suit actually named by North.

3. If the offender specifies later in the auction the suit related to by the withdrawn call, or has legally specified that suit earlier in the auction, them is no lead restriction.

If North had replaced his 3C bid with a diamond bid, or at some later stage in the auction had bid diamonds, then would be no lead penalty because there would be now no unauthorised information.

Some withdrawn calls may relate to more than one suit. For example: West opens 2C Precision. North bids 2C, then says "I thought West had bid 1C". North's 2C bid is Michaels, showing both majors. If North replaces this with a pass, South is barred of course, but there will be lead penalties, not in the club suit, but in hearts and spades, the suits shown by the 2C bid.. When South is first on lead, Declarer can demand or forbid the lead of a heart, or he can demand or forbid the lead of a spade. (He cannot do both). If he forbids, that restriction continues until the lead changes hands. If, at some later stage in the auction, North had bid spades but not hearts, the lead restriction could only apply to the heart suit but not to the spade suit.

4. If the call relates to a specific suit or suits, declarer can demand or forbid. If it did not relate to a suit, declarer can only forbid.

There will be some withdrawn calls which do not relate to a specific suit or suits e.g. NT, inadmissible X or XX, or pass. A Precision 1C would be in this category - it names a suit but has no relation to that or any other suit. Now declarer's options are different (Law 26B). When offender's partner is first on lead, he is no longer able to demand the lead of a suit. He can merely forbid a lead in one suit only, the suit being

of his own choosing. Such prohibition remains until the lead changes bands, after which them is no further lead restriction.

Law 26A1 says that if the bid related to a specific suit and that suit was later specified, then there is no lead restriction. Take our first example, where North makes an insufficient 3C bid relating to the diamond suit, he replaces the 3C bid with a pass, He never makes a diamond bid. But later in the auction, East bids 4NT Blackwood, West responds 5D, and North makes a lead directing double. Has North now specified the diamond suit? Endicott, in his *Commentary on the Laws*; says that the intention of the drafting committee was that "later specified" be synonymous with "later named", and that it was not envisaged that specification by way of a conventional bid was to be included. However … "we do not rule out altogether incontrovertible specification by conventional methods". In this particular situation, it seems to me that North has made a lead directing double by a legal call, and that to allow declarer to forbid a diamond lead would be inequitable.

Two suited calls: What is the lead penalty when a call showing two suits is withdrawn? For example, 2H showing hearts and clubs? You apply Law 26A, because both suits are specified. But if the 2H bid showed hearts and a minor, then one suit only is specified. Here you apply 26B. In other words, 26A applies only where all suits are specified. If the call shows an unspecified suit, then apply 26B.

Illegal Deception (Law 73E and 73F)

You are called to the table to rule on this situation:

Dummy K9xx
Declarer AJ108

Declarer has played the jack, LHO hesitates and plays small, and declarer runs it to the queen. Declarer requests an adjusted score because of LHO's deceptive hesitation. LHO says that he was wondering whether he should peter with two small cards. What do you do?

First, let's look at the relevant laws:

> **Law 73F**
>
> When a violation of the Proprietaries described in this law results in damage to an innocent opponent, if the Director determines that an innocent player has drawn a false inference from a remark, manner, tempo or the like, of an opponent who has no demonstrable bridge reason for the action, and who could have known, at the time of the action, that the action could work to his benefit, the Director shall award an adjusted score.

It is important to note that the Laws nowhere talk about my intent to deceive. The Director no longer had to decide that a player's action was deliberately intended to deceive (an invitation these days to a lawsuit), only that he could have known that an opponent might be misled by his action. But back to the above situation.

Do we adjust here? Yes, automatically. Even a novice player would know that a hesitation here would be likely to deceive declarer. Considering a possible peter is never considered an adequate explanation for the hesitation. Whether we believe the player is irrelevant.

A different situation:

Dummy: K9xx

Declarer JT8xxx

Declarer leads the jack, LHO hesitates and the jack runs to the queen. LHO states that he was wondering whether to play his ace. Do you adjust? No, because there may be good bridge reasons for LHO to play his ace to this trick. The hesitation here means that LHO has an honour, and declarer has been unlucky to mis-guess.

There is one proviso: defenders have the right to think at trick one. If declarer plays quickly from dummy at trick one, third hand should be allowed a little time to think. I would suggest also that, in the first situation, a declarer who wins the opening lead, and then with the speed of light lays down the jack in order to elicit some reaction from LHO should not be entitled to too much sympathy.

So to summarise: when a player (even the world's most ethical player) hesitates and has nothing to think about, or was wondering whether to peter, and he can clearly see

that this may mislead declarer, then we adjust by giving a trick or more to the other side (provided that damage resulted). We do not say that he did it deliberately – we just adjust. If a hesitation is because he has a legitimate bridge problem, such as whether to play an honour or not, then we do not adjust. Procedural penalties are not appropriate (they are tantamount to an accusation of cheating) unless the infraction is a frequent one for the player concerned.

Claims and Concessions (Laws 68 - 71)

Definitions

A claim is a suggestion that play be curtailed, and that the claimant will win a certain number of the remaining tricks. A concession similarly suggests curtailment, and that you will lose a certain number of tricks. A claim is also often a concession in that you will claim some of the remaining tricks, and concede some. A claim is also made when a player shows his cards (unless the TD is quite convinced that this was not his intention). Any statement such as "The rest are mine" constitutes a claim. If declarer says to an opponent pondering his play "It doesn't matter what you play", this is effectively a claim.

Procedure

(1) A claim must be accompanied immediately by a statement as to the proposed line of play. If the claim is disputed, the TD will not allow the claimer to further embellish his original statement.

(2) The 1997 Laws required that play must now cease, Under the 2007 Laws, play now ceases (not must). If play does continue, the TD may use the subsequent play in making a judgment on declarer's clarification statement.

(3) The only situation where a TD will allow play to continue after a concession is where one opponent concedes, but his partner immediately objects. However, the conceding defender may not base his subsequent play on the unauthorised information that partner may have a defensive trick available. Further, any cards exposed by a defender in these circumstances are specifically not penalty cards, but knowledge of those cards is UI to the partner.

(4) When called to the table on a disputed claim, the TD will first require the claimant to re-state his statement of claim, and will then have all four hands faced. In the absence of relevant statements in the claimant's stated line of play, he will assess the validity of the claim based on a normal line of play. (Note here that normal line of play means inferior or careless, but not irrational play for the class of player involved). He will not allow a finesse unless it has already become obvious or would become obvious by a normal line of play or if it would be irrational not to finesse; he will not allow any embellishment of the original claim except for the same reason; if there is a trump outstanding and it seems likely that the claimant may have forgotten about it, then he will lose a trick to that trump if he can do so by my careless play e.g. cashing side suit winners without drawing the last trump. The TD would need to be convinced that the claimant knew there were trumps outstanding before allowing trumps to be drawn. This would be rare e.g. declarer claims at trick one, making no claim about trumps when it is obvious that there are trumps outstanding. If play had proceeded after the claim, the TD should be careful not to place too much credence in the claimant's subsequent drawing of trumps. An outstanding trump (with no comment about drawing that trump) is a common situation in a disputed claim. The very fact that the claim is being disputed is likely to wake declarer up to the fact that there is a trump outstanding.

The Zone 7 Law Interpretations offer guidelines for assessing an unstated line of play:-

- Top Down: A declarer who states he is cashing a suit is normally assumed to cash them from the top, this is especially so if there is some solidity
- Different suits: If a declarer appears unaware of an outstanding winner, or losing line of play (but see above), and a trick could be lost by playing or discarding one suit rather than another, then the director will award that trick to the other side.

Cancelling a Concession (Law 71)

A concession once made must stand (but see below re concession by defenders), but the TD will, within the Correction Period, cancel it if one of the two following conditions is met..

1. Conceding a trick your side had in fact won.

2. Conceding a trick that could not be lost by any 'normal' play of the remaining cards. 'Normal play' would include play that would be normal or inferior for the class of player involved.

Note that if one defender concedes, but their partner immediately disagrees, the concession is cancelled and play continues. If the player who conceded has shown their cards, they are to be picked up, and knowledge of those cards gained by partner is unauthorised.

Withdrawing agreement

Up to the 79C expiry period, agreement may be withdrawn on these grounds:

1, Agreement to loss of a trick your side had in fact won, or

2. Agreement to loss of a trick that his side would likely have won had the play continued.

Note also**: Law 79A2 says** "A player must not knowingly accept either the score for a trick that his side did not win or the concession of a trick that his opponents could not lose". Note the word "must" the strongest word in the Laws. It implies that a penalty for a breach would be almost automatic.

Penalty Card (Laws 49 & 50)

A card exposed or illegally played by declarer is never a penalty card, because no damage has been done to the defenders. But, whenever a defender is able to see a card in his partner's hand before he is legally entitled to, then there is potential damage to declarer, and any such card becomes a penalty card. The card my have been exposed via an illegal play or by accident, or even by a defender illegally naming the card – in each case, it becomes a penalty card. Note that it does not need partner to have actually seen the card to become a penalty card. If it was in a position where partner could have seen is face had he been looking, then it is a penalty card.

Note that the Law does not require the TD to declare that it is a penalty card. It automatically becomes so if the above conditions are met.

Major or minor penalty card?

There is still much confusion amongst players and some directors on this issue.

For a card to be a minor penalty card, there are three requirements. It must:

- be lower than a 10;
- have been accidentally exposed e.g. by accidentally dropping or by sticking to another played card; and
- be the only penalty card – thus if you accidentally expose another minor card when you already have one on the table, then both cards become major penalty cards.

Minor penalty card

The "penalty" is very minor. It is important to understand that:

1. There is no restriction on partner whilst there is a minor penalty card on the table.
2. The minor penalty card does not have to be played at the first legal opportunity e.g. in discarding, following suit or leading.
3. You can play my legal card you wish to any trick, but the only proviso is that you cannot play a non-honour card in the penalty card suit until you have first played the penalty card *(remembering that a 10 is an honour card).*

Major penalty card

Restraints on offender:

- The card must remain face up on the table.
- The obligation to follow suit, or to comply with a lead or play penalty, takes precedence over the requirement to play a major penalty card.
- It must be played at the first legal opportunity, whether in discarding, following suit, ruffing or leading. (In the case of the enforced lead, declarer has no option to forbid the lead)..

- If he fails to meet this requirement by playing another card, declarer may accept this play (he must accept it if he has subsequently played from either hand), but the penalty cards remains such. Declarer may refuse the play, in which case it must be corrected, but the card incorrectly played now becomes a penalty card.

Restraints on partner:

- Whilst a penalty cad is on the table, partner must not lead until declarer has exercised his options (see below).
- Further, any information or inferences drawn from the penalty card are unauthorised information to partner e.g. any play signals or inferences about other cards held by offender. However, knowledge that a penalty card must be played is authorised.

Declarer's options:

- He may require or forbid the lead of that suit by offender's partner. The penalty card is now picked up, and offender may play any legal card. If declarer has prohibited the suit, partner may not lead that suit until he has lost and regained the lead. However, if declarer demands the suit and the trick is held, partner may now switch.
- His other option is to allow partner of the offender to lead what he likes, and the penalty card remains such. If the defender continues to be on lead after that trick, he must again wait to see if declarer chooses to exercise his options before leading to the next trick.

Multiple penalty cards

If a defender has multiple penalty cards and he legally has to play one of them, declarer may specify which one. If he has multiple penalty cards in the same suit, and declarer either forbids or demands the lead of that suit, they are all picked up. If he has penalty cards in one or more suits, declarer may require the lead of my one of those suits and defender picks up all the cards in that suit. Declarer may also prohibit the lead of any one or more of the penalty card suits, and offender picks up all cards in the suit(s) prohibited.

Some examples

Let's use an example. Supposing partner has the ♥A as a penalty card on the table. You are entitled to know that partner must play the ♥A at his first legal opportunity. But you are not entitled to any other knowledge arising from having seen that card e.g. that this is 4 HCP that declarer does not hold.

Take another perhaps extreme but not impossible situation. You are West and the bidding goes:

South	North
INT (12-14)	2C
2S	4S

Partner leads the ♥K (showing probably also the ♥A) out of turn. South exercises his option to treat the ♥K as a penalty card, and requires that you do not lead a heart. You

lead something else, and the ♥K is picked up. You are still not entitled to know that partner holds the AK♥. Nor are you entitled to know that, once you add the HCP in your hand to dummy's and partner's AK that South started with exactly 12 HCP, and that partner has no other HCP in his hand.

Law 58B2

Whilst on the subject of penalty cards, look at Law 58B2, which applies when a defender accidentally plays two cards to a trick and both are visible. Most players and many directors don't know of this Law. When called to this situation, you don't ask the player what card he meant to play. He has the right to nominate which cards he now chooses to play, regardless of what he intended. As an example, playing to a spade lead, two cards appear from his hand, the two and the ten. When he specifies which card he intends to play, the other card becomes a penalty card. If he specifies the two, then the ten becomes a major penalty card (being an honour). If he specifies the ten then the two becomes a minor penalty card, a much less damaging situation. The player is entitled to make his decision after you have explained this to him.

Procedure Following an Irregularity (Laws 9, 10, 11)

All players (*except dummy*) have a duty to call the TD when an irregularity occurs, and may be subject to penalty for failure to do so. The 1997 Law 9 said the TD **must** be called. The new Law 9 says **shall**, not quite so strong. Note that the non-offending side may forfeit their right to a penalty if the TD is not called (Law 11)..

Take this situation: West revokes (not established) and leaves his card face up as a penalty card. East subsequently gets the lead, and makes his lead without waiting for declarer to exercise his option. Normally the card East leads will also be a penalty card. However, if the TD considers that East made this lead whilst unaware of his obligations, then he my cancel this penalty because he was not called at the time of the infraction.

Director's Discretionary Powers (Law 12)

Many infractions have a specific penalty laid down. But there are some infractions which cause damage, but which don't have a specified penalty. For example: a revoke by dummy. In all these situations, Law 12 authorises the TD to adjust the score to redress damage. But he may not adjust the score if there is a specific penalty laid down, even if he believes that penalty to be too severe.

Insufficient Bids (Law 27)

The 2007 Laws brought a significant change to the insufficient bid laws. The intent was to allow more auctions to continue logically rather than players often trying to "guess" the right contract which is what they had to do after certain insufficient bids. Players now have more latitude in being able to replace an insufficient bid with another call and having the auction proceed normally, but with it came further requirements for the TD to award an adjusted score where an inappropriate benefit was obtained.

While the intention was good, the new law has proved something of a nightmare for directors as it left so many unanswered areas, but things are slowly becoming clearer. The zones are authorised to apply their own interpretation of Law 27.

An IB cannot by definition have any systemic meaning. The circumstances surrounding the making of an IB can be many and varied. Thus the IBer may have thought he was opening, he may have missed or misread one or more earlier bids or he may have just been confused about the level of the auction. The Zone 7 guidelines (which carry the full force of Law) recommend that the IBer be taken away from the table (to avoid giving UI to others) and asked what he thought he was doing. This may make it easier in reaching a sensible ruling. It will often be necessary also to establish what their systemic agreements are.

When called to the table where an insufficient bid has occurred, the process is:

Step 1: As with most infractions, you first offer LHO the right to accept it. In doing so, you should also explain the consequences i.e. that bidding proceeds without any penalty to the offending side, and there is no question of UI. You should also explain to LHO what happens if he chooses not to accept it, so that he my make a fully informed decision.

Step 2: Insufficient bid not accepted by LHO:

Law 27B1(a) says:

If an insufficient bid in rotation is not accepted (see A) it must be corrected by the substitution of a legal call (but see 3 following). Then

1. *(a) if the insufficient bid is corrected by the lowest sufficient bid in the same denomination and in the Director's opinion both the insufficient bid and the substituted bid are incontrovertibly not artificial the auction proceeds without further rectification. Law 16D does not apply but see D following.*

Decide whether the IB (insufficient bid), or the IB corrected to the next legal level, could possibly have been artificial. (Remember that an opening 1C or 1D that could be made with less than 3 cards in the suit is artificial, even though the actual hand may have 3 or more. It's the systemic meaning of the bid which decides artificiality.) If the answer is "Yes, it could have been systemically artificial" then this law does not apply, so proceed to 27B1(b) which may give the offender further options.

If you are satisfied that neither bid could have been conventional, then apply 27B1(a).
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Replacement under Law 27Bl(a)

If (and only if) he replaces the bid with the lowest sufficient bid in the same denomination, then the auction proceeds without penalty.

For example: West opens INT and North bids 1D. Only if both North's 1D bid and a 2D overcall would be natural may the replacement be allowed under this section.

Note that this Law specifically states that the IB is AI to all, and that Law 16D does not apply. But it also charges the TD to award an adjusted score if the IB allowed the offending side to get a better result than they might have got without the infraction. See below for examples.

Important note: An IB correctible under 27B1(a) may also be correctible under 27B1(b), with less disadvantage to the offenders. So don't automatically apply 271(a) without first also considering any rights under 27B1(b) and, if applicable, offering the IBer those options also.

Replacement under Law 27B1(b)

The law:

> *(b) if, except as in (a), the insufficient bid is corrected with a legal call that in the Director's opinion has the same meaning* as, or a more precise meaning* than, the insufficient bid (such meaning being fully contained within the possible meanings of the insufficient bid) the auction proceeds without further rectification, but see D following.*

If the offender has a sufficient systemic call or bid available that has the same meaning as the IB, or has a more specific meaning than the IB, then he may make that call and the auction proceeds without restriction. What this is saying is that the replacement call (RC) must as a minimum convey all the information that the IB conveyed. It may contain more information, but it can't contain less.

Let's look at some examples.

W	N	E	S
1D	1S	1H	

Without the interposed bid 1D – 1H would systemically mean "I have at least 4 hearts and enough points to respond to 1D". Law 27B1(b) says that I am entitled to make my IB good with any other legal call, provided that, at the very least it contains all the information from the IB. It may contain more info, but it can't contain less. So, if we are playing a negative doubles where 1D – (1S) – X promises responding values and at least four hearts, then I could replace my IB with a double. On the other hand, if we are playing rather more wide ranging negative doubles showing values which would most times show at least 4 hearts, but not promise this, then I could not legally change my IB to a double.

W	N	E	S
1H	P	1H	

Seemingly East missed West's opening bid. How do you rule?

At first, let's assume that EW are playing a standard system that opens 4 card majors.

Under 27B1(a), East could bid 2H and bidding could proceed with the proviso that the TD may adjust under 27D. But East may also have rights under 27B1(b). His 1H bid conveys the info "I have an opening hand and at least 4 hearts". Systemically, does he have any other bid that conveys at least that same message? Perhaps they are playing a Jacoby style where 1H - 2NT conveys the same message – an opening hand with 4+ hearts. It may even contain more info re distribution and a more specific HCP range.. He could legally replace his IB with 2NT and bidding proceeds normally. Or perhaps they are playing the older Standard where 1H – 3H shows an opening hand with 4+ hearts, in which case the 3H would be legal. Perhaps they are playing splinters which show a singleton, at least 4 hearts and an opening hand. In this case, with say a singleton club, he could bid 4C. Note that the 4C bid conveys more info than the 1H IB. This is not the issue. The RB is allowed to show more info that the IB, but may not convey less.

Now let's assume, in this same sequence, that EW are playing a 5 card major system. The IB conveys the message that I have 5+ hearts and an opening hand.. Now, unless they have a system that some other call will convey at least that message (most unlikely) then East's rights will extend only to his rights under 27B1(a).

W	**N**	**E**	**S**
P	1S	1H	

What are East's options here. 1H or 2H would be natural, so 27B1(a) will apply. He could bid 2H and bidding will proceed, the 1H bid is AI, but Law 27D may apply.

Does he have any other options under 27B1(b)? Yes he may. His 1H bid says 'I have an opening hand with 5+ hearts'. Is there another bid in their system conveying at least that message? For example, if EW are playing intermediate jump overcalls (at least a good 14HCP) then he could bid 3H. It conveys more info than the 1H, but it does convey all the info from the 1H bid. Supposing that EW are playing Michaels cue bids, which at this vulnerability would show at least an opening hand, at least 5 hearts plus a 5 card minor. Could he now bid 2S to show this type of hand? Yes. The question to ask yourself is this: has West learnt anything about East's hand from the IB that he doesn't learn from the RB? If, like most of us, they play Michaels with hands somewhat below opening strength, then the IH IB could not be replaced by 2S.

W	**N**	**E**	**S**
1C	P	1C	

Again East seemingly has not seen West's opening bid. How do you rule?

You find EW are playing a natural 1C opening – at least 3 clubs. So under 27B1(a), East can bid 2C without penalty. Any other options under 27B1(b)? East's 1C bid says "I have an opening hand with 3+ clubs". Within the EW system, could he change his bid to 3NT under 27B1(b), thereby allowing West to bid on with say 19-20 HCP? Supposing that the EW agreement was that 3NT would show 13-15 HCP with clubs

as the only suit of 4 or more cards. So East in effect would be deliberately misbidding his hand. Is he allowed to do this? Yes, but the result will be subject to adjustment under 27D.

Max Bavin, Chief Director of the EBU, has a good rule of thumb in deciding whether to adjust in these situations. I'll call this the Bavin Rule. He says:

We adjust under 27D if either:

(a) the IBer warps his system in order to avoid silencing partner, or

(b) the IBer's partner responds as though the system has been warped.

Now for the old bugbear, the insufficient bid in response to an Ace ask. At a later stage in the auction you have this sequence.

W	N	E	S
4NT	P	4D	

4D shows one Ace. Applying our catechism, we ask is the 4D bid artificial? Who knows? What partnership has an understanding about a 4NT – 4D sequence? But the 5D bid is certainly artificial. So 27B1(a) does not apply. Does 27B1(b) allow a RB of 5D? Yes – the 5D bid gives exactly the same info as the IB. Bidding can proceed normally by allowing East to make the RB of 5D.

What about the next situation in a competitive auction?

W	N	E	S
4NT	5H	5D	

East's 5D over 4NT would show one Ace. Applying 27B1(b), do EW have a call giving the same info? EW are playing DOPI whereby, after interference over a Blackwood ask, a double shows no aces and a pass shows one Ace. We would allow East to change his 5D bid to pass. If EW were playing PODI (pass = none, double = 1), we would allow East to change his call to double.

Authorised information – an anomaly

Note that 27B1(a) specifically says that the IB is AI to all and Law 16D does not apply. Yet 27B1(b) does not contain that statement. Was this an oversight, or did the Lawmakers not want to exclude 27B1(b) IBs from Law 16D? Or did they assume that, by its very nature the RB under this law carries the same info as the IB, so there was no need for this inclusion. Who knows? But, in real life, this is not likely to be an issue.

Note also that while the IB may be AI, any comments made by players at the time of the IB will be UI. I suspect that, in most cases, the offender will have made some comment before you are called such as 'Sorry, I didn't notice that bid'. Any such comment will be UI. We should educate players, in their own interests (and ours!), to refrain from making any comment at the time of the IB.

Replacement under Law 27B2

> *2. except as provided in B1 above, if the insufficient bid is corrected by a sufficient bid or by a pass, the offender's partner must pass whenever it is his turn to call. The lead restrictions in Law 26 may apply, and see Law 23.*

Where B1(a) or B1(b) do not apply, the offender must make a valid call (except double), and partner must pass throughout.

Note that the provisions of Law 27D (score adjustment) do not apply to 27B2 replacements. The IBer has barred his partner and now must take a stab at their best spot. If they thereby get a good score, this becomes a 'rub of the green' situation, However, Law 23 under the 'could have known' principle may still apply.

Premature attempt at correction

Commonly, the offender has attempted to correct his insufficient bid before you have arrived at the table. What is the approach now?

This law changed with the 2007 laws. Firstly, offer the LHO the option of accepting the original insufficient bid. If he choses not to accept it, the replacement bid must stand, and the TD needs to determine the consequences of this, i.e. does it fall within Law 27B1(a) or 27B1(b), thus allowing the auction to continue, or will it fall under 27B2 and bar partner from bidding?

Law 27D – non-offending side damaged

This law requires the director to adjust the score if an offending side could have been damaged as a result of an insufficient bid corrected under 27B1. Even though the IB was AI to the partner who is entitled to act on it, the TD will adjust the score if he judges they got to a better result than they would have done without the IB. This would apply in a case where the offending side reach a contract that they would not normally have reached without the insufficient bid. For example:

N	E	S	W
1S	Pass	1S	

Assume this is corrected to 2S under 27B1(a). North now might presume that South has spades and an opening hand. This enables exploration for slam starting at the 2 level and they bid and make their slam. If the TD judges that without the advantage gained they would be unlikely to have reached the slam, he may adjust the score. Another example might be:

N	E	S	W
1D	2C	1NT	

Under 27B1(a), South can correct to 2NT. However, North knows that South will have 6-10 HCP and may not even have a club stopper. If North has 14-15 HCP, he may pass knowing that they won't have game going points. The Law asks us to consider the likely outcome had the IB not occurred. This does not mean that we consider the auction that occurred minus the IB, i.e. 1D – (2C) – 2NT). It means that we look at the hands and decide likely auctions if the IB had never been made, and the

IBer had made his normal response. For example, 1D – 2C – Pass or 1D – 2C – 2D. That is, the table had just continued to play their normal bridge. If 2NT is an unlikely outcome in this scenario, then we will adjust. Our adjusted score may have to be a weighted score.

The Zone 7 Interpretation Guidelines (mentioned earlier) suggest that if in doubt about allowing a correction under 27B1(a) or 27B1(b), the director should err on the side of allowing the correction and let play continue, but should stand ready to adjust under 27D if necessary. But note the proviso. If you allow such a replacement but later decide that this was ill-advised or even wrong, you do *not* apply Law 82C (Directors error), which would mean Av+ to both pairs. You will adjust under 27D.

Other relevant Laws

1. **Definition of a conventional bid:** Note that some "natural" systems will open 1C or 1D on less than three cards in the suit e.g. standard systems using 5 card majors. This 1C or 1D bid is regarded as conventional for the purposes of this Law. It doesn't matter that this particular hand my hold 3+ clubs. If the agreement is that the 1C or 1D bid may be made on less than three cards, then the bid is conventional. Note also that any bid showing a willingness to play in two suits (even if one is specified by the bid) is also conventional.
2. **Unauthorised information:** Law 16D makes it clear that information arising from any withdrawn action remains unauthorised to partner throughout the bidding and play. This does not apply to calls withdrawn under 27B1(a) or 27B1(b).But it will apply to IBs treated under 27B, any premature attempt at correction which is replaced by a different bid but which is not accepted by LHO, any attempt to double or re-double.
3. **Lead restrictions:** Law 26 provides for lead restrictions in respect of withdrawn calls. However, had the suit/s shown by the withdrawn call been shown elsewhere in the legal auction, either before or after the sufficient bid, then no lead restrictions apply in respect of that suit.

   For example:

West	North	East	South
1D	3S	P	P

   2D then corrected to a pass

   Because diamonds had been shown elsewhere in the legal auction, Law 26 does not apply.
4. **Law 23 "could have known"**: Laws 23 should always be considered in any IB situation, though you will rarely need to apply it. There is a general principle that a player may not benefit his own side by an infraction of Law, where he could have known at the time of his infraction that it might advantage his side e.g. by silencing partner. It is not necessary to decide that the infraction was intentional. The player's motivation is irrelevant. If, in this situation, a player could have known at the time that the infraction might benefit his side, then you adjust for even the most unimpeachable player.

CONCLUSION

Regulations

In additions to the laws, sponsoring organisations also have regulations, which have the force of law. These relate to such areas as systems, alerting regulations, written bidding regulations, substitutions etc. The QBA has produced is own such regulations, which most clubs have adopted. Directors need to have some familiarity with these.

All clubs now have an up-to-date copy of these, and should be able to make them available to their club directors. You should read and understand particularly the alerting regulations.

Ongoing education

I repeat here the earlier advice given. Join the ABDA and receive access to the ADBA web site incorporating the bulletin boards and archives of Directors' Bulletins

However, you cannot become a competent director merely by reading. Get as much experience on the floor as you can, and when you have struck an unusual situation, make sure that you check it out later in the Lawbook. Seek advice on difficult problems. Share your experiences and difficult situations with other directors via club or national directors meetings, and the ABDA bulletin boards. Have regular meetings of your club directors to discuss rulings and other technical matters.

PART 2
MOVEMENTS

MOVEMENTS

Pairs Movements

There is a wide variety of possible movements. It is not necessary to know even most of them to be a competent director. One should in fact resist the temptation to show off one's versatility by staging exotic and complex movements. Players don't like them, and it is inevitable that they will sometimes go wrong because of their complexity. The movements listed here will give you the versatility to adapt your movement to the size of the field and any constraints in time and board numbers.

The aim of any movement is to have 100% balance. This occurs when all pairs with whom your scores are being compared all play the same boards, the same number of boards and who sit the same way as you the same number of times. This, a 9-table Mitchell is 100% balanced. A 10-table share-and-bye Mitchell is also 100% balanced. A 10-table Mitchell with a skip has lost some balance, because each pair misses one set of boards.

There is a huge number of possible Howell movements but many are not balanced, as ideally each pair should have their result compared with each other pair the same number of times. Use only known balanced Howells.

Curtailing of movements will reduce balance. A Mitchell with a half-table (EW sit-out) will be balanced for the NS but not for EW.

Full balance may have to be sacrificed at times to cope with the constraints of numbers and time available. But directors should aim for as close to perfect balance as possible.

Mitchells

With this movement, players are divided into me fields, NS and EW. They stay in that field for the duration of the movement, and there are two winners.

Odd numbers (full tables)

Very simple. The boards are distributed in order to all tables, and on each round the EW players move to the next higher numbered table and the boards W the next lower numbered table. With an odd number of tables, the boards (travelling in one direction) and the EW players (travelling in the other direction) never meet, but "cross over" half way around.

Even numbers (full table)

Because of the need for players and boards not to meet up half way around, there are two options with an even number of tables:

- **Skip movement**: Boards distributed to all tables in sequence, and move as above, but with the EWs skipping a table at the halfway mark. For example, with 12 tables, EW skip a table after round 6. If they don't skip, they will start meeting boards already played. There will be 11 rounds. You can play 12 rounds whereby the EW play the boards they missed against the pair they started with.
- **Share and byestand**: Table 1 and the highest table share boards, and there is an extra set of boards on a byestand at the half way mark. With 12 tables, 1 & 12 share, with byestand boards between Tables 6 & 7. The boards move from Table 7 to the byestand, and from the byestand to Table 6. Make sure that the NSs at Table 6 know to take their boards in order. On the move, the boards shared by Tables 1 & 12 move on Table 11.

  Variations of the share & byestand – the sharing tables and the byestand table can be anywhere in the movement, provided they are "opposite" each other. Thus Tables 6 & 7 could share and with byestand between 1 & 12, or 2 & 3 share and byestand between 8 & 9. Not recommended and players involved in board sharing will score on the wrong line.

The share and byestand is a complete movement, and is preferable to the skip movement, time permitting, as with a skip, EW players miss out on playing one set of boards and one NS pair.

Half Table Considerations

In standard Mitchells, it is best that the sit-out pairs be EW. Two reasons: A NS pair sitting out may hear discussions at the next table about boards they will play next (with EW sitting out, their next boards are 2 tables away). Also, players will often enter their scores on the missing score line instead of their own. If you use a NS sit-out, ask the sit-out pair to write "sit-out" on their score line.

The easiest way to cope with a half table is to use a standard movement with one pair sitting out on each round. If the table numbers are even e.g. 11½, then you should use

the share & byestand movement, preferably have the sharing table as the sit-out table (e.g. Table 12 in an 11½ table movement). Remember that, with say 11½ tables, there are never any boards on the half-table.

With an odd number of tables e.g. 10½, boards are distributed to all tables and move normally to the half table, and "sit out" for that round.

Curtailing movements

If time does not allow a complete movement, it is possible to curtail some movements. The cardinal rule here is: never curtail a movement where there is a half table or where there is board sharing. If you do, you will find that different players have played different numbers of boards, and boards will have different tops, giving rise to a scoring nightmare. These days, however, most computer scoring programs will score this sort of movement correctly by factoring board and player scores as necessary, but the more factoring that is necessary, the less fair the movement is, because players are being compared on the basis of different / fewer / more boards, and against different fields.

If you feel that a standard movement with a half table is too long, there are some simple further options: the 1½ table appendix movement and the NS Rover movement.

The 1½ Table Appendix movement.

This allows you to play fewer rounds than an equivalent normal Mitchell will require.

- Take 1½ from your number of tables and this gives you your base number. If the base number is odd, set up as for that number of tables. If the base number is even, set up as for a skip movement. For example, a 12½ table movement gives a base of 11, so boards 1-33 go on Tables 1 to 11. For 11½ tables, that's a base of 10, so boards 1-30 go on Tables 1 to 10. Table 1 always shares boards with the highest numbered full table.
- The odd pair sits out round 1 at the highest t able. There are never my boards on this table. Boards move normally Mitchell style through.
- If the base is an even number, EW will skip at the halfway mark in the base. For example, with 11½ tables, the base is 10, so EW skip after Round 5.
- The number of rounds will be the same as the number of tables in the base. Thus 12½ tables play 11 rounds; 11½ tables play 10 rounds.
- The movement must be completed.
- Some factoring will be necessary as some EWs don't sit out. (Your computer scoring program should do this automatically).

NS Rover

This movement is extremely useful for directors at all levels, but is in my view an essential part of the armamentarium of club directors. It serves many purposes. It gives you a further option in tailoring your movement to fit time constraints, yet have

a complete movement; it enables you to incorporate a late arriving pair into the movement without changing your existing setup; and, as a secondary benefit, it serves to remind those who always sit NS that this is no guarantee against having to sit out occasionally.

This article attempts to tabulate the variety of Rover movements. There are some basic principles.

- The roving pair always takes the NS number one higher than the highest full table i.e. if you are adding a roving pair to an 8 table movement, they are NS 9. If you are using pre-numbered scorecards, they score on line 9. (Tip: Always ask the roving pair to put a line through the scoring line of the pair they are replacing for that round. If you don't do this, someone will certainly score on the wrong line.)
- The roving pair always sit out for the first round, then displace NS at a different table on each round. After being displaced for that round, the NS pair return to their seats and remain there for the rest of the session.
- The movement may be curtailed if all boards are in play at all times, and if them is no sharing. Thus, you can't curtail the "share & bye plus rover" (at least not without severe scoring problems).
- If you are manually scoring, some factoring of NS scores will be necessary, as at leats one NS pair won't sit out.

The tables below only list the sizes that I consider practical. The numbers indicate the NS pair being displaced by the roving pair for that round.

It's easiest to consider the rover movement in several categories

1. Prime Number plus the rover pair (7, 11, 13)

Tables	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8	Rd 9	Rd 10	Rd 11	Rd 12	Rd 13
7	Bye	2	4	6	1	3	5						
11	Bye	2	4	6	8	10	1	3	5	7	9		
13	Bye	2	4	6	8	10	12	1	3	5	7	9	11

This movement is very simply. The rover pair sit out for the first round, and move to Table 2 on the second round, and thereafter up 2 tables. NS at the highest numbers table don't sit out.

2. Even number plus the rover pair using a share and bye

This movement is technically better than the skip with Rover, as the movement is complete.

Tables	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8	Rd 9	Rd 10	Rd 11	Rd 12	Rd 13	Rd 14
8	Bye	1	6	2	7	3	8	4						
10	Bye	1	7	2	8	3	9	4	10	5				
12	Bye	3	9	4	10	5	11	6	12	7	1	8		
14	Bye	1	9	2	10	3	11	4	12	5	13	6	14	7

3. Even number plus the rover pair using a skip (even numbers not divisible by 3
This is fairly straightforward. As with the prime number Rover the rover pair sit out the first round then replace NS 2 and move up two tables with each round. However, with the skip round, they move to Table 3 and then continue going up by two tables on each move. The shaded square shows the round just prior to the skip.

Tables	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8	Rd 9	Rd 10	Rd 11	Rd 12	Rd 13	Rd 14
8	Bye	2	4	6	3	5	7	9						
10	Bye	2	4	6	8	3	5	7	9	1				
14	Bye	2	4	6	8	10	12	3	5	7	9	11	13	1

4. Nine tables and 12-table skip

The 12 table skip does not behave like the above. The sequence of pairs replaced is as follows:

Bye, 2, 10, 8, 6, 4, skip, 1, 11, 9, 5, 3

The 9 table with a rover is more complex, and I prefer not to use it. Not only is the Rover pair movement irregular, but you need to have movement guide cards for two EW pairs also. If you want to try it (and good luck) ,this is the procedure.

The roving pair, after the first round sit-out, moves in order to 2, 4, 6, 9, 3, 5, 7, 8.

Pairs EW 6 and EW 9 swap places for rounds 3, 6 and 9. This is to avoid having the roving pair meet the same EWs on more than one round. The below chart shows the movement for EW pairs – you can see that they follow the expected movement on an EW pair (i.e. moving up one table each round) except for rounds 3, 6 and 9 where their expected positions are swapped.

	R1	R2	R3	R4	R5	R6	R7	R8	R9
Pair 6	6	7	2	9	1	5	3	4	8
Pair 9	9	1	8	3	4	2	6	7	5

If I were running a 9 table Mitchell and a late pair arrived, I would prefer to adapt to a 10 table share and byestand, with the late pair 10 EW as a half table "sharing" with Table 1. You would need to put byestand boards between Tables 5 and table 6. These would be out of numerical sequence, so care must be taken in scoring.

It is common practice to give the roving pair a guide card listing the order in which they replace the NS pairs. Problems will arise if the roving pair are a little late in finishing one round. If the pair due to be replaced are not aware of this, it is possible that they will be half way through their first board before the roving pair arrive, with all sorts of hassles for the Director. It is my practice to announce, as I call the move, the NS pair to be replaced for the coming round. Even then players don't often listen, so I take out extra insurance by going to the NS pair due to be replaced next, and warning them that their sit-out is coming up.

Twinned Mitchell and Stagger movements

These are useful for a large even number of tables e.g 18 tables

Setup the field in me rows side by side thus:

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

Twinned Mitchell: Treat each row as its own 9 table Mitchell, but sharing boards with the table in the row beside it, and all tables scoring on the same scorecards. Players stay throughout in their own rows. At the end, you have 27 boards with 18 scores on each traveller. You can complete this movement for a two session event by having EW swap sections for session 2, but retaining the original pair number.

For 16 tables, you could have 8 tables in each row, but wound need to use a skip in each section.

Stagger movement: Suits my even number of tables. Set up as above, with board sharing. The EW movement is different. When EW get to the end of the row, they move from there to the other end of the next row – in the above example, when EW get move from Table 9, they move to the other end of the adjacent row. Board movement is also different: boards move up one table on each move, not down as in the Mitchell. The EW movement: after round 1, EW move up 2 tables at a time. When they get back to the home table, the event can be scored. You can complete the movement in a second session with new boards: this time they move up one table only for the first movement, then two tables at a time.

Appendix Mitchells

(Not to be confused with the 1½ Table Appendix movement)

This has the advantage of being able to play a fixed number of boards, whatever the field size. Set up a "base" movement, Mitchell style, which must have a prime number of tables, usually 7 or 11. You then append tables to some of the tables in the base, the appended tables sharing boards with the table they are appended to. Thus:

1	2	3	4	5	6	7
8	9	10	11			

Tables 1 & 8 share, 2 & 9 share etc.

Set up boards only in the base tables, with tables having appended tables sharing with those tables; for example: Boards 1-28 on tables 1 - 7. The boards move through table 1-7 exactly as in a 7 table Mitchell.

Player movements: NS at Tables 1 to 4 (those tables with appended tables) are stationary throughout. EW at appended tables are stationary throughout. EW1 to EW7 move exactly as in a 7 table Mitchell, staying always within their row. NS at Tables 5 to 11 move up 2 tables at a time, but only within their own table numbers (those shaded above). So NS8 will move to 10, NS9 to 11, NS10 to 5, NS11 to 6, NS 5 to 7, NS 6 to 8, NS 7 to9. The movement is completed in 7 rounds.

With say 12 tables, you would follow the same principle, with Table 12 appended to Table 5.

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

You can use this with a half table, preferably the phantom pair being EW at the highest numbered table.

Scrambled Mitchell (Arrowswitch Mitchell)

This movement can be used to find one winner in a Mitchell movement. It is not fully balanced, but gives a reasonable comparison of scores. The principle is that, at some stage during the movement, the NS field change direction and play EW, so that their scores are compared to the EW scores, and the EW players' scores compared with NS's. It is not all that important when the change occurs.

Recommendation: Arrowswitch only for the last 1-3 rounds of the event. For example, with a 9 table Mitchell: after round 7, on the move get the NS and EW players to swap directions, and stay in those directions for the final me rounds. But make sore that the original EW players continue to move for those last rounds.

An alterative to have players swap directions at the table is to play the boards arrowswitched – i.e. put the board at 90 degrees to where it should be. Players who are sitting NS will, for an arrowswitched round, get the EW cards and vice versa.

One essential pre-requisite: all players must have different numbers. So, with 9 tables, you would have the NS pairs 1 to 9, and give the EW players 10 to 18 as their pair

numbers throughout. Announce to all players that EW pairs should add 9 (being the total number of tables) to their table number.

Howell Movements

These are movements where all pairs in the field meet each other, so there is one winner. They require table movement cards.

General principles: the highest numbered pair is stationary, usually at Table 1. Each other pair follows the pair numbered one below them, and the boards move down one station at a time towards Table 1. Howell movements should be balanced, in the sense that each player's score is compared with each other player's score the same number of times, or as near as possible.

In certain movements, boards sitting out are on one byestand, so that scoring can be started early as boards start coming out of the movement.

Barometer Howells are Howell movements where the whole field is playing the same (duplicated) boards at the same time, so that each set can be scored as soon as that round is completed.

Curtailing Howells and Three Quarter Howells: A standard Howell should not be curtailed, because there are many boards sitting out on each round. However, you can use a special movement called a Three Quarter Howell. This is a special movement in is own right, and is based usually on a 7 table movement (26 boards) or a 5 table movement (27 boards). In three-quarter Howells, all pairs numbered higher than the number of rounds are stationary, though they may change direction at their table for better balance.

Swiss Pairs

This is a pairs movement based on the same principles as the Swiss Teams. Pairs are drawn on each round to play pairs nearest to them current ranking. The scoring may be based matchpoints, or on Butler style scoring using IMPs. It requires a computer to score it, and a lot of board duplication. It is popular for one day two session events.

TEAMS MOVEMENTS

We carn divide thew into two types:

1. Those suitable for a one session event: includes the Whist movement, the New England movement and the Barlcay (or Mirror Mitchell) movement. There are others, but these are the ones we shall describe.
2. Those involving head-to-head matches: Round robin, Swiss, Knock-out etc. These are more popular, as players like to scare up after each match. With the movements in the first category, whilst they can be repeated to produce matches of reasonable length, players cannot score until the movement has hem completed.

The American Whist Movement

This is suitable mainly for an odd number of teams.

Set up the tables in the usual horseshoe shape as for a Mitchell, and distribute boards to each table, On the first move and each subsequent move, EW take the boards on the table, drop them on the next higher numbered cable, then go on one further table to play. When EW get back to their home table, the movement is complete. Eleven teams for example, would play 30 boards (3 boards a round).

There are various tricks in utilising this movement.

It can also be use for an even number of tables, with two moves, the timing of which varies depending on the number of tables. On the first special move, EW skips two tables instead of one. On the second special move, not only do EW skip two tables, but the boards also skip one table. In the diagram showing the movement for 12 tables, the top row refers to the board set numbers, and the second row shows the teams sitting together at their home table.

Boards are dealt, and EW move up 2 tables whilst dropping off the boards they have dealt at the intervening table. Note that they do not play the boards they have dealt, and that only 10 rounds are possible. Note that Team 1 doesn't meet Team 7, 2 misses 8 etc. Note also that this movement may be curtailed. Reading down each column, it is clear that you could omit rounds 1 and 10 (or even 1 and 2 and 9 and 10) and still have a movement that works.

Bd Sets	1	2	3	4	5	6	7	8	9	10	11	12
	1v1	2v2	3v3	4v4	5v5	6v6	7v7	8v8	9v9	10v10	11v11	12v12
Rd 1	2v12	3v1	4v2	5v3	6v4	7v5	8v6	9v7	10v8	11v9	12v10	1v11
2	3v11	4v12	5v1	6v2	7v3	8v4	9v5	10v6	11v7	12v8	1v9	2v10
Special movement – EW skips 2 tables. Boards move normally.												
3	4v9	5v10	6v11	7v12	8v1	9v2	10v3	11v4	12v5	1v6	2v7	3v8
4	5v8	6v9	7v10	8v11	9v12	10v1	11v2	12v3	1v4	2v5	3v6	4v7

5	6v7	7v8	8v9	9v10	10v11	11v12	12v1	1v2	2v3	3v4	4v5	5v6
6	7v6	8v7	9v8	10v9	11v10	12v11	1v12	2v1	3v2	4v3	5v4	6v5
7	8v5	9v6	10v7	11v8	12v9	1v10	2v11	3v12	4v1	5v2	6v3	7v4
8	9v4	10v5	11v6	12v7	1v8	2v9	3v10	4v11	5v12	6v1	7v2	8v3
Special movement – EW skips 2 tables. Boards skip 1 table.												
9	11v3	12v4	1v5	2v6	3v7	4v9	5v9	6v10	7v11	812	9v1	10v2
10	12v2	1v3	2v4	3v5	4v6	5v7	6v8	7v9	8v10	9v11	10v12	11v1

For other numbers of tables, the following lists the rounds where the special movements occur:

Number of Tables	EW skip at Round	EW and boards skip at Round
6	2	4
8	2	6
10	3	7
12	3	9
14	4	10
16	4	12
18	5	13

The following shows you how to curtail a whist movement, or run it over two sessions:

Curtailing an American Whist

You can't curtail by an odd number of rounds, but you can curtail by 2, 4 or even 6 rounds. Take, for example, a 13 team movement, where you would normally play 12 rounds. You can reduce this to 10 rounds or even to 8 rounds. Teams will not have played all other teams, but all matches will be complete.

The standard movement is for the EW players to move up two tables, with boards moving up one table. If at the start you have EW do a “double move” (up 4 tables), then you can reduce the session to 10 matches. If you have EW move up 6 tables at the start, you can reduce the movement to 8 matches.

Once the initial move is made, all subsequent moves are standard.

The whist movement works equally well in reverse i.e. players down 2 tables and boards down one table.

Two session American Whist

This enables you to cope with larger numbers or to play longer matches. For the first move, EW will move a number of tables up (the number depending on the total

number of tables), and there is a fixed number of rounds to be played in the first session. The following table provides the details for odd numbers from 7 to 19. Note that the two sessions may not be of equal length.

Number of tables	Initial move by EW	Rounds in first session
7	Up 4 tables	4 rounds
9	Up 6 tables	4 rounds
11	Up 6 tables	6 rounds
13	Up 8 tables	6 rounds
15	Up 8 tables	8 rounds
17	Up 10 tables	8 rounds
19	Up 10 tables	10 rounds

For the 2nd session, EW go back to the table they finished at, and move as normal (up 2 tables). When they meet their team-mates, they skip an extra table.

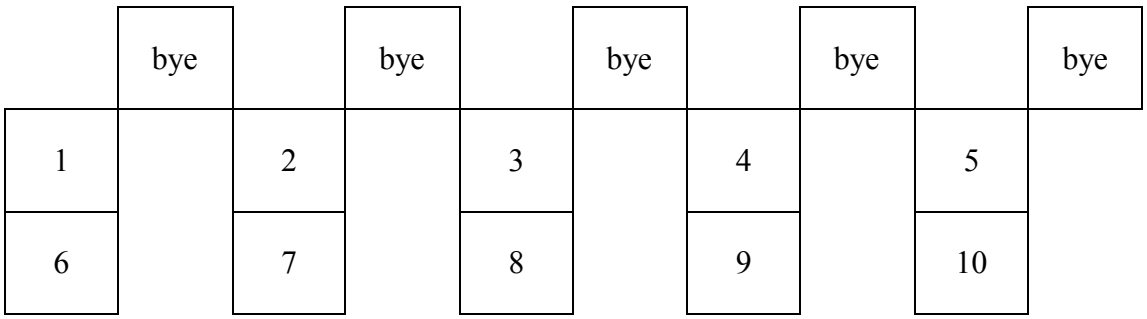
Even numbers of teams

There are three commonly used movements. Note that, in general, in these teams' movements, the boards move in the same direction as the players.

1. New England movement

Take 10 tables as an example.

Note that the tables are not in the usual horseshoe style. Boards remain on Tables 1 to 5, with each table sharing with the table in the adjacent row. In this example, 30 boards in play, Set 1 on Table 1, Set 2 on Byestand 1, Set 3 on Table 2, Set 4 on Byestand 2 and so on. On each move, players move up one table; boards move up one station i.e. from table to byestand, then byestand to table. When players finish at Table 5, they move to Table 6 at the start of the other row. Boards always stay in the 1-5 row. After 9 rounds, the session is finished.



Stagger movement

Arrange teams as above. Boards are best kept on a central table between the sharing tables. On the first move, EW move up 1 table, but thereafter up 2 tables, making sure they go to the other end of the adjacent row as necessary. Boards also move up one table. The odd numbered EWs will meet the even numbered NSs on this round. When completed, may be scored up to date. Now, for the second stanza, new boards are introduced, and EW move up 2 tables for the first move, and thereafter also 2 tables. Teams will meet the remainder of the teams in this round.

This movement can be used for a one session or two session event, depending on the number of boards played per round.

As a precaution: the Director should take out extra insurance by moving the boards himself in these movements.

2. Mirror Mitchell (or Barclay) movement

It's best to use this only when half the number of teams is odd.

Set up as above, with boards on a chair between sharing tables. First movement EWs at Tables 1 to 5 swap places with their counterparts at Tables 6 to 10. All moves are now standard Mitchell type moves with EW moving up one table (but only in their own row), and the boards moving down one table (Mitchell style).

When this move is completed, each team will have met each team in the other row. To complete the event, you would need to run two whist movements where Teams 1 to 5 play each other, and Teams 6 to 10 play each other. Boards could be shared.

<u>Head to head teams matches – Round Robin</u>

With this movement, teams complete their matches together and can then score up before starling the next match. A round robin draw is simply a basic Howell type draw. For example, take 6 teams. Start numbering your draw thus:

1 v 2 v 3 v

Now come back with 4, 5 and 6 thus:

6 v 1 5 v 2 4 v 3

Now you have your first round draw. Now extend it thus:

6	v	1	5	v	2	4	v	3
6		2	1		3	5		4
6		3	2		4	1		5
6		4	3		5	2		1
6		5	4		1	3		2

Your first column is the highest team number. Then go down each column, adding one to the previous number, but skipping 6 when it would appear. Now you have the draw for 5 rounds. Teams can deal their own boards, or (better still) the players can take their boards from a central pool, so that all matches play the same boards.

What do you do with m odd number of teams?

Round robin with odd number of teams playing head to head matches

I haven't seen specific charts for this type of movement in the standard references. It may be useful to readers or clubs. Feel free to copy. Three teams play in a triangle (also known as a tripod), playing two half matches whilst the rest play a full match. The rest of the field play their next match whilst the triangle complete their two half matches. One team must remain in the triangle throughout.

The movement in the triangle is straightforward. Supposing we have 8 board matches. Special tables should be reserved for the triangle. Set 4 boards on each table, move EW up one table and play 4 boards. For the next move, a standard Mitchell movement suffices: EW up one table, boards down one table. Then score up the half matches, and repeat the process with a new lot of boards while the other teams are playing their next match.

If using pre-duplicated boards, you will need to add an extra set of four unduplicated boards for the triangle for each of their stanzas. No-one likes being in the triangle all the time, so I arrange the boards so that the team which stays in the triangle throughout always plays the duplicated boards, which is a little compensation to them.

Some Round Robin draws involving triangles

Round	7 TEAMS		
1	6v5	4v7	1v2v3
2	4v6	7v5	
3	7v3	2v6	1v4v5
4	6v3	2v7	
5	4v2	3v5	1v6v7
6	3v4	5v2	

Round	9 TEAMS			
1	4v7	6v8	5v9	1v2v3
2	5v8	9v7	4v6	
3	3v8	6v9	2v7	1v4v5
4	6v3	9v2	8v7	
5	8v2	9v4	3v5	1v6v7
6	8v4	9v3	2v5	
7	7v3	6v5	4v2	1v8v9
8	5v7	2v6	3v4	

Round	11 TEAMS				
1	5v9	6v8	7v10	4v11	1v2v3
2	6v11	10v5	7v8	4v9	
3	2v7	9v6	11v3	8v10	1v4v5
4	3v8	9v7	2v11	6v10	
5	10v9	8v11	3v5	2v4	1v6v7
6	5v8	11v9	4v3	10v2	
7	11v5	2v6	7v4	3v10	1v8v9
8	7v11	10v4	6v3	5v2	
9	2v8	7v5	3v9	4v6	1v10v11
10	3v7	2v9	5v6	4v8	

Round	13 TEAMS					
1	3v11	9v4	8v5	7v6	10v12	13v1v2
2	3v9	4v12	5v7	6v8	11v10	
3	1v7	9v2	6v12	5v11	8v10	13v3v4
4	10v1	7v2	11v6	12v5	9v8	
5	1v9	2v12	4v10	3v7	8v11	13v5v6
6	12v1	2v8	7v4	10v3	9v11	
7	1v11	2v10	5v4	6v3	12v9	13v7v8
8	4v1	11v2	10v5	12v3	9v6	
9	1v5	2v6	11v4	8v3	7v12	13v9v10
10	6v1	2v4	11v7	3v5	12v8	
11	1v3	5v2	6v10	4v8	7v9	13v11v12
12	8v1	3v2	5v9	4v6	10v7	

Round	15 TEAMS						
1	6v12	13v11	10v9	14v7	5v8	15v4	1v2v3
2	13v4	10v14	5v6	9v15	11v12	7v8	
3	15v7	3v10	13v8	2v12	14v6	9v11	1v4v5
4	6v15	2v10	9v3	12v8	11v7	14v13	

5	2v8	10v15	12v9	4v11	13v3	5v14	1v6v7
6	8v3	15v13	14v4	10v12	9v5	11v2	
7	4v2	5v7	12v14	3v15	11v6	10v13	1v8v9
8	6v3	7v13	4v10	2v5	15v12	14v11	
9	4v6	8v14	2v15	12v3	13v5	9v7	1v10v11
10	5v12	15v8	13v2	7v4	6v9	14v3	
11	10v5	7v3	2v14	11v15	8v6	4v9	1v12v13
12	7v10	15v5	4v8	3v11	6v2	9v14	
13	9v2	10v8	11v5	12v7	4v3	13v6	1v14v15
14	13v9	6v10	2v7	5v3	4v12	8v11	

The Triangle in Teams Events

Neither directors nor players enjoy having an odd number of teams necessitating a triangular match with three teams as part of a larger teams event. But the occasion does arise and we need to be able to handle it. Most directors are familiar with the method, but for new directors,. I'll briefly cover the standard approach.

One problem with this method is seating rights. The second part of this article deals with a method that gets around this by having each pair play each other pair in each team.

Standard movement: There are two types of movements that you may use in a triangle – a whist or a Mitchell.

In the whist movement, the players move up two tables dropping the boards they have just played at the intermediate table. For example, assume 8 board matches. To start, sit the teams at Triangle Table 1 (Boards 1 to 4), Triangle Table 2 (Boards 5 to 8), and Triangle Table 3 (Boards 9 to 12).

Round 1	1v2 (9-12)	2v3 (1-4)	3v1 (5-8)
Round 2	1v3 (5-8)	2v1 (9-12)	3v2 (1-4)

Note that the teams don't play the boards they deal – a desirable feature. After this movement, the players return to their home table and score up their two half-matches. Boards are now removed and a new set 13-24 is used, and the process repeated.

In the Mitchell triangle movement, again, players sit at their home table for dealing. If you wish to avoid having teams play the boards they dealt, then pass the dealt boards down one table before the first move (i.e. 3 to 2, 2 to 1, 1 to 3).

Round 1	1v3 (5-8)	2v1 (9-12)	3v2 (1-4)
Round 2	1v2 (9-12)	2v3 (1-4)	3v1 (5-8)

Now score up and repeat with new boards.

See comments below if using duplicated boards for all matches.

Alternative method

Assuming 8 board matches

Table 1	Table 2	Table 3
Boards 1-4	Boards 9-12	Boards 17-20
Boards 5-8	Boards 13-16	Boards 21-24

Each table has two sets of 4 boards as above. The boards stay at the same table, and one or other is played in each of the four rounds. The draw for each round, and the boards played for a particular round, are listed below. Note that the first named pair in each draw sit NS. The pairs in the draw are named by their original seating position, not necessarily their current one. To avoid confusion, you could name them differently e.g. 1NS as 1S and 1EW as 1B. At the end of 4 rounds, each team will have played 16 boards (2 matches) playing 4 boards against each other pair.

Round	Table 1	Table 2	Table 3
1	1NS v 2EW (1-4)	2NS v 3EW (9-12)	3NS v 1EW (17-20)
2	1NS v 2NS (5-8)	3NS v 2EW(9-12)	3EW v 1EW (21-24)
3	2NS v 1EW (1-4)	2EW v 3EW (13-16)	1NS v 3NS (21-24)
4	2NS v 1NS (5-8)	3NS v 2NS(13-16)	1NS v 3EW (17-20)

The Boards: If boards are dealt at the table, there is no problem. If the field is playing duplicated boards each of 8 matches, then boards 1-16 may be used from the duplicated boards (the rest of the field are playing these also in their two matches). However boards 17-24 will need to be dealt at the table, as the teams will be playing the duplicated 17-24 when they move out into the field for their next match.

Organisation: Of course, the teams in the triangle will not be teams 1 , 2 and 3. I'd suggest that for movement purposes, number the tables T1, T2 and T3, and teams take their temporary number from the table at which they are sitting (but make sure they don't hand in their results with those numbers. Post a notice such as the above for the players to know where to go on each round, and take out insurance via a table card listing the rounds, the match and boards for each round. The board numbers will need to be modified for matches other than 8 boards. If you are playing with duplicated boards, then the boards for the next match will be 17-32, with a further 8 boards dealt at table 3.

Swiss Teams

This is the most popular of all teams events with the average player. It can be legitimately run as a one day event of two sessions, though a one session teams event would be so short as to be meaningless. Nowadays, these are almost always run by computer programs, but it is still important for directors to understand how to run such an event in the absence of a computer or a computer failure.

The first round is pre-drawn. No universal method, but the most common is top half vs bottom half, for say 24 teams, 1 v 13, 2 v 14 3 v 15 etc. From then on, each team is drawn against the team closest to them in the current scores, with the proviso that you don't meet the same team twice. This means that the draw for the next round cannot be made until all scores are in for the current round. You can't afford to wait for persistently slow players, and it is wise to announce that, unless the last board has been started by a specified time, unplayed boards will be scrapped regardless of the results at the other table. (Some directors are doing the Swiss draw one round behind, to leave ample time for the draw. I find this approach very unsatisfactory.)

To score manually, you need a score result card for each team along these lines:

Team No: 1		**Captain: SMITH**			
Round	**vs Team**	**IMPs**	**VPs**	**Total IMPS**	**Tot VPs**
1	13	24	23	24	23
2	3	5	18	29	41
3					
4					
etc					

IMPs and VPs columns for are for the results of each match and Total IMPs and Total VPs columns for progressive totals.

As results come in, you update your totals, and put the cards in descending order of total VPs. When all results are in, find your manches, starling from the top. As play progresses and you get to the lower pan of the field, you my find the last two teams have already played each other. In this case, you will have to start at the bottom and work a few places up.

How many rounds should you play? The minimum number, according to McKinnon is:

Number of Teams	**Minimum Number of Rounds**
9-16	6
17-32	7
33-64	8
65-128	9

If you have we many rounds, you may not be able to find a valid draw. If this happens, you may have to re-match two of the lowest scoring teams. It is certainly possible to have too many rounds (i.e. to over-Swiss). You may not be able to get a valid draw, and you will find top teams, having played all contending teams, drawn to play a poor team. Don't exceed half the number of teams for your number of rounds.

PART 3
SCORING

MATCHPOINTING AND SCORING

It is important to be familiar with:

- when a score may be changed;
- passed-in boards;
- averages and adjusted scores;
- fouled boards;
- boards not played;
- arrowswitched boards

Get into the routine of asking players to call you during the round if they see an apparently wrong score on the TSC (travelling score card). It is much easier to cope with this whilst both parties are present than after all have departed. Remember that only the Director can permit change of a score. Scorers who were not directing that session may not change a legal score without the authority of the TD, unless the TD has specifically empowered them to do so.

Most club sessions are scored by computer these days, and even table top scoring units like Bridgemates are becoming prevalent. However, it is important that directors understand the mechanics of scoring and matchpointing.

Before starting to matchpoint, check the scores on the TSC. But remember that your right to change the agreed score is strictly limited. You may change only those scores which are clearly incorrect. Let's take some examples of wrong scores. NS only are vulnerable.

	Board 21: Dealer N, Vul NS			
	Contract	**Tricks**	**NS**	**EW**
1 .	2SN	10	140	
2.	4SN	10	420	
3.	4SN	10	170	
4.	4SN	9		50
5.	2SN	9	170	
6.	4SN	9		200
7.	5HW	11		650
8.	2D			50

Which of these are we entitled to change?

1 . No. The score may be right and the tricks won wrong.

2. Yes. Impossible score on the vulnerability. Change to 620. Change by putting a line through and correcting. Never erase the original score.

3. No. The contract could be wrong and the score right.

4. Yes. An impossible score at this vulnerability. Change to EW 100.

5. No. The tricks won could be wrong.

6. No. The score could be right and the tricks won wrong, or perhaps the contract was doubled.

7. Clear case of wrong vulnerability? No. The contract may have been doubled, in which case 650 is correct. Can't change.

8. Score is clearly wrong, but what is the real result 2D NS for 100 to EW, or 2D EW for 50 to NS. Looking at the hand record may help, but is not conclusive. For players this casual, the contract may have been 2C or 2 anything. In this case, I would have no hesitation in cancelling the result at this table and giving both pairs a 40% score. It would be wise to advise players in advance that any incomprehensible score will be treated in this way.

MATCHPOINTING

Double matchpointing is the standard method in Queensland. Essentially, a pair gets two matchpoints (MPs) for every other pair whose score they better, and one MP for those whose scores they equal. Thus, if there are 9 scores on a board, m outright top will be 16 (the top pair have beaten 8 other pairs). With single matchpointing, the principle is the same, but the awards are 1 for beating and ½ for equalling, so that a top is 8. The disadvantage with this method is that you are dealing in halves.

A further method is signed matchpointing, where the top in the example would be +8 and the bottom -8, with average being zero. This has some advantages as your figures are smaller and your cheek balances are zero, but it is easier to make undiscovered errors in some situations. This method is often used in barometer scoring, where you have to check balance after every round.

Let's take an example:

		Score				**Matchpoints**	
Cont.	**Tricks**	**NS**	**EW**	**NS Pr**	**EW Pr**	**NS**	**EW**
2SN	10	170		1	1	14	4
2SN	9	140		2	3	11	7
4SN	9		50	3	5	3	15
2HW	9		140	4	7	0	18
4HW	9	50		5	9	8	10
4SN	10	420		6	2	17	1
3SN	9	140		7	4	11	7
4SN	9		50	8	6	3	15
4SN	10	420		9	8	17	1
PASSED IN		0		10	10	6	12

There are various tricks of the trade in matchpointing. My routine is to work out the top – there are 10 scores so the maximum possible score is 9 x 2 = 18. Then go down two at a time: 18, 16, 14 etc. As there are two "top" scores, count 18 - 16 then take the score between i.e. 17. If there were three equals, you would count 18, 16, 14 and each pair would get 16. As you've finished at 16 after the top two, go onto 14. Another trick where there are a number of pairs with the same score is to work out the score if there were only one pair, then subtract the number of other pairs equal to them (this gives you their scores) then subtract that number again to get your "jumping off point" for the next score. For example: if there were 6 pairs on 420, a top is 18; there are 5 other pairs with that score, so they all get 18-5 = 13; take a further 5 off 13 - 8; then go down to 6 for your next score.

Note that we only matchpointing the NS scores. The EW MPs are included for your information, but it is not necessary to matchpoint the EW's. You will get the EW results after you have used your recap sheet.

Also note that, when you pass from the NS scores to the EW scores, you are still matchpointing the NS pairs, so the highest matchpoints go to the LOWEST score on the EW side. You go down the NS scores, then up the EW scores.

Note also the passed-in hand. The score is zero. Not zero matchpoints. You will matchpoint this score as the lowest on the NS side, but higher than any of the scores on the EW side.

What happens if for whatever reason a board is not played? You must not score this as a zero score, which could well be a top for one or other pair. As there is no score to compare with the other scores, you treat this initially as adjusted score (see below). You will give these pairs an average score, then later make whatever other adjustment is warranted by the circumstances.

When you have finished matchpointing the board, total your matchpoints column to give you your check total. The easiest way to verify this is to remember that your check total should be the number of scores on the board multiplied by one less than the number of scores. In the board above, there are ten scores, so your check total should be 10 x 9 = 90.

ADJUSTED SCORES

Sometimes a board won't have been played or a score could not be obtained and the Director will award an adjusted score – perhaps 50%, 40%, 60% or some variation of these. How do you matchpoint this board?

1. Score the affected pairs first as an average score. In the above example, a top is 18, so write 9 in the columns of the affected pairs.
2. For every adjusted score on the board, the top comes down by 1. If there is one adjusted score, the top will come down to 17, so you will matchpoint the rest of the scores using a top of 17. Note that the bottom will not be 0, but 1. If there were two adjusted scores, the top would come down to 16, and the bottom to 2.
3. When you do your check totals, you will find that they are still 90 in the example.
4. As a top is 18, a 60% score would be 60% x 18 = 10.8. Take to the nearest = 11. A 40% score would be 7.2, or 7. However, don't change the average score until you

have totally finished recapping the scoring, as your check totals will be wrong. Make the necessary adjustments as the very last thing you do. Thus you have awarded them 9 MPs. For a 60% score you would add 2 and for a 40% score subtract 2 from their totals.

THE NEUBERG FORMULA

The scoring of boards with artificial adjusted scores (as described above) means that an adjusted score on a board reduces the maximum possible score by 1 matchpoint. It seems perhaps a bit harsh to a pair who get a top score to lose a full matchpoint just because a result could not be obtained at one table. A different system of scoring boards with averages has been devised using what is called the Neuberg formula. This takes into account the statistical possibilities of the missing score being better, equal or less than your own. The result is that, when an average is included in the results then the top comes down not by 1, but by a fraction. For example, a top of 20 would come down to 19 in the traditional method. Using Neuberg, it might come down to 19.8 or thereabouts.

This is now widely used. The formula is complex and requires a computer, so, if you are doing this manually, continue with the old method.

This formula is also used in such situations as scoring across the field where some boards may not have been played by the whole field. The Neuberg is used to make scores equivalent.

WEIGHTED SCORES

Prior to the 2007 Laws, it was not uncommon to award adjusted scores on the basis of the likely result to the non-offenders and a possibly worse result (without drawing too long a bow) to the offenders. So we were called upon often to award “split scores”. In my experience this has rarely been done – usually the same score has been used. Now the incidence of split scores will be rare. We may have to use them in MI or UI situations where the non-offenders have contributed to their own damage. But now the emphasis is on “weighted scores”.

A weighted score is one which takes into consideration the various possible outcomes of the hand without the infraction. Often this will be straightforward. A NS pair who would have got 620 for 4S making without the EW infraction will simply get their adjusted score of +620. But it may not be that simple. Perhaps they would have made it and perhaps they wouldn’t. If you assess that 50% of the time they would make it for +620 and 50% of the time they would be off for -100, you don’t just average the score (to +260). This would be fairly meaningless. You work out the result in the ultimate scoring units i.e. matchpoints or imps.

In the following example, there are 12 scores on the board. The last score, the one in question, is provisionally given an average for the two pairs. The top, normally 22, comes down to 21 because of the average score

Example

Score	Matchpoints
1430	20
1430	20
680	13
680	13
680	13
680	13
680	13
650	6
650	6
-100	2
-100	2
Adj	11

You estimate that they will make

1430 …. 30% of the time
680 ….. 40% of the time
650 ……20% of the time
-100 …. 10% of the time.

(You have given them an average 11 MPs provisionally)

So 30% of 20 = 6.0
40% of 13 = 5.2
20% of 6 = 1.2
10% of 2 = 0.2
Total = 12.6

You have already given them 11 matchpoints. So at the end of scoring you give them an extra 1.6 and subtract 1.6 from the opponent's score.

At Teams:

At teams, supposing a score of 650 at the other table.

1430 – 650 = 780 = 13 imps…. 30% of this is 3.9

680 – 650 = 50 = 1 imp … 40% of this is 0.4

650 – 650 = 0 …. 20% of this is 0.0

-100 – 650 = -750 = -13 imps …10% of this is -1.3

Total +3.0 imps

So the board is scored as +3 imps to the non-offending side.

In general you should do your best to award an adjusted score (i.e. a bridge score) rather than an artificial adjusted score (i.e. an average). If the possibilities are too numerous you may award an artificial adjusted score. The Zone 7 recommendation is that, if there are more than four possible outcomes, award an artificial adjusted score.

A word of caution: when assessing likely results, don't rely on the hand analyses on the hand record. These are double dummy solutions assuming perfect play and defence. Often they bear little relationship to what would actually happen at the bridge table.

SPLIT SCORES

Occasionally, the Director will be obliged to award a "split" score i.e. one score to the NS pair and a different score to the EW pair. What do you do now? Usually one or other score will be the official one which you will use for matchpointing. Simply matchpoint the board using that score. This will give you the matchpoints for the pair who were awarded that score. Then mentally change the score to the other score awarded, and matchpoint again. This will give you the matchpoints for the other pair. Make the necessary adjustments at the end, when you have achieved your final balance. Don't forget that the EW scores are the "complement" of the NS score i.e. top on the board less the NS score.

If neither score is to be used for matchpointing, then score as an adjusted score (as above). Then go through the card twice, once with the score awarded to NS, get their notional matchpoints, then with the EW score and get their notional matchpoints.

RECAPPING

So now you have matchpointed all the scorecards. Save yourself more time by now getting the aggregate scores for each set of boards. Thus, in the example, if you played three boards per round, get the total MPs for Boards 1-3, then 4-6 and so on. Do your check totalling again. If the check total for one board was 90, then the total for three boards will be 270.

Having done that, then you set the results out on your recap sheet. Remember that you still have only the NS matchpoints at this stage. Use a California scoresheet, set out in the form of a grid. For simplicity, as our example we'll use a 5 table Mitchell playing 2 boards per round. This is what your sheet will look like:

	NS Pairs	**EW Pairs**					
		1	**2**	**3**	**4**	**5**	**Total**
NS1	**1**	8*	7	5	2	8	30
NS2	**2**	8	12	8*	8	10	46
NS3	**3**	9	10	10	2	8*	39
N54	**4**	10	8*	8	8	10	44
NS5	**5**	7	10	8	8*	8	41
		42	47	39	28	44	200

The horizontal numbers 1-5 represent EWs. The vertical numbers 1 -5 represent NSs. Where I've written NS1, NS2 etc will appear the names of the NS players.

Starting with board set 1, enter the scores in the appropriate square. The sequence here will be (going down the scorecard) NS1 v EW1, NS2 v EW3, NS3 v EW5, NS4 v EW2, NS5 v EW4. I've placed an asterisk in the appropriate squares for this scorecard.

Notice the pattern in which the scores we entered. The pattern is different for each Mitchell movement, but is constant for a particular movement. With a little experience, you'll get used to the pattern and become quite quick. Notice with the share and byestand that the pattern changes slightly after the first few sets of boards.

Having filled out your grid, total the horizontal and the vertical columns. The horizontal columns will give you the NS total scores. Total these to get your check total. With 5 scores per board, the check total per card is 5 x 4 = 20. With 10 boards, the overall check total is 20 x 10 = 200.The vertical totals must of course also total 200.

The vertical columns do not represent the EW scores, but the scores the various NSs have obtained against each EW. So that vertical Column 1 represents the scores against EW1. If you take this total from the maximum possible score (top per board x number of boards i.e. 8 x 10 or 80), you will get EW1 's total score. Having done this for each EW, then the check total must again come to 200. The EW scores in order will be 38, 33, 41, 52, 36.

Now, and not until now, do you make my adjustments for averages, split scores, fines etc.

Finally, enter the EW names in the left hand column below the NSs together with the scores and your job is done.

MATCHPOINTING HOWELLS

This is of course different because players sit both NS and EW. The procedure is similar.

Matchpoint each card, then total the NS matchpoints for each set of cards. Now check your totals (most important). Then calculate the EW matchpoints by subtracting the NS points from the maximum possible score, and enter them in the appropriate spot for that pair. Again check your totals (should be twice the previous total). Then set the scores out on the following type of score sheet. The example is for a 5 table Howell.

		BOARD SETS								
		1	2	3	4	5	6	7	8	9
Pr.	1									
	2									
	3									
	4									
	5									
	6									

7

8

9

10

Enter vertically the scores for each of the 10 pairs for board set 1 then 2 etc. When complete, total horizontally for each pairs total. Cheek your cheek total again.

FACTORING

Suppose you are scoring a two session event, with 14 tables in the first session and 13 tables in the second. You can't just add the two numerical scores together to find the winners. Why? For the first session, a top is 26. For the second, it is 24. To add the scores together would be like adding five apples and five oranges and saying you now have ten apples. You must add like to like. So what do you do? You adjust the scores for session 2 so that they are mathematically equivalent to those for session 1. Simply multiply the scores for session 2 by 26/24. This is the factor. Note particularly that it is top/top, not Number of tables / Number of tables.

Now supposing you have a one session event of 9½ tables, but you want to find the best score in the whole field. There are 9 scores per board, so that the top is 16 for everybody. But NS played 30 boards, and the EWs (who all sat out) played only 27 boards. To be able to compare the EW scores with the NSs, you must multiply the EW scores by 30/27.

So that there may be two reasons for factoring – different tops or different numbers of boards played or perhaps both. If you unwise enough to curtail a movement with a half table or with board sharing, you will find that some scorecards will have different numbers of scores (and therefore different tops) and some players will have played fewer boards than others in their own direction, so you will have to factorise first the boards, and then when you have recapped, those players who played fewer boards.

Suppose you have 8 tables playing a two session event, 32 boards for session 1 and 24 for session 2. Do you factorise? No, because all players played the same number of boards with the same tops.

A common method of finding winners in club events is on the basis of total percentages. Whilst this is reasonably satisfactory and simple, it is not necessarily the same as factoring. To take a rather extreme example: take the event mentioned above (8 tables playing 32 and then 24 boards). Pair A get 60% on session 1 and 40% on session 2. Pair B get 40% on session 1 and 60% on session 2. Both aggregate 100%, but, if you work out their actual scores, you will find a big difference. The total numerical score should be a correct comparison, as all pairs played the same number of boards with the same tops. Using percentages will advantage the pair who got the best result on the shorter session.