

# NSW Bridge Association

## Tournament Directors Course Notes

Section 1 – Definitions

Section 2 – Laws

Section 3- Movements

Section 4 – Scoring

Section 5 – Appendix

### Recommended References:

1. The Laws of Duplicate Contract Bridge 2007
2. The Director is Called by John McIlrath
3. The Bridge Directors Handbook of Movements and Scoring by Judy McKee
4. Duplicate Bridge Direction by Alex Groner

### Section 1 - Definitions

The full set of Definitions is set out in Chapter 1 of the Laws of Duplicate Bridge. Below are a number of these definitions that you will need to know.

<b>BID</b> –	An Undertaking to win at least a specified number of odd tricks in a specified denomination.
<b>CALL</b> –	Any Bid, Double, Redouble or Pass
<b>DENOMINATION</b> –	The suit or No Trumps specified in a bid
<b>HONOUR</b> –	Any Ace, King, Queen, Jack or Ten
<b>IREGULARITY</b> –	A Deviation from the correct procedures set forth in the Laws

## **Section 2 – Laws**

You should try to learn the most commonly used Laws so that they can be quickly and accurately applied when needed. If not, you should be able to identify the relevant law as quickly, so that you can find it in the Law book and give a ruling as soon as possible. It is most important that you ‘know your way around’ the Law book

In this course, it will not be possible to consider all the Laws, their interpretations, applications and ramifications. We will look only at the most commonly required Laws and how to apply them.

### **Chapter V – The Auction Period** (Laws 17 – 40)

The Auction starts for a side when either partner withdraws their cards from the board.

Commonly needed Auction period Laws are:-

#### **Call Out of Rotation (Laws 28 – 35)**

- General Principles: The Left Hand Opponent has the right to accept the call out of rotation. If it is accepted the auction continues with no penalty.
- If the Call is not accepted by the LHO  
Then – If the Call was PASS
  - o Before any player has bid, then Offender must pass at their next turn.
  - o After any player has bid
    - At RHO’s turn to call - Offender must pass at their next turn to call
    - At Partners turn to call – Offender must pass for the remainder of the auction

If the Call was a Bid

- o At RHO’s turn to call
  - If the RHO passes, offender must repeat the bid out of rotation, No penalty
  - If RHO bids, and offender repeats the denomination, Offenders partner must pass for one round
  - If RHO bids and offender does not repeat the denomination or makes any other call then offender’s partner must pass for the remainder of the auction.
- o At Partner’s turn to call
  - Offender’s partner must pass for the remainder of the auction
- o At LHO’s turn to call,
  - If the offender has not previously called then offender’s partner must pass for the remainder of the auction
  - If the offender has previously called, then this is treated as a change of call and Law 25 applies.

Note also:-

Law 23 – Irregular Passes Causing Damage

Law 25 – Change of Call  
Law 26 – Lead Penalties.

### **Insufficient Bid – (Law 27)**

- The Left Hand Opponent has the option of accepting the Insufficient Bid. If they do then the Auction continues without Penalty.
- If the Insufficient bid is not accepted then the offender may correct the insufficient bid to the lowest sufficient level in the same denomination and the auction continues without penalty. Provided that both the insufficient bid and the substituted bid are not artificial.  
However if the insufficient bid is corrected with a legal call that has the same meaning (or a more precise meaning) then the insufficient bid the auction continues without rectification.
- Accept as in above - If the offender passes or makes any other bid, the offender's partner must pass for the remainder of the auction (plus there may be lead penalties should the offender's side become defenders). The offender may not double at their turn to bid.

Note Also:-  
Law 23 – Irregular Passes Causing Damage  
Law 26 – Lead Penalties.

### **Inadmissible Calls (Laws 36 - 39)**

Eg – Double of Partners bid, Bid of more than seven, etc.

Generally the Call is cancelled and the offender's partner must pass for the remainder of the auction.

Note also:-  
Law 23 – Irregular Passes Causing Damage  
Law 26 – Lead Penalties.  
Law 35 – Inadmissible Call Condoned

## **Chapter VI – The Play** (Laws 41 - 71)

### **Lead out of Turn** – (Laws 53 - 56)

#### Opening Lead out of Turn

Declarer has five options:-

- 1 - Accept the lead, dummy is spread and declarer plays from their hand first
- 2 - Accept the lead, become Dummy and allow partner to become the declarer
- 3 - Require the lead to revert to the correct hand and demand the lead of the suit led. The card led out of turn is picked up and returned to the player's hand
- 4 - Require the lead to revert to the correct hand and prohibit the lead of the suit led. This prohibition to last for as long as that player retains the lead. The card led out of turn picked up and returned to the played hand.
- 5 - Require the lead to revert to the correct hand – that player may lead any card they like and the card led out of turn becomes a **Major** penalty card.

#### Defender's Lead out of Turn

Declarer may accept the lead: Otherwise the card becomes a **Major** Penalty Card and The lead reverts to the correct hand.

#### Declarer's Lead out of Turn

Either defender can accept the lead out of turn. If the lead out of turn is not accepted, then the card is returned to the Declarer's hand without penalty and the lead reverts to the correct hand.

### **Card Played** – (Law 45)

- **Declarer's Card** – A card held face up, touching or nearly touching the table or maintained in such a position as to indicate that it has been played.
- **Defenders Card** – A card held so that it is possible for their partner to see its face.
- **Dummy's Card** – A card deliberately touched or named or otherwise designated.

The Director often needs to make a judgement based on the facts presented at the table and the application of the Law as to whether a card falls under these descriptions

Note also:

Law 47 – Retraction of Card Played

Law 50 – Disposition of Penalty Card

## **Penalty Card** – (Laws 48 – 51)

There are two types of Penalty cards – **Major and Minor**:-

Any Penalty Card must remain face up on the table until the time it is played or it no longer remains as a Penalty Card.

### **Definition for a Minor Penalty Card –**

For a Card to be allowed as a Minor Penalty Card it must fit into all of these three conditions.

- 1 – The card must be below the rank of an Honour
- 2 – The card must have been exposed inadvertently
- 3 – The offender must only have one penalty Card

If any of these three conditions are not met, then the penalty card becomes a ‘**Major Penalty Card**’

### **Penalties for a Minor Penalty Card:-**

On offender – If the offender wishes to play a non-honour card of that suite then they must play the penalty card

On Offenders partner - No Penalties.

### **Penalties for a Major Penalty Card:-**

On Offender – The card must be played at the first legal opportunity in either Following suit, Leading or Discarding

On Offender’s Partner - Should the offender’s partner get the lead whilst their partner has a Major Penalty card, Declarer has the option of demanding the lead of the penalty card suit or prohibiting the lead of that suite for as long as the offender’s partner retains the lead.

If this option is exercised then the Penalty card is picked up and returned to the offender’s hand and is no longer a penalty card.

## **Revoke** – (Laws 61 - 64)

- 1 - The director must firstly determine if the Revoke has been established. The revoke becomes established when the Offending side plays to the next trick. This includes indicating a Lead or play or making a Claim or concession.
- 2 - If the revoke is not established then it is corrected.

For the declarer there is no further rectification  
For a defender the revoke card become a Major Penalty Card.

- 3 - If Established the director requests that the hand be completed and rules on the relevant rectification at the end of the hand.
- 4 - Rectification for a Revoke:-  
The rectification is dependent on a number of factors
  - (a) Did the **offending player** win the revoke trick (for Declarer – was it won in the **hand** that revoked)
  - (b) Did the **offender's partner** win the Revoke trick or the offending side win any tricks after the revoke

If the answers to (a) and (b) are both Yes. Then the penalty is Two tricks

If the answer to one question is Yes and the answer to the other question is No. Then the penalty is One Trick

If the answer to both (a) and (b) are No. Then there is no Penalty.

Note: any tricks won by the offending side prior to the revoke remain with the Offending side.

- 5 - If the penalties set down by the Laws are insufficient to compensate the non-offending side, then the director should award an adjusted score equivalent to the likely result, had the revoke not taken place.

## Section 3 – Movements

### Pairs Movements

#### Mitchell Movements

Odd Number of Tables - Simple	NS Stationary EW up one Table Boards Down one table
Even Number of Tables - Skip	NS Stationary EW up one table, after the halfway round EW skip one table Boards down one table
Share and Bye	NS Stationary EW up one table Boards – The highest and Lowest number tables share boards – Boards sit out for one round between the two middle numbered tables Boards down one table
Half table      Rover Movement	Sit out pair are NS (their pair number is one more than the highest number) For Round two they replace the NS Pair at Table 2 – then for each subsequent round they move up two Tables Note – for an even number of tables the rover pair must move up an extra table on the skip round.

Note – The movement is not recommended for an odd, non prime number of tables as the movement is non standard and complex.

#### Howell Movements

Full Movement:                    All pairs play all boards and all other pairs  
Three-Quarter Movement:    All pairs play all boards, but not all the other pairs.

Note: For any Howell Movement Guide cards are needed on each table.

## Team Movements

### Swiss Teams Events

A head-to-head teams event where, after the first round, teams are drawn against a team with a similar score – with the proviso that no two teams should meet twice. I.e First plays second, third plays fourth. If the two teams have previously played each other then the higher ranked team is matched with the next highest team that they have not previously played.

For the first round the director may determine the draw in a number of ways – ie Random draw, seeded and top half of the field plays the bottom half.

For an odd number of Teams, use a “Triangle” over one or two matches. (Triangle is three teams playing an ‘American Whist Movement’)

NS – stay stationary

EW – go up one table

For the second half of the match the EW to up one table and the boards go down one table

After the second half EW return to their Team and score up for both matches

### Round-Robin Events

Event where all teams meet all other teams

### American Whist Movement

A Teams movement for an Odd number of Teams and is similar to Pairs Mitchell movement.

NS Stay Stationary

EW move up TWO Tables

Boards move up ONE Table – ie in the same direction as the EW Pairs.

### New England Relay

A Teams movement for an Even number of Teams

- Set out the tables in two rows with Table 1 adjacent to table(N/2 + 1), Table 2 will be adjacent to table (N/2 + 2) etc
- Adjacent tables share boards
- Relay table are placed between each pair of tables so that only half the boards are in play for each round.
- After each round, EW pairs move up one table, boards move up but going between the playing and the relay tables (ie boards just played will go to a relay table, boards on the relay table come into play)

Other Team movements are available to be used but these are the most simple.



## Section 4 - Scoring.

### Definitions.

Note – For the purposes of the following explanations, it is assumed that single match pointing is used.

- Match Point** - One Match point is awarded for each score bettered and half a match point for each score equalled
- Top** - Maximum number of Match points available to a pair on a board. Equal to one less than the number of times the board has been played
- Average** - Half a top on a board
- Average Minus** - 40% of the top on the board
- Average Plus** - 60% of the top on a board or the pair's overall percentage for the session, which ever is higher
- Board Check Total** -  $(T * N) / 2$ , (Where T is the top on a board and N is the number of times the board is played)
- Grand Check Total** - The Board Check Total \* the number of boards
- Maximum Score** - The number of boards a pair play \* the top on a board.
- Percentage** - A pair's score divided by the Maximum score \* 100.

### Scoring Averages.

1. A pair that is awarded an Average is deemed to have equalled every other score on the board.
2. All other scores are match pointed as if they have equalled the Average score. Therefore the top becomes Lower.
3. The board check total should remain the same.

#### Scoring Average Plus and Average Minus

1. Average Plus and Average Minus adjustments should only be done after the total scores have been determined. When initially scoring the board they should be treated as an average.
2. For Average Minus – subtract one tenth of a top from the total score from the pairs total score

3. For Average Plus – Add one tenth of a top to the total score for the pairs. However, if that pair has achieved more than 60% for the session they should be given that percentage on the board.

### Scoring Fouled Boards.

When a board is fouled, if possible determine where the Fouling has taken place. The scores should then be split into two sets – Those scores before the fouling took place and those after.

Match point each group separately and add half a match point for each score in the other group.

### **Factoring.**

Where there is a Half Table combined with an Incomplete movement, some pairs will play less boards than other pairs. When this occurs, these pairs have their final score factored up to make it equivalent to those pairs who played more boards.

For example, if some pairs have played 28 boards and other only 24, the scores of those who played the lesser number must be multiplied  $28 / 24$  (or  $7 / 6$ ).

### **Factoring Matchpoint Scores**

Sometimes boards will be played a different number of times, so that if scored normally they would have different tops. To overcome this, the MP scores on the board played fewer times are factored up. For example, if the top on one board is 5, and the top on another board is 4, then all scores on the second board must be multiplied by  $5 / 4$ .

The effect of this factoring and rounding will usually mean that the board and grand check totals will not be exactly correct.

### **Correcting Incorrect Scores.**

The director should only change a score when it is obviously wrong.

1. Obvious Vulnerability errors ( eg a vulnerable game scored as 420 should be changed to 620, but note that 1 off not vulnerable scored as 100 should not be changed)
2. Impossible scores (eg 5 off doubled, not vulnerable, scored as 900)

In other cases, the director should accept the score as correct. The director has some discretion when a score appears to be obviously on the wrong side (ie a NS slam scored to EW) However the director should not change a score of his own initiative.

## APPENDIX

The following are elements that I believe constitute the making of an enjoyable and well run bridge session.

Whilst these comments are by no means all encompassing, they are thoughts put forward for the consideration of anybody considering becoming a Tournament Director

- The director is usually the player's first point of contact – anything that the director can do to enhance the player's enjoyment of the session is beneficial to the well being of the players, your club and the game.

- The director should strive for complete fairness. They should be familiar with both the Laws of the game as well as the Ethics and proprieties of the game.

In areas where the Laws do not spell out a prescribed penalty, aim for justice to all parties – let the penalties restore equity to all parties.

- Aim to start the session at the published start time. It is always tempting to hold off the start, whilst 'waiting for a late pair'. This punishes the players who have arrived on time and encourages late arrival in the future. There are always ways of accommodating a late pair.

- Be familiar with the most commonly used movements at your club for the anticipated number of players, so that you do not delay the starting of the session.

- Keep the room under control by:-
  - (a) Keeping the Game moving.
  - (b) Keeping the Room quiet.

Whilst you may get some argument from one or two players, the majority will support your efforts in these two areas. If you have a particularly slow pair or table, do not let this prevent you from calling the move for the next round. The slow players can always take a late play on a board or take an average.

- What ever happens – Remain calm

Enjoy your directing – It has its highs and lows but overall can be a very rewarding experience

Tony Howes  
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