

# DIRECTOR, PLEASE!



## SAMPLE PREVIEW BOOK

*Josephina BURRIE*

By the same author

*Director, speak English please!* -  
*The laws of Duplicate Bridge from a player's Perspective* - ISBN 978-0-9925767-4-5

*The Budding Director* -  
*The 9 most common bridge calls explained to Budding Directors* - ISBN 978-0-9925767-5-2

1<sup>st</sup> edition 2011 – ISBN 978-0-9925767-0-7  
ISBN 978-0-9925767-1-4

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P.O. Box 155, Redlynch, QLD 4870, Australia  
[www.directorplease.net](http://www.directorplease.net)  
[director.please.book@gmail.com](mailto:director.please.book@gmail.com)

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ISBN 978-0-9925767-3-8

Cover illustration by Alexander Bowden

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*"Pedantry and mastery are opposite attitudes toward rules.*

*To apply a rule to the letter, rigidly, unquestioningly, in cases where it fits and in cases where it does not fit, is pedantry...*

*To apply a rule with natural ease, with judgment, noticing the cases where it fits, and without ever letting the words of the rule obscure the purpose of the action or the opportunities of the situation, is mastery".*

**George Polya, mathematician (1887-1985)**

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***"Director, please!" does not by any means pretend to supersede the Official book "The Laws of Duplicate Bridge". Its sole purpose is to help the aspiring or new director to find their way through the official law book, which will always be the last and official reference to the laws of duplicate bridge.***

***This manual is not exhaustive. It gives an outline of the systems and alerts, deals with the most common movements and scoring problems, and gives a broad description of the main infractions and laws a Club Director may have to handle.***

***For a complete description, please refer to the official regulations and law book that apply specifically to the relevant state or country.***

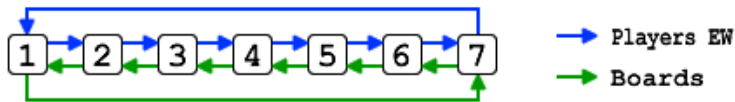
***This manual is believed to be accurate at the time of printing. Its contents are based on "The Laws of Duplicate Bridge – 2017".***

# PAIRS

With a Mitchell Movement 2 winners are produced: one in the NS field and one in the EW field. This means that NS pairs are not competing against EW pairs but against other NS pairs. Therefore **fair seeding is important**, i.e. strong players AND weak players should be sitting both in a NS and EW direction and not all strong players in a NS direction and all weak players in an EW direction for example.

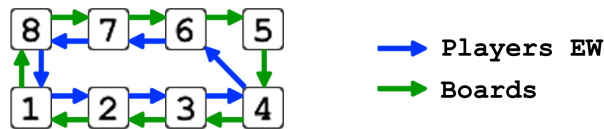
## Mitchell Odd tables - Straight

- **NS** stationary.
- **EW** up 1 table.
- **Boards** down 1 table.
- **Curtailing** with full table OK.
- Factoring necessary with 1/2 table if the movement is curtailed (boards + scores).
- Number of rounds = number of tables.



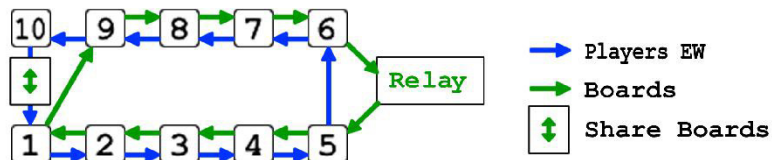
## Mitchell Even tables - Skip

- **NS** stationary.
- **EW** up 1 table.
- **Boards** down 1 table.
- **With 1/2 table:** Factoring necessary (scores + boards)
- **Curtailing** with full table OK, not with 1/2 table (too much factoring).
- Number of rounds = number of tables - 1
- Earliest round after which the skip may be called: total no. rounds - 1/2 number of tables.
- Latest round after which the skip may be called: 1/2 number of tables.



## Mitchell Even tables - Share + Relay/Bye

- **NS** stationary.
- **EW** up 1 table.
- **Boards** down 1 table.
- Sharing table equidistant from Relay table - Table 1 shares with highest numbered table.
- No boards move to highest no. tables (because is sharing).
- **1/2 table:** EW at highest no. table (sit-out instead of sharing).
- **Curtailing** OK with computer scoring (Neuberg formula used), not recommended with manual scoring (too much factoring).
- Number of rounds = number of tables.



**ROUND ROBIN:** used when all teams must play each other **over 2 or more sessions**.

### Even tables

**Example: 8 teams - 2 sessions**

- 1- On 1<sup>st</sup> row, enter the team numbers, from left to right in **descending order (blue)**.
- 2- Still on 1<sup>st</sup> row, enter the remaining team numbers as their opponents, from left to right in **ascending order (green)**.
- 3- Now work in **columns**.
  - In the 1<sup>st</sup> column, for all subsequent matches, the highest team number stays the same (team 8). The team number of the opponents is then entered in ascending order (red).
  - In the 2<sup>nd</sup> column, enter the team numbers in ascending order on the left (here 1,2,3...). The highest team number does not appear because it is already in column 1 (team 8). The team number of the opponents is then entered in ascending order (red). Again, the highest team number does not appear because it is already in column 1 (here team 8).
  - Work in the same manner for the remaining columns.
  - The same number of boards per match must be played during each session (here 9). To calculate the number of sets needed in the Main field: Average of 2.5 boards per table = 2 boards on Table 1, 3 on Table 2, 2 on Table 3, 3 on Table 4, etc.
  - "8 vs. 1" = 8NS vs. 1EW are playing at one table - 1NS vs. 8W are at another table.

Session 1	Match 1	8 vs. 1	7 vs. 2	6 vs. 3	5 vs. 4	Set A boards 1-9
	Match 2	8 vs. 2	1 vs. 3	7 vs. 4	6 vs. 5	Set A boards 10-18
	Match 3	8 vs. 3	2 vs. 4	1 vs. 5	7 vs. 6	Set A boards 19-27
	Match 4	8 vs. 4	3 vs. 5	2 vs. 6	1 vs. 7	Set A boards 28-36
Session 2	Match 5	8 vs. 5	4 vs. 6	3 vs. 7	2 vs. 1	Set B boards 1-9
	Match 6	8 vs. 6	5 vs. 7	4 vs. 1	3 vs. 2	Set B boards 10-18
	Match 7	8 vs. 7	6 vs. 1	5 vs. 2	4 vs. 3	Set B boards 19-27

### Odd tables

#### PLAYERS

Even table Robins are easier to organise and manage. It is advisable to have a house team available to be added to an odd number of teams, so as to be able to end up with an even number of teams.

If this is not possible, all the players need to be divided into 2 fields:

- 2- A "Triangle" is made up of 3 teams, so that an even number of teams remains (main field).
- 3- In the Triangle, each team plays 2 matches (Mitchell: Boards down 1, players up 1).
- 4- 1 team stays in the Triangle through the entire event. The other teams stay in the Triangle for 2 matches, then move into the main field, replacing 2 teams who go in the Triangle.

Match	7 teams	(main field = 4 tables)	Triangle (3 tables)
1	7 vs. 4	6 vs. 5	1 vs. 2 vs. 3
2	4 vs. 6	5 vs. 7	
3	2 vs. 6	3 vs. 7	1 vs. 4 vs. 5
4	7 vs. 2	6 vs. 3	
5	2 vs. 4	3 vs. 5	1 vs. 6 vs. 7
6	5 vs. 2	4 vs. 3	

Match	9 teams	(main field = 6 tables)	Triangle (3 tables)
1	6 vs. 5	4 vs. 8	7 vs. 9
2	5 vs. 8	7 vs. 4	9 vs. 6
3	8 vs. 7	2 vs. 6	3 vs. 9
4	9 vs. 2	6 vs. 8	3 vs. 7
5	4 vs. 3	2 vs. 8	5 vs. 9
6	5 vs. 2	9 vs. 4	8 vs. 3
7	7 vs. 2	4 vs. 6	3 vs. 5
8	2 vs. 4	5 vs. 7	6 vs. 3

Match	11 teams	(main field = 8 tables)	Triangle (3 tables)
1	6 vs. 5	11 vs. 4	7 vs. 9
2	4 vs. 6	9 vs. 11	5 vs. 5
3	8 vs. 7	11 vs. 2	10 vs. 3
4	2 vs. 8	3 vs. 9	6 vs. 10
5	2 vs. 4	3 vs. 5	10 vs. 9
6	9 vs. 2	4 vs. 8	10 vs. 5
7	4 vs. 3	5 vs. 7	2 vs. 10
8	7 vs. 2	6 vs. 3	4 vs. 10
9	5 vs. 2	3 vs. 7	6 vs. 8
10	5 vs. 9	2 vs. 6	8 vs. 3

Table (Top of ...)	Boards per table (Rounds)	Boards played Sit-out/Other (Boards in play)	Movement	Curtail	Appr. length of game	Rating	Missing Pair could be / must be ...
8 (14)	4 (7)	28 (32)	<b>8T Skip Mitchell.</b> (E/W skip after R. 4)	✓	3h	***	-
	4 (8)	32 (32)	<b>8T Mitchell Sh/R.</b> (Sh: 1+8 - Re: 4-5)	-	3h20m	****	-
8½ (14)	3 (9)	24/27 (27)	As <b>9T str. Mitchell.</b> E/W or N/S sit-out	-	2h50m	***	T9: NS or E/W (could be)
9 (16)	3 (9)	27 (27)	<b>9T str. Mitchell.</b>	✓	2h50m	***	-
9½ (16)	3 (10)	27/30 (30)	As <b>10T Mitchell Sh/R.</b> (Re: 5-6) No Share (½ table)	-	3h	***	T10: NS (must be to avoid sharing)
10 (18)	3 (10)	30 (30)	<b>10T Mitchell Sh/R.</b> (Sh: 1+10 - Re: 5-6)	-	3h	***	-
	3 (9)	27 (30)	<b>10T Skip Mitchell.</b> (E/W skip after R. 5)	✓	2h50m	***	-
10½ (18)	3 (9)	24/27 (27)	<b>1½ App. Mitchell</b> (1+10 share) - Base 9	-	2h50m	***	T11: NS (must be)
	3 (11)	30/33 (33)	As <b>11T str. Mitchell.</b>	-	3h30m	****	T11: NS (could be)
11 (20)	3 (11)	33 (33)	<b>11T str. Mitchell</b>	✓	3h30m	****	-
11½ (20)	3 (10)	27/30 (30)	<b>1½ App. Mitchell</b> (1+11 share) - Base 10 Skip after Round 5	-	3h10m	****	T12: NS (must be)
12 (22)	2 (12)	24 (24)	<b>12T Mitchell Sh/R.</b> (Sh: 1+12 - Re: 6-7)	-	2h35m	** (short)	-
	3 (11)	33 (36)	<b>12T Skip Mitchell.</b> (E/W skip after R. 6)	✓	3h30m	****	-
12½ (22)	3 (11)	30/33 (33)	<b>1½ App. Mitchell</b> (1+12 share) - Base 11	-	3h30m	****	T13: NS (must be)
	2 (13)	24/26 (26)	As <b>13T str. Mitchell.</b>	-	2h50m	***	T13: NS or E/W (could be)
13 (24)	2 (13)	26 (26)	<b>13T str. Mitchell.</b>	✓	2h50m	***	-
	3 (11) (2 sets)	33 (33)	<b>13T Bowman.</b>	✓	3h30m	****	-

Adding a late pair – To be adapted, if missing pair is different	
<b>Change to 8½ T. Skip Rover Mitchell</b> – (7R. @ 4B./R = 28B. played) <b>Skip</b> after R.4 (4 board sit-out). <b>Late pair</b> becomes Rover Pair NS 9 at T. 9. NS 9 goes to (9),2,4,6,3,5,7 (See p. 4).	
<b>Change to 8½ T. Sh/R. Rover Mitchell.</b> (8R. @ 4B./R = 32B. played). (4 board sit-out). <b>Late pair</b> becomes NS 9 at T9. NS 9 goes to (9),1,6,2,7,3,8,4 (See p. 4).	
<b>Leave as 9T. straight Mitchell</b> (9R. @ 3B./R = 27B. played). <b>Late pair</b> becomes EW 9 or NS 9 at T. 9. <b>Late play:</b> 9 vs. 9 (B. 25-27).	
<b>Change to 9½ T. Rover Mitchell</b> – (9R. @ 3B./R = 27B. played). <b>Late pair</b> becomes Rover Pair NS 10 at T. 10. NS 10 goes to (10),2,4,6,9,5,7,7,8 - EW6 goes to 6,7,2,9,1,5,3,4,8 - EW9 goes to 9,1,8,3,4,2,6,7,5 (See p. 4).	
<b>Change to 10 T. Rover Sh/R. Rover Mitchell.</b> (10R. @ 3B./R = 30B. played). <b>Late pair</b> becomes NS 10 at T10. <b>Relay</b> stays where it was. NS 10 goes to (10),1,7,2,8,3,9,4,10,5 (See p. 4).	
<b>Change to 10½ T. Sh/R. Rover Mitchell.</b> (10R. @ 3B./R = 30B. played). <b>Late pair</b> becomes NS 11 at T11. <b>Relay</b> stays where it was. NS 11 goes to (11),2,4,6,8,10,1,3,5,7,9 (See p. 4).	
<b>Change to 10½ T. Skip Rover Mitchell. Skip</b> after R.5. (9R. @ 3B./R = 27B. played). <b>Late pair</b> becomes NS 11 at T. 11. NS 11 goes to (11),2,4,6,8,3,5,7,9 (See p. 4).	
<b>Change to 11T. straight Mitchell</b> (11R. @ 3B./R = 33B. played). May be <b>curtailed</b> . <b>Late pair</b> becomes NS 11 at T.11. <b>Shuffle and redeal</b> any B.1-3 already shared between T.1 and T.10 <b>Add</b> boards 28-30 to T. 10 and boards 31-33 to T.11. <b>Late play:</b> 1 vs. 1 (B.1-3), 10 vs. 10 (B.28-30), 11 vs. 11 (B.31-33).	
<b>Leave as 11 T. straight Mitchell.</b> (11R. @ 3B./R = 33B. played). May be <b>curtailed</b> . <b>Late pair</b> becomes NS 11 at T. 11. <b>Late play:</b> 11 vs. 11 (B.31-33).	
<b>Change to 11½ T. Rover Mitchell</b> (11R. @ 3B./R = 33B. played). <b>Late pair</b> becomes Rover Pair NS 12 at T.12. NS 12 goes to (12),2,4,6,8,10,1,3,5,7,9 (See p. 4).	
<b>Change to 12T. skip Mitchell</b> (11R. @ 3B./R = 33B. played) ( <b>Skip</b> after R.6). May be <b>curtailed</b> . <b>Late pair</b> becomes N/S 12 at T.12. <b>Shuffle and redeal</b> any B.1-3 already shared between T.1 and T.11 <b>Add</b> boards 31-33 to T. 11 and boards 34-36 to T.12. <b>Late play:</b> 1 vs. 1 (B.1-3), 11 vs. 11 (B.31-33), 12 vs. 12 (B.34-36).	
<b>Change to 12½ T. straight Mitchell</b> (13R. @ 2B./R = 26B. played). <b>Late pair</b> becomes NS at T.13. <b>Shuffle and redeal</b> B.1-2 played at T.12. <b>Add</b> boards 25-26 to T.13 and <b>transfer</b> (B.13-14) from Relay to T.12 → <b>Boards out of order</b> . <b>Late play:</b> 1 vs. 1 (B.1-2), 12 vs. 12 (B.13-14).	
<b>Change to 12½ T. Skip Rover Mitchell</b> (11R. @ 3B./R = 33B. played) ( <b>Skip</b> after R.6). <b>Late pair</b> becomes Rover Pair NS 13 at T.13. NS 13 goes to (13),2,10,8,6,4,1,11,9,5,3 (See p. 4).	
<b>Change to 13T. straight Mitchell</b> (13R. @ 3B./R = 39B. played) – <b>Curtail!!</b> <b>Late pair</b> becomes NS at T.13. <b>Shuffle and redeal</b> B.1-3 played at T.12 – <b>Add</b> boards 34-36 to T. 12 and boards 37-39 to T. 13. <b>Late play:</b> 1 vs. 1 (B.1-3), 12 vs. 12 (B.34-36), 13 vs. 13 (B.37-39).	
<b>Leave as 13T. straight Mitchell</b> (13R. @ 2B./R = 26B. played). <b>Late pair</b> becomes EW 13 or NS 13 at T.13. <b>Late play:</b> 13 vs. 13 (B. 25-26).	
<b>Change to 13½ T. Rover Mitchell</b> (12R. @ 3B./R = 36B. played). <b>Late pair</b> becomes NS 14 at T.14. NS 14 goes to (14),2,4,6,8,10,12,1,3,5,7,9,11 (See p.4).	
<b>Change to 1½ Appendix Mitchell</b> - Base 12 - (12R. @ 3B./R = 36B. played) - Skip after R. 6. <b>Late pair</b> becomes Rover Pair NS 14 at T.14. <b>Shuffle and redeal</b> B.1-3 played at T.1 + 12. - <b>Deal</b> boards 34-36 for T. 12. <b>Late play:</b> 1 vs 1 (1-3), 13 vs. 13 (B. 1-3), 12 vs. 12 (B.34-36).	



## DEFINITIONS

**Alert** - A verbal (saying "alert") and visual call (circling of a written bid or showing the "A" card from the bidding box) made by the partner of the player making an artificial/conventional or unusual call, i.e. a call with an unexpected meaning (see p. 32). An explanation regarding the meaning of the alerted call is only given when requested.

**Announcement** - A short phrase automatically given to the opponents by the partner of the player making a 1NT or a 1♣ opening call, to clarify its meaning (point range or length) (see p. 32).

**Artificial adjusted score** - An artificial score given by the director because of a procedural error or infraction of the Laws. It is usually 50% (average – partly at fault), 40% (average minus – directly at fault) or 60% (average plus – in no way at fault) for a given partnership depending on who is at fault. The total of the averages does not need to equate to 100% for the table (see p. 74).

**Artificial call** - A bid, double or redouble that conveys information (not being information taken for granted by players generally) other than willingness to play in the denomination named or last named; or a pass promising more than a specified amount of strength or promising or denying values other than in the last suit named. Generally, artificial calls below the 4 level need to be alerted, unless they are self-alerting.

**Assigned adjusted score** - A bridge result in match points seeking to recover as closely as possible the probable outcome of a board by reflecting different possibilities of potential results had an infraction not occurred (e.g. a weighted score) (see p. 77).

**Auction** - The complete bidding phase of play through successive calls, to determine declarer's contract. It begins when the first call is made and ends when there are 3 consecutive passes in rotation after the last call or 4 passes in a row when no call has been made (See *timeline p.23*).

**Auction period** - Starts for a side when either partner withdraws their cards from the board, and ends when, at the end of the auction, the opening lead is faced by a defender (See *timeline p.23*).

**Balanced/semi-balanced** – A "flat" hand containing suit parity (4-3-3-3, 4-4-3-2, and 5-3-3-2 shape). Semi-balanced hands include: 5-4-2-2 and 6-3-2-2 shape.

**Bid** - An undertaking to win at least 7 tricks in a specified suit or NT (also called *odd tricks*). A "Pass" or a "X" are not bids, they are *calls*.

**Call** - Any bid, double, redouble or pass.

**Claim (to declare)** - An announcement by a player (the claimer) suggesting that they intend to win or concede a specific number of further tricks before the end of play. Play is suspended. The claimer should turn their cards face up and explain how they intend to play the cards (line of play). A claim can be accepted or contested by the opponents (see p. 66).

**Clarification Period** - The interval between the end of the auction and the end of the auction period (See *timeline p.23*).

**Contract** - The commitment by declarer's side to win a certain number of tricks in a specific suit or NT, as specified in the final bid. The contract can be undoubled, doubled or redoubled.

**Correction period** – A set period at the end of a session during which players can check the results, report any errors, and any necessary corrections can be made by the TD or the scorer. Usually this timeframe is 30 min. from the publication of the results.

## RUNNING a SESSION

### A- Number of tables and boards

**To award Masterpoints** a club session must consist of a minimum of 3 Tables (Howell or Individual) or 4 Tables (other) and a minimum of 24 boards must be played during a Club Session (green points) and 15 boards for Supervised Play (blue points).

A minimum of **75% of boards** need to be played (sit-out = boards played) for points to be allocated. (*ABF Masterpoints – 4.3 - Outright Awards and 4.4.3 – Minimum Size*).

### B- Dealing of cards

- Manual:** to ensure randomised packs, packs should be thoroughly shuffled (recommendation is 7 riffle shuffles).
- Computer generated:** Players who also prepare the deals should protect themselves against possible accusations of impropriety (*Regulations*).
- Deals must NOT be manipulated** for an everyday Club session (*Regulations*) (6D2 + 6E4 – *Shuffle and Deal*).

### C- Seeding

Care should be taken to **seed the players** to end up with a **balanced field**, i.e. top players should be seated in both directions NS and EW, and so should obviously be weaker or weak players. If a session has 2 or more sections, the same consideration applies to all sections.

### D- Slow Play

**Games should start on time** and the TD should keep rounds moving on schedule. Often 6 or 7 minutes are generally allowed for each board to be bid and played during club sessions. Allow 1 minute between rounds for players to move to the next table.

- In case of slow play the TD should
  - First warn slow players that they need to **catch up**,
  - Allow them a **late play** if the players are still late **OR**
  - Give them an **adjusted score** for boards that are not started before the round ends or 2 or 3 minutes before the round ends (See *F- this page*).
- The TD will first **determine who is "at fault"** before applying any penalties.
- When players are consistently slow the TD should inform them that **procedural penalties** (*Law 90*) may apply for future offences (a specific number of match points taken off the total number of match points scored by that pair during that session (See p.75)).
- Duplicate games where late plays are not allowed** can be organised.

### E- Calling the TD

- All players should address the TD courteously (*Law 74B5 – Conduct and Etiquette*).
- During the auction** any player may draw attention to an irregularity, even when it is not their turn to call (*Law 9A1 – Procedure following an Irregularity*) and call for the TD (*9B1a*).
- During play** any player except Dummy may draw attention to an irregularity (*9A2*) (*43A1b*) and when this has happened, all players including Dummy may call the TD (*9B1b*) (*43A1a – Dummy's Limitations*).

### F- Score adjustments (*Law 12*)

Score adjustments may be awarded to redress damage incurred by non-offenders during bidding or play. Adjusted scores can be assigned or artificial.

- Assigned adjusted scores** (can become weighted scores) will try to recover as closely as possible the probable result of the board without the infraction (*12C1*) (See p. 77).
- Artificial adjusted scores** are awarded according to the responsibility for the infraction if the possibilities are not obvious. In Pairs (of available match points for that board): 40%=directly at fault – 50%=partly at fault – 60%=not at fault (*12C2a*) (See p.74-75). In IMPs: -3 IMPs (at fault) – +3 IMPs (not at fault) (*12C2b*) (See p.75) (this may be varied by the Tournament organiser, subject to approval by the Regulating Authority).

If a pair is to be given a 60% average for a particular board and has without that board scored more than 60% for that session, that greater percentage must be given to that pair instead of 60%. The WBF recommends a maximum of 2 average+ scores per session per contestant (Pairs or Teams).

For a pair that is to be given a 40% adjusted score and scores less than 40% for the session without that board then that lesser percentage must be given to that pair instead of 40% (Law 12C2c – Awarding an adjusted score).

## G- Procedural Penalties (Law 90)

A **procedural penalty** may be applied **to an offender** in **aggravated circumstances**, where there is a **violation of the laws** or of a regulation under the laws. Such offences could (amongst others) be:

1. Obstructing or delaying the game (e.g. *late arrival or repeated slow play...*),
2. Inconveniencing or disconcerting other players, violating correct procedure or paying insufficient attention to the game (e.g. *touching another player's cards, placing cards in wrong pockets of a board, playing the wrong board, failing to count one's cards, mixing tricks before results have been agreed upon, bidding without viewing one's cards...*),
3. Having the TD award an adjusted score at another table (e.g. *because of bidding or play discussed loudly and overheard at another table that cannot then play that board...*),
4. Being discourteous or embarrassing to another player or interfering with their enjoyment of the game.
5. Failing to comply promptly with the TD's instructions or with the regulations.

### Procedural Penalties

**Pairs:** a number of match points taken off that pair's total for that session (see p. 75).

**Teams:** 3 IMPs are usually taken off that teams total for that session.

## H- Disciplinary Penalties (Law 91)

A **disciplinary penalty** (in points or suspension of a player) may be applied by the TD to **maintain order and discipline**. Such penalty may not be overruled by an Appeals Committee (93B3).

## I- Ruling on agreed / disputed facts (Laws 84 + 85)

### THE AIM OF THE DIRECTOR IS TO RESTORE EQUITY, NOT TO PUNISH.

☑ *The TD shall base their views on the balance of probabilities, using only the evidence they collect at the table. If they cannot ascertain the facts, they make a ruling that will allow play to continue.*

#### 1. Agreed facts

If all players agree about the facts, the TD shall use the relevant law to:

1. Give **no rectification** (84A) OR
2. Provide **rectification** for an irregularity (84B) OR
3. Give a **choice of rectification** to a Player after explaining the options (84C).

#### 2. Doubtful points

In case of a doubtful point the TD **rules in favour of the non-offending side**. If the non-offending side has probably been damaged and **if the laws do not provide rectification, the TD adjusts the score** (84D).

#### 3. Disputed facts

The TD shall use all possible information they can collect at the table to form an opinion using the **balance of probabilities** (85A1).

Having then ascertained the facts to their satisfaction, they rule as per **1.** (above) (i.e. no rectification / rectification / choice of rectification) (85A2).

#### 4. Non-determined facts

If the TD cannot ascertain the facts to their satisfaction, they make a ruling which allows play to continue (85B).

## INSUFFICIENT BID – Law 27

📖 An **unintended insufficient bid** falls under **Legal and Illegal Changes of call** (Law 25) (See p.35), not Law 27.

- An **insufficient bid out of rotation** falls under **Bid out of rotation** (Law 31) (See p.42-43) not Law 27.
- An insufficient bid is considered **accepted** if LHO **calls over the insufficient bid**.
  - The bidding then continues from there.
  - Otherwise, Lead restrictions may apply.

☑ The TD will often talk to the Offender away from the table (so as not to create UI) to find out about the partnership's agreements, explain the consequences of the options available within the Law and find out which option the Offender will choose. Back at the table the TD will list the relevant options available to the Offender.

🔄 When rectifying an irregularity an **Offender may make any call advantageous to their side** even if they appear to benefit from their own infraction (Law 10C4 – Choice after irregularity).

<b>N</b>	<b>E</b>	<b>S</b> (Dealer)	<b>W</b>	<b>N</b> has 4 S and 8 hcp. When the bidding comes back to <b>N</b> they choose to bid <b>INT</b> (Comparable Call to an opening pass = subset)
P*		1♥	P	because bidding <b>1♠</b> is not a Comparable Call to the initial opening pass and will bar <b>S</b> for the rest of the auction. <b>N</b> has <b>legally made the most advantageous call</b> . <b>S</b> is now entitled to think that <b>N</b> may have 4 S.
1NT				
P*: PASS out of rotation –not accepted				

- **The TD asks LHO if they want to accept the insufficient bid or not** and explains the consequences of either choice. LHO may ask Offender's partner about the meaning of any potential replacement call before deciding whether to accept the infraction or not (20F1 - Explanation of calls).

#### a- Answer is YES:

- The IB becomes legal and is as of now the highest bid of the auction.
- The **bidding proceeds** without penalties to the Offender (No UI).

#### b- Answer is NO:

- The **IB is cancelled and must be replaced** by a legal call.
- The TD explains the **possible choices** the Offender has.

## 1- Make the bid sufficient by correcting it at the lowest sufficient level specifying the same denomination/s as in the IB, according to the partnership's system (no X or XX) (27B1a).

- **Bidding continues** as if no IB had occurred. Partner can bid.
- **The IB is AI to all** (Law 16D- "Information from withdrawn calls and Plays" does NOT apply) and
- **There are no lead restrictions** (26B)

- 1♥- 2♦- **1NT**: (Offender did not notice the overcall)
  - ➔ **change to 2NT allowed under 1.** (= lowest NT level even if systemically IB and new bid have different point count (2NT = 10-12hcp /1NT = 6-9hcp) but are natural and 2NT over 2♦ would show a ♦ stopper whereas straight 1NT may not. Partner may use that information to decide what to bid next.
  - BUT** if a 2NT contract would not have been found without the IB and damages the non-offenders, the TD will adjust the score.
- 1♦ - 1NT - **1♥**: ➔ **change to 2♥ allowed under 1.** (= lowest ♥ level specifying ♥).
- 1♥ - **1♥**: ➔ **change to 2♥ allowed under 1.** (as 1♥ and 2♥ both show ♥) if players do NOT play Michael's. ➔ **change to 2♥ NOT allowed under 1.** (as 2♥ would not show ♥) if players play Michael's.
- 2♥ - **1NT**: ➔ **change to 2NT allowed under 1.** (= lowest NT level as long as 1NT and 2NT are both Natural).

## CALL in ROTATION – Law 28

- A **call is considered to be in rotation** if:
  - A-** A player calls when their RHO should have called and that Opponent was required by law to pass (28A) **OR**
  - B-** A call is made before any rectification by the correct Player (LHO or RHO) over an Opponent's COOR (**not** Partner's).
    - The right to rectification is then forfeited and
    - the COOR is cancelled and **the auction continues** as if the COOR had not happened (28B).
    - **Law 16** (AU/UI) may apply but there are NO lead restrictions (28B).

☑ **In the case of an opening call out of rotation, if the correct player also calling is the LHO** (see case 1 - p. 44), the TD must determine if the LHO was

- opening the auction (apply law 28 ⇨ COOR is cancelled + UI created) or
- accepting the COOR and overcalling (apply law 29 ⇨ the COOR stands).

**In this case Law 29A** (forfeiting the right to rectification) **does not supersede Law 28B** (choosing to take one's proper turn when on the Offender's Left).

## CALL out of ROTATION (COOR) – Law 29-32

- A **call is considered to be out of rotation** if the LHO (29A) has **not called over** the COOR.
- Otherwise** the COOR is considered accepted and the bidding continues from there.
- 📖 **Law 72C** (Awareness of Potential Damage) may apply in many cases:
- An adjusted score may be awarded if the TD determines that the Offender could have been aware that the irregularity may damage the non-offending side.
- **Ask LHO** if they want to accept the call out of rotation.
    - 1. Answer is YES, they accept the COOR:**
      - The COOR stands, LHO then makes a (legal) call over it and the bidding proceeds normally (29A).
    - 2. Answer is NO, they do not accept the COOR (29B):**
      - The COOR is cancelled.
      - The call reverts to the correct hand.
      - The COOR is AI for Opponents and UI for Partner (Law16 - AU/UI).

- **IF THE COOR IS NOT ACCEPTED, then consider the following:**

**A- At RHO's turn to call** – LHO is the offender (e.g.: S should call – W calls)

### 1. **PASS** by Offender (30A)

- **Offender** must repeat their pass at their next (correct) turn to call.
- No restrictions on **Offender's Partner**.
- Awareness of Potential Damage (72C) may apply.

### 2. **BID, X or XX** by Offender (Bid: 31) (X/XX: 32) (opening call or call during auction)

**a- If RHO passes,**

- **Offender** must repeat their call, X or XX out of rotation if it is legal.
- If that repeated call is legal there is no rectification (Bid: 31A1) (X/XX: 32A1).
- If the X or XX is inadmissible, apply **Law 36** (Offender must substitute with a legal call, Offender's Partner must pass throughout. Lead restrictions (26B) and Awareness of Potential Damage (72C) may apply). (See p. 36, **C-** Inadmissible X or XX out of turn).

## REVOKE

**Law 61** – Inquiries concerning a revoke ⇨ **Law 62** – Correction of a revoke  
**Law 63** – Establishment of a revoke ⇨ **Law 64** – Procedure after a revoke

**DEFINITION** - A **revoke** is a **failure to follow suit** when the Player could have done so, or a **failure to play a card required by law or according to a penalty** (61A).

- **All players may ask each other about a possible revoke**, except for **Dummy who may only ask Declarer** (as long as Dummy is not in breach of their *Group 2 Limitations* (See p.52) and may not ask Defenders (61B2)).
- **No player may turn quitted trick over** to check if a revoke happened some tricks ago, unless so directed by the TD, typically at the end of play (Law 66C – Inspection of tricks).



### **A- Unestablished revoke** (Law 62)



If a **player realises they have revoked**, they do not need to draw attention to that revoke (72D2 – Infraction of law) but if another player draws attention to it, the revoke must be corrected if it is not yet established, by substituting a legal card (62A – Correction of a Revoke).

#### 1. **Declarer's / Dummy's revoke** (62B2)

- **The card is returned to Declarer's hand/to Dummy without penalty.**
- The fact that they hold this card is **AI** to the Defenders.

#### 2. **Defender's revoke** (62B)

- **The revoke card becomes a major PC** (62B1) unless it was a faced card (i.e. an already existing PC). In that case it is just replaced (62B2).

### **NOTE** - Retraction of cards, after a revoke is noticed:

- 1- A card played by the non-offending side may be retracted, if it was played after the revoke, but before the revoke was noticed (62C1).
- 2- This retracted card is **AI** to the non-offending side but **UI** to the offending side (62C1).
- 3- **Defending side revoked:** the Partner of the Defender who revoked may also withdraw their card, but that withdrawn card becomes a major PC (62C2).  
**Declaring side revoked:** if the Defender decides to after all play the same card they played after the revoke but before it was noticed, then the Declaring side must also play the same card they played before the revoke was noticed. if the Defender plays a different card, then the Declaring side may also play a different card.
- 4- **If both sides revoke on the same trick** (64C3) but only one side plays to the next trick and establishes their side's revoke,
  - both revokes must be corrected.
  - There is no established revoke anymore and no transfer of tricks BUT
  - there will be AI/UI AND
  - the Defenders keep all cards withdrawn on the table as a major PC.



### **B- Established revoke** (Law 64)

- **A revoke becomes established when the offending side leads or plays to the next trick, legally or illegally** (i.e. naming or designating a card in Dummy claiming, conceding, facing cards or agreeing to a claim or concession (63A).
- An established revoke **may NOT be corrected** (63B) and stands as played **unless** it occurred on the 12<sup>th</sup> trick and was discovered before the hands were returned to the board (Law 62D – Revoke on 12th trick).
- An established revoke **won by Dummy is NOT won by Declarer** (64 – footnote).
- A player is **not required to draw attention to an accidental revoke** they made several tricks ago (72B2 – Infraction of Law).
- A player **may not deliberately revoke a 2<sup>nd</sup> time** to attempt to hide an earlier accidental revoke (72B3 – Infraction of Law).