



WHITE BOOK 2004

EBU Tournament Directors' Guide

Edited by David Stevenson

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Miscellaneous

0.1 General

This Guide (the "White book") differs from its predecessor because so far the EBL TD Guide has not been updated. As a result this is not written as a Supplement. However the basic content is similar to that of the 1995 version: it consists of EBU regulations and interpretations.

One major difference is that it seems wrong to reproduce parts of the Orange book. The timing is different: whilst the Orange book might appear at five-year intervals, the White book should probably be renewed with each new Law book, so perhaps every ten years. As a result, if we had included material from the Orange book it would probably go out of date (which certainly happened with the 1995 White book).

So the White and Orange books are adjuncts to the Laws and each other. The Orange book contains the material that might interest the players: more technical matters are here in the White book.

This guide is written around the 1997 Laws. A new Law book is expected in 2007 or thereabouts. At such time certain parts of this book will become obsolete. It is anticipated that this book will be updated in some way at that time, and announcements made.

This guide is in four parts. The first part contains general comments that are related to particular Laws. The second contains longer papers on specific subjects. The third contains EBU regulations. The fourth contains the WBF's Code of Practice.

The Laws of Bridge are written and promulgated by the World Bridge Federation's Laws Committee. Minutes of their meetings often contain interpretations and explanations of various Laws, and the EBU's understanding of those minutes is included in separate sections throughout the first part of the guide, citing the relevant WBFLC minute. These sections are labelled **[WBFLC]**. On occasion the L&EC has given different advice and expects its advice to be followed.

Thus we present our new White book. It contains general guidance for Tournament Directors and Appeals Committees that should be useful in all events whether the EBU is the sponsoring organisation or not. Much of this book applies in all competitions.

0.2 Other sponsoring organisations

For events not sponsored by the EBU, the regulations are recommendations only, and the sponsoring organisation may make its own regulations if it so desires. Sections 131 to 173 are EBU regulations. One or two sections in the earlier part of the book are also regulations and are noted as such.

0.3 Contacts

The Laws and Ethics Committee hopes you find the guidance useful: if you have any comments or queries, please address them to the Secretary of the Committee who may be contacted:

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The EBU has a website. This White book, the Orange book, various regulations, useful telephone numbers, links to the Laws, telephone numbers of EBU TDs and Referees, forms for TDs, and other useful items for TDs and Appeals Committees are available from the L&EC page, address [URL] as above.

The editor of the White book is always happy to discuss matters pertaining to the contents, and may be contacted:

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IBLF is the International Bridge Laws forum where directing questions from around the world are answered.

0.4 Numbering system

Chapters from two to eleven are numbered as the numbering in the Law book. Each section therein is numbered initially by Law number. The remaining chapters are the longer papers on specific subjects, and EBU regulations. Each section therein has a number based partly on the Chapter numbers.

0.5 Abbreviations

The following are used throughout:

DIC	Director-in-Charge
EBL	European Bridge League
EBU	English Bridge Union
HP	Hybrid Point
L&EC	Laws & Ethics Committee
MP	Match-point
TD	Tournament Director
VP	Victory Point
WBF	World Bridge Federation
WBFLC	World Bridge Federation's Laws Committee

When we use the expression DIC rather than TD we refer to powers that the DIC does not expect to delegate to his assistants.

Scope of the Laws

0.6 Extraneous action [WBFLC]

Is an action that is not mentioned in the Laws legal? Anything not mentioned is 'extraneous'. It may be considered illegal if information deriving from it is used.

For example, the Laws permit a player to look at his opponents' convention card at his own turn to call or play. Some people have suggested that since the Laws do not mention anything about a player looking at his opponents' convention card at other players' turns then that is legal. But that is not so.

[WBFLC minutes 1997-10-19#8]

0.7 Score adjustment [WBFLC]

Score adjustment is for redressing damage to one side, and taking away advantage from the other side, not for punishing them.

[WBFLC minutes 2000-01-20#12]

Definitions: Convention

0.8 Denomination [WBFLC]

This reads:

'1. A call that, by partnership agreement, conveys a meaning other than willingness to play in the denomination named (or in the last denomination named), or

The phrase in parentheses referring to the last denomination named only refers to cases where a pass, double or redouble is being considered, so that there may be a willingness to play in that denomination.

[WBFLC minutes 1997-10-19#7]

0.9 Canapé [WBFLC]

Natural openings usually deny holding a longer suit than the one named. If not, this would not make such an opening bid conventional.

[WBFLC minutes 1998-08-24#5]

Definitions: Irregularity

0.10 Errors [WBFLC]

This refers to errors by players not TDs. While TDs make errors these do not constitute irregularities.

[WBFLC minutes 2001-10-30#5]

II PRELIMINARIES

Law 1 *The Pack - Rank of Cards and Suits*

1.1 Defective pack

If a pack contains 52 cards but is defective (eg two ♣3s but no ♣2) then bridge is not being played and the board is cancelled. Either an artificial score is given or the board is replayed with a fresh pack.

If one hand is from the wrong board see #17.1.

Law 3 *Arrangement of tables*

3.1 Normal layout, and exception for Swiss Teams events

It is recommended that tables be set square to each other to eliminate as much as possible the chance of seeing hands at adjacent tables. More tables will fit into the same space by placing them corner to corner in a diagonal pattern, and this set-up might be considered for Swiss Teams events if the boards are being dealt at the table. This assumes that the same deals are not played at adjacent tables, a set-up normally to be avoided.

3.2 Numbering

When tables are numbered in sections (as is normal in all events other than Swiss) it is traditional to number them clockwise, unless geographical or some other constraint makes this impractical.

Law 4 *Partnerships*

4.1 Replacement of members of a team or pair

During a session [see #80.6], partnerships may be changed only with the authorisation of the TD. Normally partnerships change only:

- (a) In emergency, for example when a player is ill.
- (b) At scoring breaks where teams comprise more than four people.
- (c) In Pivot Teams, where a change of partnership is required at certain times.

However, the authority lies with the TD to interpret the sponsoring organisation's rules, which includes deciding in the absence of such rules.

Example Because of business reasons a team wishes to replace one of its members by another one part way through a session. If this is allowed by the Conditions of Contest it may be done, and if forbidden (eg by a rule that a team may comprise no more than four people) then it may not be done. If there are no Conditions of Contest then it is up to the TD to decide whether to permit it.

However, a player may not decide to do so without permission: this Law makes it clear a player has no such right.

Law 5 Assignment of seats

5.1 Swiss events

In Swiss Teams events players choose in which direction they will sit for each match. Each match is to be considered a session for the application of this Law, thus players are not required to retain the same compass direction from one match to another, nor even the same partnerships [see #80.6]. Similarly in Swiss Pairs a player may switch between East and West [for example] between matches.

If a disagreement between teams arises, each team captain should be required to submit his line-up by compass direction to a TD. These are submitted simultaneously without knowledge of the opposition's intentions. The TD then requires the teams to abide by these line-ups.

5.2 Ties in Knockout Teams events

The split tie procedure for knockout teams (see #143.2) involves playing extra boards with no seating rights. Each team captain should be required to submit his line-up by compass direction to a TD. These are submitted simultaneously without knowledge of the opposition's intentions. The TD then requires the teams to abide by these line-ups.

Law 6 The Shuffle and Deal

6.1 Law 6D3 [Redealing] [WBFLC]

Whether to redeal is generally a matter for regulation. Suppose at the end of an eight board stanza it is discovered that a board was played the same way at both tables, both sides being at fault. A normal way of dealing with it is:

If it is Swiss Teams, score it as average minus to each side.

If it is Knockout Teams, and not the last stanza, replay it by adding it to the next stanza.

If it is Knockout Teams, and the last stanza, replay it immediately with the same line-up so long as Law 86C does not apply [in which case it must be cancelled].

However, it is best if this is not left up to the Director's judgement in each case, but covered by regulation.

Note *Section 147 contains the EBU regulations on redealing.*

[WBFLC minutes 1998-09-01#16]

III PREPARATION AND PROGRESSION

Law 7 Control of Board and Cards

7.1 Counting cards

The Laws put the primary responsibility for making sure thirteen cards are passed from one table to the next on the recipient, who is required to count his cards, and is considered at fault if he looks at them when there is the wrong number. Accordingly, passing on a number of cards other than thirteen is not penalised automatically (see #90.4.3). However, passing on the wrong thirteen cards is penalised since the recipient cannot tell the hand is wrong until he looks at it, and in the absence of curtain cards not even then.

IV GENERAL LAWS GOVERNING IRREGULARITIES

Law 9 *Procedure following an irregularity*

9.1 **Late rulings**

The TD should be summoned as soon as an irregularity may possibly seem to have occurred. If a player is aware of an irregularity at the time but does not ask for a ruling immediately, Law 92B superficially allows that he may do so at a later time, but he is obviously in breach of the intention of Law 9B1A. He will not normally receive redress when requesting a ruling at a later time if attention had been drawn in any way to the irregularity at the time of the irregularity or afterwards. The TD should be very wary of making an exception which can have a major beneficial effect on the final result of the claimant and should only do so where the Laws state specifically that he should do so.

The TD should usually only deal with an irregularity where both sides are present and should not usually make a ruling without giving the other side (normally all four players) an opportunity to give an account of the question raised.

Example of exception

When doing the scoring the TD notices an error. Normally he will check with both sides before correcting it. But if that is impossible [perhaps because one or both pairs have gone home] he may still make an adjustment where he feels completely confident he knows what the score should have been.

If it is scored as 3NT making ten tricks, +460, then he will not alter it without speaking to both sides, since he cannot be sure which is right. But if it were scored as +430, but was vulnerable, he would alter it to +630 since +430 cannot be right.

Subject to the above, provided a contestant applies to the TD before expiry of the Correction period [see #92.1] he may not be denied a ruling or the opportunity to appeal a ruling. However, if because of his late application it is no longer possible to ascertain facts [for example, a board has been redealt with no copy made of the hands] then no ruling can be given.

Where a player asks for a ruling after the round has ended, and except where the Laws make explicit provision for this, the TD should enquire as to the reason for the late request and should be satisfied that attention was not drawn to the irregularity at the time or that there is fresh information obtained subsequently which justifies the tardy involvement of the TD. Otherwise there is a breach of Law 9B1A. TDs are not expected to do more than the Law essentially requires for a player who knew full well at the time that there was an irregularity and considered it could be advantageous not to draw it to the TD's attention in the spirit of Law 9.

In some cases a request for a ruling will be made late because some new fact has come to light. In the absence of such circumstances the burden of proof, especially where facts are disputed, may shift against the side requesting the ruling. A corollary of this is that TDs should always record the reasons given for requesting a late ruling.

Law 10 Assessment of a penalty

10.1 Evidence of how a player has been damaged by an infraction

Usually a player will know how he or she has been damaged, will be able to tell the TD how this was, and will not need to be prompted by partner or 'led' by the TD. However, weaker or less experienced players may need to be carefully questioned by the TD to establish what their actions would have been: many such players need help to determine what their action would have been in hypothetical circumstances. Their partner's comments will rarely be helpful, and should be strongly discouraged until the TD has completed questioning the player.

A special case is one in which a player's description of his partner's hand fails to match it. This is likely to lead to misinformation for the opponents and unauthorised information for partner. Players sometimes claim damage only for one or the other, but the TD should consider both. It is not unreasonable that a player will miss one or the other when claiming damage.

Law 11 Forfeiture of the right to penalise

11.1 When to apply Law 11A

In general the main use of this Law is to stop players taking advantage of the Laws in ways that are perceived as unfair. It is normal enough, for example, for a player to call the TD for a suspected revoke only at the end of a deal, or for the possibility of an opponent's call or play being based on unauthorised information from his partner. However, there are some cases where the right to penalise might be forfeited, and we give a couple of examples:

Examples

- (a) A defender exposes a card during the play. No TD is called, but the declarer tells the defenders it is a major penalty card. Later in the play, the partner of the player with a penalty card gets the lead, and the TD is called to enforce lead penalties. The offending players often had no idea that they could have worked to mitigate the penalty.

The normal ruling in this case would be to apply Law 11A and to forfeit the right to penalise. Furthermore, the TD would designate the card as not being a penalty card per Law 50, and it would be returned to the player's hand.

- (b) Suppose a player makes an insufficient bid, and then corrects it himself without the TD being called. The next player accepts this, which is not permitted (see #27.1)

Note *The next player may always accept the original insufficient bid.*

Play then proceeds. If it now happens that this leads to an advantageous position for the side which made the insufficient bid then an opponent might call the TD to try to get back what was lost. The TD would apply Law 11A and let the board continue.

Law 12 **Director's discretionary powers**

12.1 **Types of score adjustments**

12.1.1 *Artificial Adjusted scores*

If a board is unable to be played then an artificial adjusted score is given under Law 12C1. For example, if a player has heard a result from a neighbouring table, or a player has looked at the wrong hand, and the TD decides the board cannot be played (see Law 16B) then he will give each side an artificial adjusted score.

Such a score is Average Plus (A+) if the side is not at fault, Average (A) if the side is partly at fault and Average Minus (A-) if the side is fully at fault. This usually translates into 60% or +3 imps for A+, 50 % or 0 imps for A, 40% or -3 imps for A- (see #12.4 for other forms of scoring). However, in a match-pointed pairs event, if a pair's session average is greater than 60% then they get their session average for A+. Similarly, if a pair's session average is less than 40% then they get their session average for A-.

Note *In head-to-head teams A+/A- translates to +3 imps, ie a team that led by 23 imps without this board leads by 26 imps.*

On score sheets it is correct to write A4060 for A- to N/S, A+ to E/W since that is how it is usually input to most scoring programs. With good software, the computer checks to see whether either score should be adjusted to session average. Similarly write A5060, A5040, A5050 and so on. A-/A+ or A/A- are not acceptable.

As a principle, the TD should not give an artificial adjusted score that adds up to more than 100% unless there was an outside agency at fault.

Examples

- (a) A board is unplayable because the previous table fouled it as is discovered from the curtain cards. The TD gives A+/A+ (A6060) since an outside agency was at fault.
- (b) A board cannot be played because there is no time left. The TD might decide both sides are at fault and give A-/A- (A4040). However, if he decides there are extenuating circumstances he can give A/A (A5050), or A+/A- (A6040) if only one side is at fault. But he should not give A+/A (A6050) unless the table was delayed by an outside influence, such as by another table, or by the TD.

There are special regulations where an artificial adjusted score is given even though the board is completed. These are as a result of playing an illegal convention, or when a psyche, misbid or deviation is fielded. The board is completed, and then an artificial adjusted score is given unless the non-offending side has done better than A+. The score given is A+/A- (A6040) except for a fielded psyche. In that case a Procedural Penalty is added, usually the standard amount (10% at matchpoints, 0.5 VP at victory points, but see #90.2). At matchpoints this is written as A6030, short for A6040 and a 10% fine.

12.1.2 *Assigned Adjusted scores*

When a score is obtained on a board, and the TD decides it should be changed because of an infraction, he adjusts it under Law 12C2. For example, if a N/S pair defend 3♥ because they were misinformed, and the TD judges that if correctly informed they would bid 3NT vulnerable and make eleven tricks, then he assigns a score of +660 for N/S to both sides.

In a pairs event a single score of this sort replaces the score obtained at the table and is used in the scoring instead.

12.1.3 Split scores

Law 12C2 refers to the fact that scores need not balance. There are several occasions when a TD should give the two sides different assigned scores.

- (a) The actual basis given in Law 12C2 for the two sides is different. The non-offenders get the best result that was likely had the irregularity not occurred. The offenders get the worst score that was at all probable.

Example Suppose 1NT is doubled and then the defence take it out because they are told it was a strong 1NT. In fact it is weak, and the TD decides to assign a score in 1NT doubled. Three off seems a likely result. While four off is not likely, it might just happen, because it depends on a particular defence and a mis-guess. So the TD gives the non-offending side 1NTx-3, but for the offending side he assigns 1NTx-4.

In fact this procedure is now very rare and not recommended. When more than one conclusion is possible it is normal now to give a weighted score, see #12.1.4.

- (b) Suppose a player knows his opponents have done something wrong. They reach a final contract, and he judges that he will get an adjustment anyway. So he decides to try a gambling double: if he gets a good score, that is fine: if not, then he will presumably get an adjustment anyway.

This is known as the 'double shot', permitted in many sports, but not acceptable in bridge. The player's final score is considered to be caused by the 'wild or gambling action' subsequent to the opponent's infraction so is not adjusted. However, the score for the offending side is adjusted in the normal way.

Example A Ghestem jump overcall of 3♣ over 1♣ is described as hearts and diamonds. Overcaller looks surprised at his partner's explanation, and bids 3♠ over his partner's 3♥ and then 4♠ over 4♥. No doubt this will be ruled back since he appears to have used unauthorised information. But an opponent makes a ridiculous double of 4♠, which makes.

The offenders get adjusted back to some contract in hearts. If the doubler's action is considered "wild or gambling" then the non-offenders keep their table score of 4♠ doubled making.

- (c) Under Law 82C when a TD has made an error which is too late to correct, he will assign a score to each side. Since he is required to treat both sides as non-offending these scores will often not balance.

Example A player bids 3♥, and then is told that he has been misinformed. The TD is called but fails to give him a chance to change his bid. He makes ten tricks and afterwards claims that he would have bid 4♥ with the correct information. If the TD feels that he might or might not have bid 4♥ he should assign 4♥ making to this player but 3♥ plus one to his opponents.

- (d) In the next section we deal with "weighted" scores: it is also possible to get a score that is both split and weighted – see #12.1.5.

12.1.4 Weighted scores

Law 12C3 allows an Appeals Committee to vary an assigned adjusted score to achieve equity. Following recommendations by the World Bridge Federation endorsed by the European Bridge League it is now permitted for TDs to do this as well as Appeals Committees.

Note *TDs have been permitted to give such adjustments in England from 1st August 2000. This includes TDs at all levels, ie including club TDs.*

In 2003 the L&EC commented: "The power of TDs to issue adjustments under Law 12C3 is relatively new, but should be well-known by now, and the L&EC feels that it could be more used."

Using this Law a TD who is giving an adjustment and feels there might have been several possible outcomes is allowed to give a weighting to each outcome

Example Because of misinformation a pair defends 4♥ doubled. If correctly informed they will certainly bid game in spades, possibly slam, and make eleven or twelve tricks, twelve being more likely.

Under Law 12C2 the TD would probably give 6♠ making, or if he felt that was too unlikely, perhaps a split score: 6♠ making to the offenders, 4♠ plus two to the non-offenders.

Under Law 12C3 a weighted score could be given, for example:

25% of +1430 (6♠=)
 plus 40% of +680 (4♠+2)
 plus 20% of +650 (4♠+1)
 plus 15% of -100 (6♠-1)

This is often acceptable to the players as a method of assigning scores to achieve equity. The offenders must not gain from this, so the weighting should lean in the non-offenders' favour. This is called "sympathetic weighting": some authorities use slightly different methods.

Note *When giving weighted scores in unauthorised information cases care must be taken to avoid giving "Reveley rulings" – see #16.3 for details.*

Once such a ruling has been given it needs to be calculated. This is done by converting each score to matchpoints or imps and then applying the weighting. Any resulting fraction is rounded to the nearest minimum unit of scoring (see #12.5), or towards average matchpoints or zero imps if precisely between two units.

In MP events there are special forms to be filled in and given to the scorer. The scorer will calculate the adjustment and input it. With better software the scorer will be able to just input it.

Examples

(a) It is pairs. The assignment is:

25% of +1430 (6♠=)
 plus 40% of +680 (4♠+2)
 plus 20% of +650 (4♠+1)
 plus 15% of - 100 (6♠-1)

An average is entered into the computer, and the frequencies calculated. Then the matchpoints are found – see #12.3. The calculation might be thus:

Score	Mpoints	Weight	Adjust
+1430	17.1	25%	4.275
+680	12.2	40%	4.88
+650	8.7	20%	1.74
-100	3.4	15%	0.51
	Total		11.405
	Rounded		11.4

If average is 10 then an adjustment of 1.4 (11.4 – 10) is added to the N/S score, and subtracted from the East-West score.

(b) It is teams. The assignment is:

25% of NS+1430 (6♠=)
 plus 40% of NS+680 (4♠+2)
 plus 20% of NS+650 (4♠+1)
 plus 15% of NS- 100 (6♠-1)

In the other room, suppose N/S scored +650 in 4♠. The calculation would be thus:

Score	Imps	Weight	Adjust
+1430	+13	25%	+3.25
+680	+1	40%	+0.4
+650	0	20%	0
-100	-13	15%	-1.95
	Total		+1.7
	Rounded		+2

So the board is scored as +2 imps to the non-offending side.

To avoid confusion, weighted scores should always be presented in the same way. See our example:

25% of +1430 (6♠=)
 plus 40% of +680 (4♠+2)
 plus 20% of +650 (4♠+1)
 plus 15% of -100 (6♠-1)

Scores are always shown as N/S scores, and tabulated in descending order. Calculation is easier if each weighting is given a line to itself. This way of expressing weighted scores is called the "Maastricht protocol".

12.1.5 Split and Weighted scores

- (a) In #12.1.3 (b) we saw that if a non-offender commits 'wild or gambling action' then his side gets their actual table score, but the score is still adjusted for the offenders. Of course this adjustment could be a weighted score.
- (b) Rarely a TD or Appeals Committee decides that the offenders deserve the least score possible when adjusting. The offenders receive an adjustment under Law 12C2, ie they do not get a weighted adjustment. The non-offenders may receive a weighted adjustment if it seems suitable.

- (c) When the TD has made an error and Law 82C is applied the assigned scores will often not balance. If he gives weighted scores as well then these scores will be split and weighted – see #82.1.
- (d) It is not normal to have an adjusted score that is both split and weighted except in these three situations.

12.1.6 *Method of calculating split and/or weighted scores at pairs contests.*

In a pairs event it is normal to input an average and then do manual adjustments for split and/or weighted scores. Hopefully improvements in software will allow these adjustments to be calculated by computer. See #121.5.8 for the procedure to inform the scorer, and #78.1 and #78.2 for the scoring procedure.

12.1.7 *Method of calculating weighted scores at hybrid scoring.*

When a weighted score is given at hybrid scoring, the results for each assigned score should be calculated in the final method of scoring [‘Hybrid Points’ – see #161.6], and then the weighting applied.

Example It is the Pachabo Cup [teams-of-four with hybrid scoring]. The assignment is:

25% of +1430 (6♠=)
 plus 40% of +680 (4♠+2)
 plus 20% of +650 (4♠+1)
 plus 15% of - 100 (6♠-1)

A match result is calculated using each assigned score and then the weightings are calculated. The calculation might be thus:

Score	HPs	Weight	Adjust
+1430	9	25%	2.25
+680	7	40%	2.8
+650	6.5	20%	1.3
-100	5	15%	0.75
	Total		7.1
	Rounded		7.1

Assuming the average in the Pachabo is 5 then the score is 7.1 HPs to 2.9 HPs.

12.2 Score adjustments

A score is adjusted if an infraction damages the non-offenders. A TD or an Appeals Committee will give the benefit of the doubt to the non-offending side and will adjust the score in its favour if they feel it has gone wrong as a result of pressures created by an infraction.

In adjusting the score, however, they will not take into account any subsequent damage which they do not believe to have been caused by the original irregularity. If the non-offending side takes what the TD or Appeals Committee believes to be 'wild or gambling action' with at least the possibility of a 'double shot' and suffer damage as a result of it, they can expect no redress. This will be adjusted by a Split score: see #12.1.3.

12.3 Claims

When a TD has to decide a contested claim under Law 70, he is not assigning a score. Thus none of this section applies: he may not give a split or weighted score, but must rule an actual number of tricks, the same for both sides.

12.4 Standard adjustments for various methods of scoring

The table in #12.5 includes the equivalent to the 'standard' 10% of a top adjustment for certain other methods of scoring.

Examples Average Minus (A–) would be Average less the "standard amount" shown. Average Plus (A+) would be Average plus the "standard amount" shown.

A standard fine would be the "standard amount" shown.

See also #90.2.

12.5 "Standard amounts" for various methods of scoring

Method of scoring [see #161.4 and #161.5]	Standard adjustment	Minimum unit of scoring
Match Points	10% of top	0.0001 mp
Teams of four	3 IMPs	1 IMP
Teams of eight	4 IMPs	1 IMP
Teams of twelve +	5 IMPs	1 IMP
Aggregate	100 points	10 points
Point a board	0.5 point (assuming 2 points for a win)	0.1 point
Cross-imp Scoring	2 IMPs per comparison	0.0001 IMPs
Butler scoring	2 IMPs	1 IMP
Victory Points	0.5 VP in matches of 5 boards or more 1 VP in matches of 4 boards or fewer	0.5 VP
Short threesomes	As other matches in the event	0.5 VP
Pachabo scoring	0.5 HP	0.1 HP

12.6 Adjusted score in teams events if board not playable at second table

If team A gets a good or lucky board against team B and, because of an infraction by team B, the board cannot be played at the second table, then the non-offenders are entitled to an assigned adjusted score under Law 72B1 – see #72.1.

However, if team A gets a good or lucky board against team B and, because of an outside influence or an unlucky event not caused by team B, the board cannot be played at the second table, then team A get no benefit from their good or lucky result since team B have committed no infraction. This is called "rub-of-the-green".

Examples

- (a) At the first table team A bid and make an unlikely slam. When the board reaches the second table the ace of hearts is face up in one of the hands passed on by the defenders, team B. An assigned adjusted score may be given to reflect team A's good result.
- (b) At the first table team A bid and make an unlikely slam. When the board reaches the second table a caddy exposes the ace of hearts while putting the board on the table. No assigned adjusted score may be given to reflect team A's good result because team B have not caused the board not to be played, and the board is cancelled.

Note *If a board cannot be played at the first table in a teams of four and an Artificial score is given then it cannot be played at the second table, and any result from there is cancelled. The only time that a board is played at one table only and the score is retained is when an Assigned score is given at the other table as described above.*

12.7 Keeping everyone happy

Experience has shown that weighted score adjustments given under Law 12C3 are popular. The L&EC warns TDs against giving them out too readily: it is very easy to give a weighted adjusted score to keep everyone happy when the correct ruling is no adjustment.

A TD should decide whether to adjust, and only if he decides to do so should he then consider how to adjust. Of course, the same applies to Appeals Committees.

12.8 Law 12C1 [Artificial adjustment] [WBFLC]

In a matchpoint tournament, Average Plus is defined as 60% or session average, whichever is greater [see Law 88]. Similarly, Average Minus is defined as 40% or session average, whichever is less.

[WBFLC minutes 1998-08-30#1, reviewed but not changed 2000-01-12#9]

A total score of more than 100% should only be given if both pairs are entirely innocent.

Note *Despite this statement by the WBFLC it is noted that situations where one pair is entirely innocent and the other pair only partly at fault will usually result in a total score of more than 100%.*

[WBFLC minutes 1998-09-01#3]

Except where the session average is greater than 60%, 60% is the most that can be given under this Law. If a non-offending side is damaged by this then Laws 12A1 or 84E may apply.

[WBFLC minutes 2000-08-30#9]

12.9 Law 12C2 [Assigned adjustment - split] [WBFLC]

When awarding an assigned score, the Director considers the two sides separately. If the offenders have gained an advantage after the irregularity, the Director assigns a score so as to remove that advantage.

However, when considering the non-offenders he does not give redress if they have been damaged through their own "irrational, wild or gambling action", this to include an apparent "double shot" attempt. However, he will give redress if they have merely made a misjudgement or mistake.

Let us consider some examples:

N/S use unauthorised information to reach 4♠: if they had not used it they would only have reached 2♠. E/W fail to find the best defence [which beats it] and let it make. The Director will adjust the score to 2♠ making nine or ten tricks as he feels suitable because failing to find the correct defence is not "irrational, wild or gambling action".

N/S use unauthorised information to reach 4♠: if they had not used it they would only have reached 2♠. It always makes, however E/W find a stupid sacrifice using a “wild, gambling bid” with no possible justification. The Director judges that they expect to get a ruling if it does badly, and hope for a very fine score if it happens to be cheap. This is known as a “double shot” attempt. The non-offenders do not get redress, and keep their score. However the offenders get an adjustment back to 2♠ making ten tricks.

Note *This is the WBFLC’s interpretation. In England we tend to be slightly more sympathetic to the non-offending side. We only deny redress in the case of ‘wild or gambling action’, not irrational, and only where there is at least the possibility of the double shot. See #12.1.3(b) and #12.2.*

[WBFLC minutes 1998-08-30#2]

12.10 Law 12C2 [Assigned adjustment - general] [WBFLC]

The word “likely” in this Law should not be forgotten when assigning for non-offenders.

[WBFLC minutes 1998-09-01#2]

This Law allows the adjustment to be done either by assigning in matchpoints or by altering the total points prior to the matchpointing. However, that does not mean that this supersedes the first sentence of this Law, which tells the Director how to assign.

So if a Director states that a pair will receive 60% of a top [or 42%, or +430] that is because he believes that award represents [for example] the most favourable result that was likely had the irregularity not occurred for a non-offending side. What he should not do is to just give a pair 60% [or 42%, or +430] without reference to the objectives in the first sentence of Law 12C2; whether assigned in total points or in matchpoints the adjusted score should reflect the Director’s assessment of these.

A single score must be given for each side under this Law. Jurisdictions that permit the use of Law 12C3 may use that Law for weighted adjustments.

[WBFLC minutes 2001-11-01#2]

12.11 Law 12C3 [Assigned adjustment - weighted] [WBFLC]

While there is no Law change the Committee does not object to a Zonal or national organisation permitting this Law to be applied by Director in charge of a tournament.

In England, TDs are allowed to use this Law, and this is an example from there. A Ghestem bid was misdescribed as spades and hearts when the correct description was hearts and clubs. The non-offenders [E/W] doubled 4H, which went one off. However, they would probably have played in their spade fit if they had not been told their opponents had spades. The problem is that they would make 12 tricks about 60% of the time, 11 tricks the rest and they might bid slam, but staying in game is more likely.

Under Law 12C2, a Director would have to decide whether 6S making was likely: if so he would assign that, if not he would assign 4S +2. With Law 12C3 the Director assigned:

*10% of 6S-1, NS +100
+ 20% of 4S+1, NS –650
+ 40% of 4S+2, NS –680
+ 30% of 6S=, NS –1430*

This is called a weighted score, as against a split score [see Law 12C2] where the two sides get different scores. Split and weighted scores are possible: see #82.1 for an example.

It is easier for players, scorers and Directors if weighted scores are shown in a consistent way, so the example uses the “Maastricht protocol”: the elements of which are listed in descending order from the most favourable to NS down to the least favourable.

Suppose in the example given above that in the other room East-West scored 680, ie NS –680. The imp calculation for North-South in this room would be:

$$\begin{array}{rcllcl}
 10\% \text{ of } +100 +680 & = & 10\% \text{ of } +780 & = & 10\% \text{ of } +13 \text{ imps} & = & +1.3 \text{ imps} \\
 + 20\% \text{ of } -650 +680 & = & 20\% \text{ of } +30 & = & 20\% \text{ of } +1 \text{ imp} & = & +0.2 \text{ imps} \\
 + 40\% \text{ of } -680 +680 & = & 40\% \text{ of } 0 & = & 40\% \text{ of } 0 \text{ imps} & = & 0.0 \text{ imps} \\
 + 30\% \text{ of } -1430 +680 & = & 30\% \text{ of } -750 & = & 30\% \text{ of } -13 \text{ imps} & = & -3.9 \text{ imps} \\
 & & & & \text{Total} & = & -2.4 \text{ imps}
 \end{array}$$

East-West would get + 2.4 imps. It is up to sponsoring organisations to decide what should be done about decimals – for example one authority believes it is correct to round to the nearest whole number, with 0.5 being rounded towards zero.

[WBFLC minutes 2000-01-11#4]

Law 13 Incorrect number of cards

13.1 53 cards in pack

If a pack contains 53 cards Law 13 applies. In some cases the TD can allow the board to be played normally. However, if a pack contains 52 cards but is defective then see #1.1.

13.2 14 cards in one hand, 12 in another

When a board is commenced with one hand containing 14 cards and another 12 cards Law 13 applies.

Sometimes the deal can be played, or is cancelled but can be redealt. In this case the TD normally applies a penalty of a standard amount (see #90.2 and #12.5) to an offending side.

Sometimes the deal has to be cancelled and cannot be replayed. In this case the TD gives an offending side A–, and gives a non-offending side A+, but does not apply a penalty on a first occasion.

Law 15 Play of a wrong board

15.1 Board played in wrong section

When a pair moves to the wrong section, but a section which is part of the same event playing the same boards, and plays a board there, the result of the board is retained for both sides if neither side has previously played the board.

15.2 Law 15C [Play of wrong board discovered during auction] [WBFLC]

Consider the situation where a pair sits at the wrong table, and an auction starts. They discover their error, move away, and the correct pair sits down. This Law says that the pair who remain must make the same calls, and the Director should check to make sure the new pair make the same calls as the old pair did.

What happens if one of the new pair, having heard the Law, decides he does not really want to play the board, so opens 7NT which he guesses will be a change from the earlier auction? This is unacceptable, and is treated as a violation of Law 74A2.

There is no need for the Director to judge the intent of the player: if no satisfactory bridge reason can be found for the call then he applies Law 74A2. The TD informs (or instructs) the players correspondingly.

[WBFLC minutes 2001-10-28#6, also 2001-10-30#1]

Law 16 **Unauthorised Information**

16.1 Unauthorised information not from partner

If a player accidentally gets some information about a board to be played, eg by overhearing the result, and (as he should) reports this to the TD, and if the TD allows the board to be played, then no adjusted score can be awarded by the TD. This is because the TD, in allowing the board to be played, has decided the information could not interfere with normal play.

The TD's decision can be appealed.

If the board is in a teams-of-four match and has not been played at the other table then the TD has no reason to let it be played. He lets it be redealt, or provides a substitute board.

If one player has knowledge of one hand then the TD may be able to let it be played, if necessary by adjusting positions.

Example A board is thrown across the room in a pairs competition, and the East player (but no-one else) sees the South hand which falls out of the board. The TD should let them play the board arrow-switched, so the East player plays South for that board only, so long as the scorers can cope with this (see #87.1).

16.2 What does a hesitation mean?

The L&EC considers that:

- (a) A hesitation followed by a pass would normally be willing to hear partner bid on
- (b) A hesitation followed by a minimum bid after RHO's pass would normally have something in hand
- (c) A hesitation followed by a penalty double is normally willing to see it removed

However, in cases such as 1♠ pass 3♠ (slow), the 3♠ bidder might be considering a number of actions, ie the pause could have suggested either a 2.5♠ or a 3.5♠ bid.

16.3 Weighting when a call (or play) is disallowed.

If a call (or play) is disallowed because the TD judges that an illegal alternative was chosen when unauthorised information was present then this call or play may not be used in any calculations of weighting. Note that it is possible for the result to be included when it might have been reached in another way.

Suppose that there were other possible calls (or plays) that would also have been disallowed if chosen. Then they may not be included in any calculations of weighting either.

Examples

- (a) East doubles 4♥ slowly, and West pulls it to 4♠ making exactly. The TD decides the 4♠ bid was illegal, but decides to give a weighted adjustment because it is not clear how many tricks 4♥ doubled might make, and it might be taken out to 5♣, which he might decide would be doubled and made. He might rule:

20% of NS+750 (5♣X=)
plus 40% of NS-200 (4♥X-1)
plus 40% of NS-500 (4♥X-2)

However, he is not allowed to rule:

20% of NS+750 (5♣X=)
plus 30% of NS-200 (4♥X-1)
plus 30% of NS-500 (4♥X-2)
plus 20% of NS-620 (4♠=)

because he may not include the disallowed call 4♠ as part of the weighting. This is affectionately called a "Reveley ruling" because of a decision some years ago which brought this problem to the L&EC's notice. Some authorities in other countries permit Reveley rulings.

- (b) In a competitive auction East bids 3♥, which makes, but this is deemed illegal and disallowed. However, the TD judges that when the auction reaches his partner he would bid 3♥ much of the time. It is legal to include a percentage of 3♥ making as an adjustment since it is not via the disallowed call.
- (c) East pauses over 1NT and asks questions, then passes. West doubles with a spade suit and only 12 points, getting 800. The TD decides the double was illegal, but considers a weighted adjustment because West might have bid 2♠. There are now two possibilities.

If the TD judges that 2♠ was a legal action, ie that he would not have disallowed it if asked to rule on a 2♠ bid in the same circumstances, then he may give a weighting based on 1NT undoubled, and on 2♠ being bid.

If the TD judges that 2♠ was not a legal action, ie that he would have disallowed it if asked to rule on a 2♠ bid in the same circumstances, then he may not give any weighting based on 2♠ being bid. In the example given that means he is going to rule 1NT undoubled minus three.

16.4 "Hesitation Blackwood"

The partner of a Blackwood bidder is normally expected to accept his partner's decision, and when that decision is after a pause for thought, it is not permitted to continue except when partner "cannot" have a hand on which slam will fail.

While this is the normal case there are particular positions where it might be acceptable for a player to continue, which include:

- Responder holds an unshown but useful void.
- Because he has miscounted responder has more aces than he has shown
- After a response showing 0/3, 0/4 or 1/4, responder has the higher value.

16.5 A short hesitation after an unexpected call

A short hesitation following an unexpected call by an opponent would not necessarily be considered to be a departure from normal tempo or to transmit significant unauthorised information.

However, a "bounce" in response to a pre-empt should not be regarded as unexpected.

16.6 Logical alternative

A "logical alternative" is a call or play which three or more in ten players of equal ability could be expected to make in the particular situation, if playing a similar system and style, but if the irregularity had not occurred.

The converse of this is that if the TD or Appeals Committee is satisfied that over seven in ten of his peers would make a particular call, such call is evident and it is legal to make such a call whatever the unauthorised information involved.

These definitions are modified somewhat if there are several possible alternatives. For example, if there are five apparent actions, and it would be expected that two players out of ten would find each one then they are all logical alternatives.

Example West opened 1♠, North passed slowly and East passed. The TD might conclude that Pass, 1NT, double, 2♣ and 2♦ might all be found by a similar number of the player's peers, so all are logical alternatives.

It should be noted that the standards are different nearly everywhere else in the world. Outside North America the normal standard is one player in four. The WBF have published a definition with no mention of numbers – see "Use of unauthorized information" in the Appendix WBF Code of Practice – see Section XVIII.

Knowledge of the player is used when deciding what players of equal ability might do. If the player is unknown to the TD or Appeals Committee it is best to assume he is average for the competition.

16.7 Think before you adjust!

There is a problem when a player has unauthorised information available from partner, and chooses the successful action from amongst logical alternatives. It is very easy, but incorrect, to adjust without fully investigating whether the unauthorised information suggests the chosen action rather than another.

16.8 Law 16A [Unauthorised information from partner] [WBFLC]

A question about the meaning of a call (even of an alerted call) may provide unauthorised information to partner. For example, suppose a Stayman 2C response to 1NT is alerted in accordance with the regulations for the tournament and a player then asks its meaning. A partner of the enquirer who subsequently leads a club against an ensuing 3NT may well be called upon to demonstrate that he has a hand from which very few players would choose an opening lead in a different suit. The point is that it is not safe to assume that a question provides no unauthorised information just because it is about an alerted call.

[WBFLC minutes 2001-10-30#8]

V THE AUCTION

Law 17 Duration of the Auction

17.1 Law 17D [Cards from wrong board] [WBFLC]

This reads:

'If a player who has inadvertently picked up the cards from a wrong board makes a call, that call is cancelled. If offender's LHO has called over the cancelled call, the Director shall assign artificial adjusted scores (see Law 90 for penalty) when offender's substituted call differs in any significant way from his cancelled call. If offender*

In some early editions of the Laws the asterisk [which refers to a footnote] was placed in the wrong place: it should be as shown here.

[WBFLC minutes 1997-10-19#8]

Consider a case where RHO passes, a player passes, and LHO opens 1NT: then the player realises he has the cards from the wrong board. Now the Director applies Law 17D: the player now discovers he really has a good hand. It seems that this player could pass anyway, knowing that LHO will bid 1NT, which he can now double.

The knowledge of LHO's 1NT is unauthorised so this ploy is not legal. Thus the Director can apply Law 16C2 and 72B1, and adjust if necessary.

[WBFLC minutes 1998-09-01#7]

Law 20 Review and Explanation of Calls

20.1 Law 20F [Asking questions] [WBFLC]

The Law says that players should ask for a full explanation of the opponents' auction during the auction or when defending. In practice players ask about individual calls and this is considered a very minor infraction, though it may create unauthorised information for partner.

[WBFLC minutes 1998-08-30#3]

Questions may not be asked just for partner's benefit.

[WBFLC minutes 1998-09-01#15]

Law 21 Call based on misinformation

21.1 When is it too late to change a call?

When a player finds that he has been misinformed he should call the TD (indeed, both sides should call the TD). The TD will allow the last call by the non-offending side to be taken back unless dummy has been faced. Earlier calls cannot be taken back, and the TD may give an adjusted score after the board is finished.

If a player does not call the TD when he finds himself misinformed but asks for an adjustment later he seems to have gained an advantage: instead of having to decide whether to change this last call that can be changed he can rely on an adjustment that will give him the benefit of the doubt.

However, Law 21B3 only allows an adjustment when it is too late to apply Law 21B1. So no adjustment is given based on the one call that could have been changed since it was not too late to change it, and the failure of the players to call the TD does not change that.

Example West opened 1♠, North bid 2♣, East doubled, not alerted so presumably for penalties, South passed and West bid 2♥. Now North asked the meaning of the double and was told it was takeout: West admitted he forgot to alert.

If the TD had been called then South would have had his bid back, and would have had to decide what to bid with a weak hand, club support, distribution, but at unfortunate vulnerability. In fact 5♣ would have been best, probably keeping E/W out of a cold slam.

However, the TD was not called until the end of the deal, and now North argued that South might have bid 5♣, and the slam might have been missed. Certainly he might have, but equally with a very weak hand and adverse vulnerability he might have left more room for the slam to be found.

The TD very properly ruled no adjustment because the call that may be withdrawn under Law 21B1 is dealt with that way and not via adjustment.

21.2 Law 21 [Misinformation] [WBFLC]

Because of misinformation a pair misses an obvious contract and reaches another contract. The quality of the contract reached is irrelevant: the pair is damaged if it is judged they would have got a better score in the contract they might have reached without the misinformation

For example, suppose a pair would have probably reached a 50% 3NT. In fact, because of misinformation, they reach an 85% 5C. However, owing to a bad trump break, 5C goes off but 3NT would have made. The pair has been damaged since the score they obtained [5C-1] is poorer than the result without the misinformation [3NT made].

[WBFLC minutes 2000-01-12#5]

Law 25 Legal and illegal changes of call

25.1 When does Law 25B apply?

Despite some confusing information from various authorities it is now understood to be the player's decision whether to use Law 25B after being told of the penalties attached thereto.

25.2 How to apply Law 25B

This Law is very confusing, and players tend not to believe that anything so ridiculous can be in the Law book! It is quite possible that this Law will be deleted from the Law book during the time this White book applies. However, while it is in the Law book, TDs will have to apply it so here is an example to clarify it.

Example Suppose a player has bid 3♥, and now calls the TD and asks if he can change it. The TD convinces himself that it was not a mechanical error [which would mean that Law 25A would apply] and checks that the next player did not call before this player called for the TD, or indicated he needed the TD. If the next player has called then it is too late for Law 25B. In that case the TD would warn the player's partner about unauthorised information and instruct the bidding to continue.

Suppose it is in time. The Law book is written in such a way that it assumes that the player has made a change, or tried to. If, however, he is only asking whether he can, the TD must explain the effects of a change, then ask the player whether he wants to proceed with a change. He cannot be forced to make a change if he has never said how he would change the call. The TD should not ask the player what change he wants to make [and certainly not why!] until he has decided whether to proceed with the process. If he decides not to then as before the TD would warn the player's partner about unauthorised information and instruct the bidding to continue.

Now, suppose either that the player has indicated that he wants to go ahead, or that he originally did change his call, or attempted to. Now is the time for the TD to ascertain what change is proposed, and then go through Law 25B again in detail, reading it to the players, to discover which part applies on this occasion.

25.3 Law 25A [Correction of an inadvertent call] [WBFLC]

The attempt to correct must follow immediately the realisation of the mistake when bidding boxes are in use.

For example, a player places a bidding card on the table, then gazes off into space. Eventually, he looks down and sees it is not the card he intended. So long as he attempts to change it now he is in time [if his partner has not subsequently called] even if it is quite some time after the call was originally placed.

If LHO has called before this attempt to change he may withdraw it without penalty [Law 21B]. The withdrawn call is unauthorised to the side who originally made the wrong call but authorised to the other side [Law 16C].

[WBFLC minutes 2000-08-30#6]

25.4 Laws 25A and 45C4B [What is inadvertent?] [WBFLC]

What is inadvertent? Assume the player intends to do one thing at the moment he reaches for the bidding box, or his pen or pencil if using written bidding, or for the bidding board, or starts to speak. Then it is inadvertent if his attention is drawn in that instant to some other matter and then he finds he has actually done something different. His mind has switched away from what he was doing.

[WBFLC minutes 2000-08-30#7]

25.5 Law 25B [Delayed or purposeful change of call] [WBFLC]

The intention of this Law was to permit correction of stupid mistakes rather than rectification of a player's judgement. However, if the situation in which this Law applies arises, it is the player who decides whether to change his call.

A player may not use this Law to recover from an irregularity by partner after [or as] he made the call. He may not use it because of an indication by an opponent about what his next call will be. In effect he may not use it because of information received after the call is made from any other player.

However, if a player wished to use this Law because he had just found a thirteenth card in his hand, this would be a legitimate use of this Law.

[WBFLC minutes 1998-09-01#4 and #5, reviewed and amended WBFLC minutes 2000-01-11#7 and Schedule 3, also 2000-01-20#3]

When screens are in use and a call is changed without the other side of the screen being aware of the change then no penalty is applied and the players who are not aware of the change are not told about it.

[WBFLC minutes 2000-01-11#3]

Law 25B may be used when a player sees a call on the tray [using screens] that he had not previously noticed, the tray having not passed back through the screen.

[WBFLC minutes 2000-08-30#2]

25.6 Laws 25B1 and 27 [Insufficient bid corrected] [WBFLC]

If an insufficient bid is substituted before the Director has explained the options the premature correction is cancelled. LHO, if he so wishes, may accept the original insufficient bid but not the premature correction. Otherwise the Director explains his options to the offender and allows him to select his action.

[WBFLC minutes 1998-08-24#9]

Law 26 Call withdrawn, lead penalties

26.1 Reference from other Laws to Law 26

There are several references to Law 26, eg in Law 31B it says "the lead penalties of Law 26 may apply". Such references mean the whole of Law 26 and not just the penalty provisions. So if a call is repeated with a similar meaning there is no penalty. Similarly if the suit is specified.

26.2 Interpretation of "for that turn"

"For that turn" is interpreted that if a player calls out of rotation, when he next calls in rotation that is in the same turn.

26.3 Law 26 [Lead penalties] [WBFLC]

If a call refers to a mixture of specified and unspecified suits then Law 26B applies. For example, if a player withdraws a Ghestem 3♣ showing diamonds and hearts then Law 26A applies, with the specified suits being diamonds and hearts. If a player bids a Michaels 2♥ showing spades and a minor Law 26A does not apply since the suits are not all specified so the Director must use Law 26B.

[WBFLC minutes 2000-01-20#11]

26.4 Law 26 [Lead penalties and calls out of rotation] [WBFLC]

Does Law 26 ever apply when another Law has not referred the Director there? That is quite possible. However, the Committee knows of no case where this applies with a call out of rotation.

[WBFLC minutes 2001-10-30#4]

Law 27 Insufficient Bid

27.1 Corrected before the TD arrives

Any attempt to correct an insufficient bid before the TD arrives is cancelled, but such correction is unauthorised information and subject to lead penalties under Law 26. The TD shall explain the whole of the Law, after which the next player can accept the original insufficient bid. Failing that the rest of Law 27B applies. This means the attempted correction may not be accepted.

27.2 Law 27 [Insufficient bid corrected] [WBFLC]

See reference to Law 25B1 in #25.6

Law 29 Procedure after a Call out of rotation

29.1 Laws 29C and 31A [Bid out of rotation at RHO's turn is conventional] [WBFLC]

Suppose a player bids 1♣, artificial and strong, out of turn. Since this specifies no denomination then there is no denomination for the purposes of Law 31. So, assuming it was at RHO's turn, it was not condoned and RHO does not pass, then Law 31A2A cannot apply, since there is no denomination to repeat, so Law 31A2B must be applied.

[WBFLC minutes 2001-10-30#7 and Schedule]

Law 31 Bid out of rotation

31.1 Law 31A [Bid out of rotation at RHO's turn is conventional] [WBFLC]

See reference to Law 29C in #29.1

Law 32 *Double or redouble out of rotation*

32.1 *Double or redouble at LHO's turn*

The law-makers appear to have forgotten the possibility of a double or redouble at LHO's turn to call. See Law 31B for how a bid is handled. By comparison with that Law we deduce that if the offender has previously called then a double or redouble out of rotation is treated as a change of call, and Law 25 applies.

An opening double or redouble at LHO's turn to call is inadmissible, of course, and is dealt with under Law 36. It is cancelled. Since the offender cannot substitute a legal call he does not do so, but offender's partner is silenced and lead penalties may apply.

Law 39 *Call after final pass*

39.1 *Final sentence of Law 39B*

Note that the final sentence (in parentheses) of Law 39B may be misplaced since it applies to Law 39A as well. Thus Law 35D applies even when a pass or call by the declaring side after the final pass is followed by another call.

Law 40 *Partnership understandings*

40.1 *Psychic calling*

40.1.1 General

The regulations for psychic calling are contained in the Orange book. Note that this includes regulations for and definitions of misbids and deviations. A few additional matters are included below.

40.1.2 Departure from partnership understanding is not necessarily a psyche

A player who shows a seven-card suit with only six, has not psyched, nor has a player who opens a 12-14 HCP 1NT with only 11 HCP. This is called a deviation (see Orange book). Repeated instances of such circumstances become partnership understandings if partner knows they happen. Then they must be disclosed, and if not permitted must not be repeated.

In August 2000, the WBFLC said

"a partnership understanding exists when the frequency of occurrence is sufficient for the partner of a psycher to take his awareness of psychic possibilities into account, whether he does so or not."

40.1.3 Adjustment for Fielding

See #90.4.2 for how to adjust a score when the TD rules a psyche, misbid or deviation as Red.

40.1.4 *Auctions which suggest a player does not have his or her bidding*

Some examples of types of auctions in which it is clear that the last caller may have a hand materially different from that which the auction to date has suggested:

- (a) most auctions in which a player either passes when the partnership agreements require a bid, or bids when the partnership agreement requires a redouble;
- (b) most auctions in which a player has bid two or more suits, has been given preference by partner, been doubled for penalties, and bids another suit.

Of course a partnership agreement (which may be implicit, eg following repetitions of such incidents) relating to such an action is likely to be unauthorised, and so may give rise to an adjusted score (see Orange book).

40.1.5 *L&EC procedures on psyching*

The L&EC reviews psyches, misbids or deviations reported to it by TDs. If their initial review suggests a change to the classification from Green, or from Amber to Red, then, before the L&EC determines the new classification, the players are invited to explain their actions.

40.1.6 *Misbidding a strong artificial opening*

While a psychic strong artificial 2♣ opening is not permitted (see Orange book) a player who makes a strong call on an unsuitable hand with no intention to deceive has not psyched. However, if the hand is not "strong" by the definitions of permitted conventions in the Orange book but is understood by the player to be a 2♣ opening then the player has used an illegal convention.

Example A player opens 2♣ because he has nine solid spades and no other high cards saying that he wants to be in game. If his partner and he consider this the correct opening then it is not a Strong hand (see Definitions in the Orange book). He has not psyched but is playing an illegal system, and will receive A– (unless he does worse than that on the board – see #90.4.2)

40.1.7 *Opening 1NT with a singleton*

The L&EC expects an opening 1NT with a singleton to be recorded and classified as a psyche or deviation whenever the TD finds sufficient evidence of intent.

This does not apply to a pair who opens 1NT if it falls within their agreements as to range and type of singleton.

Example A player opens 1NT with 11 HCP, a 4441 hand and a singleton ten in clubs. This will be treated as a psyche if the pair does not allow a singleton, or the singleton should systemically be a high honour, or their range is 12-14. However if they play 11-14 and allow a singleton of any size then it is not a psyche.

If they play it as 11-14 HCP, and singleton queen or better then it would be ruled as a deviation.

40.2 Disclosure of system

The regulations for Convention cards, Alerting and the general approach to Disclosure are included in the Orange book.

40.3 **Illegal conventions**

If a pair use an illegal convention the board is scored as in #90.4.2. No attempt is made to find other instances of use of the illegal convention.

If a pair deliberately use a convention knowing it to be illegal this is considered very serious, and disqualification may be considered.

Suppose a pair use an illegal convention and do not describe it properly, and get a score of at least 40% on a board. The TD should consider the two infractions, namely misinformation and using an illegal convention. If he would adjust because of misinformation to a score that gives the non-offending side greater than 60% he should do so: otherwise he gives them A+ per #90.4.2.

40.4 **Playing two different systems illegally**

If a pair plays two different systems at different positions or vulnerabilities in an event in which it is not permitted to do so then boards already played in the round or match during which the problem comes to light should be cancelled, and the same penalty provisions applied as #147.7 or #147.8.

No adjustments are to be made for prior matches in the absence of a specific complaint.

40.5 **Laws 40A and 40B [Psychic calls and plays] [WBFLC]**

Psychics are legal if they are not based on a partnership understanding. They are still legal if they are identified solely by the auction and general bridge knowledge.

However, if partnership experience of psyches is sufficient for a partnership to be aware of them then an understanding may be created. Then they are no longer truly psychic and must be disclosed in the way that the sponsoring organisation decrees.

[WBFLC minutes 1998-08-30#5]

Whatever the level of the game, it is unacceptable for a player, hearing his partner open third-in-hand at the one-level, and hearing a natural strong 1NT from RHO, to do otherwise than double with 11 HCP.

If psyches in a partnership are frequent enough for a player to be aware that his partner might have psyched in a particular position then there is an agreement. It does not matter whether the player uses that agreement. It is then dealt with as any other agreement as far as disclosure is concerned.

[WBFLC minutes 2000-08-30#8]

If a player makes a bid that does not agree with his agreed system by mistake [eg, by forgetting what he is playing] this is a misbid, not a psyche.

[WBFLC minutes 2000-09-01#11]

40.6 **Law 40D [Regulation of conventions] [WBFLC]**

Control of 'encrypted signals' is a matter for regulation under this Law.

[WBFLC minutes 2000-01-20#6]

A regulating authority has unrestricted powers to regulate conventions under this Law. For example, some authorities ban psyching particular conventional calls: this is legal.

However, applying penalties automatically to players who make mistakes in their use of Ghestem, while apparently legal under this Law, is not a good approach. Penalties should be applied in aggravated circumstances only, such as repeated misuse.

[WBFLC minutes 2001-11-01#7]

40.7 Law 40E [Written defences] [WBFLC]

A sponsoring organisation has unrestricted power to identify any method as ‘unusual’ and to authorise reference to written defences at the table in countering such methods.

For example, in some parts of the world, the Multi is permitted in events where other highly artificial openings are not permitted. It would be open to the people running such events to permit written defences against the Multi.

[WBFLC minutes 1998-08-24#2]

VI THE PLAY

Law 41 Commencement of play

41.1 Faced-down lead not a played card

A face-down lead is not a played card until it is faced. Therefore if a **faced** opening lead is made by the wrong hand before the correct opening lead has been faced, the face-down card, since it is not a played card, is withdrawn and the faced card is treated as a 'faced opening lead out of turn'.

41.2 Retraction of a faced-down lead

This should never be withdrawn without the TD's permission. If it is out of turn then it may be returned to player's hand without penalty, although exceptionally there may be UI considerations.

Example Suppose a player doubles a slam, and then leads out of turn face down. It is obvious that he did not intend this as a Lightner double asking partner for a particular lead, and this information is unauthorised for partner.

The most common reason for withdrawing a faced-down lead is when there was some misinformation which has just come to light. In this case it is important that the TD remembers that the auction may be re-opened under Law 21, and the last pass by the non-offending side may be changed if it is probable that it would be different with correct information. Exceptionally, the side that made the opening lead face-down could become the declaring side.

41.3 Retraction of an opening lead after it has been faced

Once dummy has been exposed [even a single card] an opening lead may not be withdrawn even if there is misinformation. However, it is possible to retract a faced opening lead if it can be done before dummy is faced.

Law 42 Dummy's Rights

42.1 Law 42B1 [Dummy's qualified rights] [WBFLC]

If declarer attempts to revoke when calling for a card from dummy, dummy may warn him, even if he has 'lost his rights'.

[WBFLC minutes 2001-10-28#7, also 2001-10-30#1]

Law 43 Dummy's Limitations

43.1 Law 43B2B [Specific penalties after dummy loses rights] [WBFLC]

If dummy has lost his rights, but asks declarer whether he has revoked, and in fact declarer has revoked, then declarer must substitute a correct card. The revoke penalties in Law 64 apply, ie declarer might be penalised one, two or no tricks, dependent on whether declarer wins this trick [with the substituted card], a later trick with a card he could legally have played to this trick, and how many tricks declarer and dummy win from this moment on.

Examples:

Declarer plays a heart, dummy [who has earlier looked at a defender's hand and so lost his rights] says "no clubs, partner?", and declarer finds a club. Declarer plays the club instead of the heart.

- (a) He wins this trick but no other subsequent ones: one trick penalty since tricks before the revoke are never transferred.*
- (b) He wins this trick and other subsequent ones: two trick penalty since he won the revoke trick.*
- (c) Dummy wins this trick and other subsequent ones, but none in declarer's hand: one trick penalty since he neither won the revoke trick nor a later trick with a card he could have played to the revoke trick.*

[WBFLC minutes 2000-01-12#2 explaining a decision in October 1983 and a reference in WBFLC minutes 1998-09-01#9]

Law 45 Card played

45.1 Declarer picks up card from dummy "if necessary"

In Law 45B it is said that declarer may, if necessary, pick up a card from dummy to play it. The term "if necessary" refers to the times when dummy is not present, or where declarer or dummy have some medical reason that makes it difficult to play cards in the normal way. It should not be used as a catch-all excuse to allow declarer to pick the cards up for no other reason than he has played dummy this way for thirty years.

45.2 Law 45C4B [What is inadvertent?] [WBFLC]

See reference to Law 25A in #25.4

Law 46 *Incomplete or Erroneous Call of Card from Dummy*

46.1 “Run the clubs”

Declarers do say this when running a long suit in dummy. It is no more than a statement of intent, however, and declarer cannot be held to it. For example, if declarer finds to his surprise that they are not all winners he is allowed to change to an alternative line.

If it is felt that an opponent was misled then an adjustment via Law 73F2 might be in order.

46.2 Law 46 [“Run the clubs”] [WBFLC]

Suppose declarer instructs dummy to “run the clubs”. Declarer may change this instruction at a later trick, and a card from dummy may be changed until declarer’s RHO plays to the trick. At this point the card becomes played. Note that the Committee does not approve of the procedure of declarer naming several cards simultaneously in this fashion.

[WBFLC minutes 2000-01-12#6]

Law 47 *Retraction of card played*

47.1 Retraction of played card after correction of misinformation

While Law 47E2A is little known, there was a significant change in the 1997 Law book, namely that the opening lead may not be retracted once dummy has been exposed. Thus this Law merely allows the last card to be retracted and this Law has little application now.

Exceptionally a card can be retracted under this Law when declarer or dummy corrects misinformation after the opening lead is faced but before dummy is exposed.

Law 50 *Disposition of a Penalty Card*

50.1 Law 50 [Beneficial effect of a penalty card] [WBFLC]

Sometimes a penalty card seems to be good for the offending side: the Director should then consider Law 72B1. Of course this does not mean that a Director should normally adjust if the player happens to gain from a penalty card: there needs to be some possibility of wrongful intent.

[WBFLC minutes 1998-08-24#4]

50.2 Law 50D1 [Major penalty card] [WBFLC]

When a player has a penalty card then it is authorised information that he must play that card when the suit is led, but not that he possesses that card.

Suppose a player has the heart ace as a penalty card, then his partner, if leading from KQJx, may lead the small card since it is authorised information that the ace will be played.

However, he may not act as though he knows partner has that card. If a king was led out of turn and the king is now a penalty card, then partner must act as though he does not know about the king, nor about the queen, a normal deduction when partner leads a king. He may not choose to lead the suit if the suit is suggested by the king and play of a different suit is a logical alternative.

[WBFLC minutes 1998-08-24#3]

Law 51 Two or more Penalty Cards

51.1 Law 51 [Two penalty cards] [WBFLC]

This Law defines what to do with two [or more] penalty cards but the relevant parts of Law 50 still apply.

[WBFLC minutes 2000-01-12#7]

Law 58 Simultaneous leads or plays

58.1 Visible

If a card can be identified then it is considered visible, but not otherwise.

Law 61 Failure to follow suit - inquiries concerning a revoke

61.1 Partner may have revoked

If a defender thinks his partner has revoked, he may neither ask "Having none?", nor delay turning over his own card in an attempt to wake his partner up. Such actions are considered breaches of Law 61B leading to the penalties in Law 63B – the delay in turning the card is considered equivalent to a silent question.

Note *In some parts of the world it is still permitted for defenders to ask such questions.*

61.2 A player believes he may have revoked

A player believes that he may have revoked on a trick which has just been quitted. If the TD ascertains (without exposing any cards) that a revoke has taken place, then Law 62A requires it to be corrected. The quitted revoke trick is incomplete, and all its cards should be re-exposed, particularly as players subsequent in rotation to the offender may have the right to change their cards.

Law 63 Establishment of a revoke

63.1 Laws 63 and 69 [Acquiescence] [WBFLC]

How acquiescence may occur is defined in Law 63 and the time limits for acquiescence are defined in Law 69.

[WBFLC minutes 2000-01-12#4]

63.2 Laws 63A3 and 69A [Establishment of revoke and acquiescence] [WBFLC]

A defender revokes, declarer claims, but the defender or his partner does not accept the claim. Acquiescence has not occurred and the revoke is not established by the claim. The Director allows the revoke to be corrected. He then determines the outcome of the claim, but, unlike a normal claim, doubtful points are determined against the revoker rather than against the claimer.

[WBFLC minutes 2000-01-12#3]

A defender revokes, declarer claims, no-one comments, and the board is scored. The revoke is discovered before the time limit in Law 69A, perhaps before the signal for the following round.

Law 63A3 suggests the revoke is established by the acquiescence: Law 69A suggests that acquiescence has not occurred if the defender wishes to object. In this case we assume the revoke is established.

[WBFLC minutes 2001-10-30#9]

Law 64 Procedure after establishment of a revoke

64.1 Simple guide to rulings following a revoke

Experience has shown that the difficulties cited by some authorities do not really exist for a competent TD. Normally a few simple questions elicit the required information. For example:

To the table:

- (a) Who revoked?
- (b) Who won the revoke trick?

To the revoker:

- (c) Did you or your partner win any subsequent tricks?
- (d) What suit should you have played to the revoke trick?

Assuming that the answer is "spades":

- (e) Did you (not your partner) win any subsequent tricks with a spade?

Certain answers to (b), (c) or (d) mean that later questions are unnecessary.

64.2 Law 64A2 [Offending player did not win revoke trick] [WBFLC]

This reads:

'and the trick on which the revoke occurred was not won by the offending player, then, if the offending side won that or any subsequent trick, (penalty) after play ceases, one trick is transferred to the non-offending side; also, if an additional trick was subsequently won by the offending player with a card that he could legally have played to the revoke trick, one such trick is transferred to the non-offending side.'

Two tricks are transferred [per Law 64A1] if the offending player won the revoke trick and his side won another trick after the revoke. They are also transferred if the offending player won a trick after the revoke with a card he could legally have played to the revoke trick, so long as his side wins a further trick, either the revoke trick or thereafter.

[WBFLC minutes 2000-01-12#1]

64.3 Law 64 [Both sides revoke] [WBFLC]

Suppose a defender revokes by ruffing, and declarer also revokes by over-ruffing. Both sides play to the next trick, which establishes the revokes: how does the Director rule?

The Director should act under Law 64C to restore equity, as though there had been no revoke by either side.

[WBFLC minutes 2001-11-01#4]

Law 67 Defective trick

67.1 Player still thinking whilst play to following trick has started

If, while a player (RHO of declarer) is still considering his or her play to trick 12, declarer leads to trick 13, and declarer's LHO and dummy play to the trick, then RHO is not deemed to have omitted to play to trick 12. Thus trick 12 is not defective, and there is no one-trick penalty.

Law 68 Claim or concession of tricks

68.1 Play ceases after a claim or concession

A player must not ask his opponent to play on, nor must he accept their invitation to do so. A contested claim is solely a matter for the TD – but see #68.2.

68.2 Play continues after a concession if partner immediately objects

When a concession is made by a defender of a number of tricks, thereby claiming the complement of the remaining tricks, if the defender's partner immediately objects to the concession, under Law 68B no concession has occurred. The WBFLC have now ruled that this means that no claim has been made. After the TD has been summoned play continues, with the possibility of an adjusted score if a defender was found to have chosen from among logical alternative actions one that could demonstrably have been suggested over another by the unauthorised information arising from the attempted concession and the objection thereto.

68.3 Law 68B [Objection to concession] [WBFLC]

When one defender concedes some of the remaining tricks, and his partner immediately objects, then neither a claim nor a concession has occurred. Play continues but Law 16 may apply.

[WBFLC minutes 2001-10-28#10]

68.4 Law 68D [Play after a claim] [WBFLC]

The Committee confirmed that the Director voids play after a claim, and should not consider it.

In an English event, declarer claimed when having three obvious tricks, a winner, and two losers that could be cross-ruffed. On being asked to continue, he did, became flustered, and made a stupid play to lose a trick. The Director correctly gave declarer all three tricks.

[WBFLC minutes 2000-09-04#1]

Law 69 Acquiescence in claim or concession

69.1 The difference between a concession and acquiescence

When a player announces he will lose some tricks he has conceded. When a player's opponent says he shall win some tricks he has claimed. If the player's opponent claims and the player accepts this he has acquiesced in principle. While this may be withdrawn later the benefit of any doubt shifts in favour of the claimer.

69.2 Law 69 [Acquiescence] [WBFLC]

See reference to Law 63 in #63.1

69.3 Law 69A [Establishment of revoke and acquiescence] [WBFLC]

See reference to Law 63A3 in #63.2

69.4 Laws 69, 70 and 71 [Claims and concessions - footnote] [WBFLC]

The WBFLC has agreed a change of word order and punctuation to clarify the effect of the distinction between careless and irrational action in the context of disputed claims.

The revised wording reads:

"For the purposes of Laws 69, 70 and 71 "normal" includes play that would be careless or inferior, but not irrational, for the class of player involved."

This is not intended as a change in the Law but a clarification. A decision as to whether a play is irrational should be made considering the class of player. For example, would a player of this level really not notice that the ace of trumps was still out?

[WBFLC minutes 2000-08-30#5, reviewed but not changed 2001-10-28#2]

Law 70 Contested claims

70.1 Interpretation of Law 70A

The TD is required to simply use his bridge judgement after consultation to decide the outcome of the deal, any doubt going against the claimer, with no opportunity for split or weighted scores. A suitable definition of 'doubtful' is 'within the margins of reasonable doubt'.

70.2 “Blatantly obvious”

An Appeals Committee thought the winning line was “blatantly obvious” yet ruled against the claimer. The L&EC believed that if a line was blatantly obvious then all other lines would presumably be “irrational” within the footnote to Law 70C3. If so the Appeals Committee should have held that, in effect, the line should be permitted.

70.3 Revoke

Where the side that has not claimed has revoked then the TD should assess the claim by using his bridge judgement, but any doubt should go against the revoking side.

Note that the claim does not automatically establish the revoke as it would if it was a revoke by the claiming side. If the revoke was during the last trick, and the other side does not acquiesce then the revoke is not established. The TD should assess the claim without the established revoke.

70.4 Missing trump

A declarer who is unaware of a missing trump is "careless" rather than "irrational" in failing to draw the missing trump. Thus if a trick could be lost by playing other winners first then the TD should award that trick to the non-claimers.

Examples

- (a) Declarer claims all the tricks with a good trump [the ♠9], two spade winners and a heart winner. The defence can ruff the heart with their outstanding small trump.

Despite declarer swearing on a stack of bibles that he knew there was a trump out, if he is too careless to mention it then he may easily have forgotten it and the defence gets a trick.

- (b) Declarer is in 7♠ with thirteen tricks so long as spades [trumps] are not 5-0. He cashes one round and says “All mine” when both players follow. He clearly has not forgotten the outstanding three trumps and the claim is good.

70.5 Top down?

A declarer who states that he is cashing a suit is normally assumed to cash them from the top, especially if there is some solidity. However, each individual case should be considered.

Example Suppose declarer claims three tricks with AK5 opposite 42, forgetting the jack has not gone. It would be normal to give him three tricks since it might be considered irrational to play the 5 first. However, with 754 opposite void it may be considered careless rather than irrational to lose a trick to a singleton six.

70.6 Different suits

If a declarer appears unaware of an outstanding winner, and a trick could be lost by playing or discarding one suit rather than another then the TD should award that trick to the non-claimers.

Example Declarer has three winners in dummy and must make three discards. He appears to have forgotten his ♠J is not a winner. It is careless rather than irrational that he should discard some other winner to retain the ♠J.

70.7 Law 70 [Contested claim] [WBFLC]

Suppose a player claims, and part of his claim is to discard a club on dummy's diamond. Unfortunately he will have to follow suit at that time: how does the Director rule?

The revoke is not accepted by the Director, so he follows the claim statement up to the revoke, and then treats it as though there was no further statement. However, if a later part of the claim appears to be valid he should take account of that in his considerations.

The same applies for any other irregularity embodied in a claim.

[WBFLC minutes 2001-11-01#3]

70.8 Law 70 [Contested claims - footnote] [WBFLC]

See reference to Law 69 in #69.4

70.9 Law 70E [Unstated line of play in claim] [WBFLC]

Sometimes the deal would become clear as it was played out. At such times the Director does not assume a player would have taken a line that has become irrational by seeing the cards played.

[WBFLC minutes 2001-10-30#3]

Law 71 Concession Cancelled

71.1 Law 71 [Concessions - footnote] [WBFLC]

See reference to Law 69 in #69.4

71.2 Law 71C [Implausible concession] [WBFLC]

This reads [in part]:

‘Until the conceding side makes a call on a subsequent board, or until the round ends, the Director shall cancel the concession of a trick that could not have been lost by any normal play of the remaining cards.’*

This wording is superfluous, and easiest is to treat it as though this sentence was deleted. The Director is to cancel an implausible concession at any time within the correction period as the earlier part of the Law makes clear.

[WBFLC minutes 1997-10-19#6]

VII PROPRIETIES

Law 72 General principles

72.1 Advantageous call or play following inadvertent infraction

If the TD thinks the offender could, at the time of the infraction, have known that the infraction would be likely to damage the non-offending side, he should adjust the score under Law 72B1 – see #12.6.

72.2 Actions to influence qualifying positions

In England it is not, of itself, improper to attempt to influence the results of an event, or part of an event, so as to try to increase one's own success in the event. If a sponsoring organisation wishes to prevent such tactics then it should design the competition accordingly.

An example may help clarify these statements:

Example

Suppose:

- (a) selection trials comprise a qualifying stage leading to a play-off between the two leading teams;
- (b) team A is certain to win, and plays team B in the final qualifying round;
- (c) team A would rather play team B in the final than another possible qualifier.

In such circumstances team A is permitted to play deliberately badly so as to increase the chance of team B qualifying.

This action, called “dumping”, is considered against the spirit of the game by some people. A solution is to design Conditions of Contest such that it is always in the best interests of competitors to play well. In the cited example there could be a carry-forward to the final.

In many competitions outside England, to play badly would be treated as a gross abuse of the correct attitude to the game as required by Law 74A2, and conditions of contest are sometimes explicit on the matter.

Examples

- (a) The American Contract Bridge League (ACBL) has a regulation that a contestant must do his best to win each board. Thus playing badly deliberately would be a breach of regulation in an ACBL event.
- (b) The World Bridge Federation has a regulation that requires best endeavours on the part of players. The Conditions of Contest for the World Championships in 2001 said:

"It is not permissible for a partnership to play by design to obtain a session score inferior to that of its opponents".

Law 73 *Communication between partners*

73.1 Hesitating with two small cards

Players have argued that they were wondering whether to play high-low, but Law 73D1 makes clear that this is an infraction. The player has failed to be "particularly careful in positions where variations [in tempo] may work to the benefit of their side" and to do so is not usually considered "a demonstrable bridge reason" for the purposes of Law 73F2.

73.2 Pauses at trick one

73.2.1 Pause by declarer before playing from dummy

A pause by declarer before playing from dummy at trick one should not give rise to the possibility of an allegation by a defender that he had been misled; indeed, such a pause is recommended practice.

73.2.2 Pause by third hand

If declarer plays quickly from dummy at trick one, a pause by third hand should not be considered to transmit any unauthorised information to partner, nor to convey potentially misleading information to declarer. In such circumstances, no disclaimer is necessary.

The freedom for third hand to think about the deal generally at trick one if declarer has not paused before playing from dummy applies irrespective of his holding. Thus, for example, it is perfectly legitimate to think about the deal generally at trick one even if third hand holds a singleton in the suit led. As a consequence TDs should not entertain claims that declarer has been misled by a pause from third hand at trick one if declarer did not himself pause before playing from dummy.

Law 75 *Partnership Agreements*

75.1 Disclosure of matters of style and implicit agreements in leading

Questions as to style of opening leads need to be answered if they are a matter of agreement.

Players do have a sense of what partner's leading preferences are. Choosing a lead is rarely a spontaneous thing; players tend to have well established lines of thought and when a player has played with a partner for a while he will know something about the factors that influence his partner's choices.

75.2 No agreement

To say that one's partnership has no agreement, whilst true in some cases, is frequently inadequate. In such cases every effort should be made to provide opponents with as much guidance as possible, eg as to general principles in similar circumstances.

75.3 Misinformation

The Laws do not require a TD to automatically rule misinformation rather than misbid in cases where there is no documentary evidence one way or the other. The footnote to Law 75 requires the TD "to presume mistaken explanation, rather than mistaken bid, in the absence of evidence to the contrary."

Example 1NT 2♠ 3♥ was intended as to play but taken as forcing, and the defence allowed 4♥ to be made by not playing declarer for a weaker hand. The sequence is not shown on the convention card. However, when the responder admitted he had forgotten they were playing Lebensohl (which is shown on the convention card) and this implies that 3♥ is forcing he has produced evidence, and the TD may feel he has produced sufficient evidence to accept it was a misbid.

75.4 Correcting misinformation

As a matter of principle if declarer or dummy has heard partner give an explanation which is inconsistent with their understanding, then they need to be very sure that their partner is correct before not "correcting the explanation" at the end of the auction.

In general if partner has misinformed the opponents there is an absolute requirement for declarer or dummy to correct a mistaken explanation before the opponent's opening lead. The player should also have called the TD at this stage. This will not apply when screens are in use.

75.5 The requirement for a player to protect himself

It is only experienced players who are expected to protect themselves. If such players receive an explanation which is implausible, and they are able to protect themselves by seeking further clarification without putting their side's interests at risk (eg by transmitting unauthorised information or waking the opposition up), failure to do so may prejudice the redress to which they would otherwise be entitled.

75.6 Deciding whether misbid or mis-explanation

If a TD or Appeals Committee is not sure whether there has been a misbid or mis-explanation they may not give a weighted score based on Law 12C3 to reflect their uncertainty. They must make a decision one way or the other, remembering that Law 75D2 requires them to presume Mistaken Explanation rather than Mistaken Bid in the absence of compelling evidence to the contrary.

75.7 Law 75 [Partnership agreements] [WBFLC]

'Convention disruption' is not recognised as an infraction of itself, either by the World Bridge Federation or by the American Contract Bridge League. Thus it is not suitable for a pair to be routinely penalised for getting its system wrong, though it may be different if, for example, a pair repeatedly gets something wrong.

Players should describe their agreements as fully as possible, including any comparable situations.

When deciding a pair's agreements the later auction may be considered. It is often important to decide what their agreements are so it can be determined whether there has been an error in describing them.

[WBFLC minutes 2000-01-20#7]

75.8 Law 75C [Answering questions] [WBFLC]

A player knows his partner's call is conventional but cannot recall their actual agreement: what can be done? The Director can send the player away from the table, and let his partner give the meaning of the call.

It is important that it is made clear to the partner that he should only say what the call means if there is an agreement: he is not being asked to say what is in his hand! Also, the uncertainty of the player is unauthorised information to his partner. It is advised that the Director remains until the hand is completed.

[WBFLC minutes 1998-09-01#8]

Assuming no screens, no question should be addressed to the player who made the call without the Director's presence. This can only be permitted after the partner has been removed from the table and solely because the information was not available from the partner, never to check whether both members of a partnership have the same understanding.

Of course, any mistakes must be corrected as in Law 75D.

[WBFLC minutes 1998-09-01#14]

75.9 Law 75D2 [Correcting errors in explanation] [WBFLC]

When declarer or dummy corrects his partner's explanation he must explain the partnership agreement, and must be very careful when his own hand does not conform to this agreement. Assuming he has not made a psychic call, gratuitous extra information at such a time is acceptable if it is helpful.

For example, if partner has described 1NT as balanced, 12-14, and it is actually 16-18 by agreement declarer should say so. It is open to him to comment further, perhaps by pointing out that a full 18 count is unlikely because he did not break a transfer.

[WBFLC minutes 1998-09-01#13]

Law 76 Spectators

76.1 Kibitzers at EBU events played in public

In EBU events played in public (including parts of competitions, such as the Crockfords final) all tables are 'open' unless the Conditions of Contest for that particular event say otherwise; thus a kibitzer may watch at such a table. A player not participating in a session may watch at any such table, other than one at which, or adjacent to one at which, the player's own team is playing.

76.2 Kibitzers at EBU events played with screens

Kibitzers may not sit so they can see both sides of the screen.

VIII THE SCORE

Law 78 *Methods of scoring*

78.1 How to input split and weighted scores to matchpoint software

78.1.1 *The two possibilities*

As has been noted in other parts of this book at the time of writing very little of the software available to TDs deals with split or weighted scores correctly. As a result the existing method is to calculate the result manually and enter a manual adjustment. To show the method we take two simple examples based on a six table movement. Before any adjustment the frequencies were:

Score	Freq	Adj Freq	N/S MPs	E/W MPs
+650	1	1	10	0
+620	1	1	8	2
-100	2	2	5	5
-200	1	1	2	8
-790	1	1	0	10

Now let us suppose that there is an adjustment at a table where the score was NS +620. We shall consider two cases:

- (a) An adjustment for both sides to

30% of NS +650

+ 70% of NS -100

- (b) An adjustment for N/S to

NS -100

And for E/W to

NS +650

This is how it is done.

78.1.2 *The original way*

The original way is to replace the score with an Average, which then alters the other scores, and do the calculation by hand, and make a manual adjustment. So in both cases the frequencies become:

Score	Freq	Adj Freq	N/S MPs	E/W MPs
AVE	1		5	5
+650	1	1.2	9.8	0.2
-100	2	2.4	6.2	3.8
-200	1	1.2	2.6	7.4
-790	1	1.2	0.2	9.8

Now the TD or scorer has to calculate the adjustment.

- (a) First, the weighted score: calculate for N/S:

$$30\% \text{ of NS } +650 = 30\% \times 9.8 = 2.94$$

$$+ 70\% \text{ of NS } -100 = 70\% \times 6.2 = 4.34$$

$$\text{N/S total} \quad \quad \quad 7.28$$

$$\text{E/W total} \quad \quad \quad 2.72$$

Note *E/W score is obtained by deducting N/S from twice average [ie a top].*

Since average has been input for these pairs an adjustment is put in:

$$\text{N/S} + 2.28 (7.28 - 5)$$

$$\text{E/W} - 2.28 (2.72 - 5)$$

- (b) Second, the split score:

$$\text{N/S get NS } -100 = 6.2$$

$$\text{E/W get NS } +650 = 0.2$$

Since average has been input for these pairs an adjustment is put in:

$$\text{N/S} + 1.2 (6.2 - 5)$$

$$\text{E/W} - 4.8 (0.2 - 5)$$

If the scoring is in Victory points then the manual adjustment may have to be done in VPs if it is too late to adjust the pair's MP score.

78.1.3 *The correct way*

With better software there is a facility to input weighted or split scores, and then the calculation will be done by the software and will produce accurate scores and frequencies.

- (a) The weighted score will appear in the frequencies with its weighting, so the correct frequency chart will read:

Score	Freq	Adj Freq	N/S MPs	E/W MPs
+650	1.3	1.3	9.7	0.3
-100	2.7	2.7	5.7	4.3
-200	1	1	2	8
-790	1	1	0	10

Note how the 'scores' of 30% of NS +650 and 70% of NS -100 appear in the frequencies.

The calculation for N/S:

$$30\% \text{ of NS } +650 = 30\% \times 9.7 = 2.91$$

$$+ 70\% \text{ of NS } -100 = 70\% \times 5.7 = 3.99$$

$$\text{N/S total} \quad \quad \quad 6.90$$

Similarly, E/W get 3.10.

In practice the software will do these calculations. Recommended is a facility for up to 5 different results, and 2 decimal places of weighting (eg, 33% which is shown as 0.33).

- (b) For split scores, however, there should be two frequency charts, one for N/S, one for E/W. So they will read:

Score	Freq	Adj Freq	N/S MPs	E/W MPs
+650	1	1	10	
-100	3	3	5	
-200	1	1	2	
-790	1	1	0	

Score	Freq	Adj Freq	N/S MPs	E/W MPs
+650	2	2		1
-100	2	2		5
-200	1	1		8
-790	1	1		10

N/S get NS -100 = 5.0

E/W get NS +650 = 1.0

There may be weighted and split scores, and more than one split or weighted score. So long as there is at least one split score then there will be separate frequency charts for N/S and E/W, with or without weighted scores on each.

78.2 Assigned adjusted score has not occurred on board

When a score is assigned instead of the original score obtained on the board the new score should be input if possible. If the session has already been scored then it should be re-calculated. However, sometimes adjustments come too late when the session has been finalised and the adjustment has to be done manually, ie the adjustment calculated in matchpoints by the TD, and the scorer given an adjustment in matchpoints or VPs to add or subtract. The following procedure occurs at such times.

If in match-pointed pairs an assigned adjusted score has not occurred on the board, then the match-points for the contestants is the weighted (by the reciprocal of the frequency) average of the scores on the board next higher, and next lower.

Example

Consider the following frequency table with eight scores. Suppose that an Appeals Committee revises one of these eight scores, and N/S are assigned a score of +430.

Score	Freq	Adj Freq	N/S MPs	E/W MPs
+500	1	1	14	0
+450	2	2	11	3
+420	5	5	4	10

The match-points assigned to an intermediate score are the match-points assigned to the next lower score plus its frequency, so 9 mps should be assigned to +430, because 5+4 equals 9.

Alternatively, the same solution is obtained by assigning the match-points assigned to the next higher score less its frequency, thus +430 gets 11-2, which again equals 9.

No award is ever made of greater than a top or less than zero. It may be noted that this is only an approximate procedure. The 'correct' way to do it would be to completely re-score the board. However, that would change everyone's score so there would be a lot of manual changes, and while it might be possible for sixteen pairs it would soon become completely impractical.

In the case of weighted scores (see #12.1.4), this applies to individual scores before the weighting is applied. This is a more common procedure because such adjustments are always entered manually at the time of writing (see #78.1). Split scores (see #12.1.3), are dealt with similarly.

78.3 Scoring of a board with fewer results than other boards at MP pairs

Scores on a board may need this treatment for a variety of reasons, including, but not limited to:

- (a) the nature of the movement, where some boards are played less often than others;
- (b) award of one or more adjusted scores;
- (c) a fouled board;
- (d) incorrect marking (as to dealer or vulnerability) of a board.

The match points are determined by multiplying the frequencies by E/A, so that a competitor's score on a board is:

$$\frac{(M \times E) + E - A}{A}$$

where:

- M = match-points earned by the pair considering only the group itself
- E = total number of scores expected on the board
- A = actual number scores obtained on the board

This formula is called Neuberg's formula. The score is computed to the nearest 0.0001 of a match-point, 0.00005 being rounded away from average.

Note *Other sponsoring organisations may have their own regulations for such instances, and other methods of scoring are possible. Anyone who wishes for more information about the possibilities available should ask the EBU direct. Contact details can be found in #0.3 in Chapter 1.*

78.4 Scoring of a board with fewer results than other boards otherwise

#78.3 applies to match-pointed pairs events. A similar approach is used for individual events, or Butler or cross-imped events. Here is an example at Butler scoring.

Take an 8-table tournament in which it has been decided to omit the top and bottom score in order to calculate the datum (from the 6 central results). However, a board has been fouled, and instead of having the expected 8 results there are only 5 results.

To score this board, we must first factor the frequencies by 8/5 just as we would do in a normal match-pointed pairs game.

N/S Score	Frequency	Factored Frequency
+630	1	1.6
+600	2	3.2
+150	1	1.6
-100	1	1.6

To calculate the datum, we ignore 1.0 top and bottom scores. So, our 6 central results are: -

0.6 of +630 =	378
3.2 of +600 =	1920
1.6 of +150 =	240
0.6 of -100 =	-60
Total =	2478

So, the datum is 2478 divided by 6 = 413, which becomes +410.

We can then IMP each of our actual results against the datum of +410 in the usual way which results in scores of +6, +5, -6, and -11 IMPs respectively for the N/S pairs.

Similar principles can be used for any other form of scoring. Factor the frequencies, and then score as you would normally do based on these factored frequencies.

78.5 Calculations and Rounding

78.5.1 *General*

In general all calculations are to be performed to 4 decimal places without any rounding during the course of the calculation. Rounding at the end of a calculation is to be done as necessary to the nearest unit of scoring, with exact halves rounded away from average.

Results may be displayed to fewer decimal places than the calculations actually made, as is normal, for example, in MP Pairs.

Score changes which are discovered late will not be made if it is impracticable to change the score or if the score change in question would not make a meaningful difference.

78.5.2 *Butler scoring*

The datum to be rounded to the nearest 10 points, with exact 5s rounded away from average (so that there is no necessity to consider swings falling between the gaps in the IMP scale).

78.5.3 *Swiss Pairs*

Swiss Pairs matches should be recalculated properly if a score is changed.

It is also recommended that Swiss Pairs events are organised to avoid sub-fields and to have the ability for several operators and printers to work at once, and the facility to keep pairs/teams in the same physical room during a session.

78.6 General approach to scoring

While there are certain statements of how scoring should be done software in use does not always follow this. Anything that is in here about methods of scoring is a recommendation only. If the scoring software in use does it differently that does not invalidate the result. At the time of writing EBU software did not follow all the recommendations.

It is recommended that sponsoring organisations be consistent in their choice of software.

Law 79 Tricks won

79.1 Time limits - correction period

The EBU regulations for correction periods are given in Section #146. The sponsoring organisation may specify a different correction period, but may not, unless the special nature of the event so requires, specify a period which expires earlier than 20 minutes after the official score has been completed and made available for inspection. However, the TD is unlikely to be able to establish the facts of any non-scoring matter protested after the day of the competition; if the facts cannot be established nothing can be changed.

Example A club may wish the correction period to last until the commencement of the next weekly duplicate.

It has been suggested that authorities should allow for a longer period than normal, probably 48 hours, to be allowed for "gross and manifest scoring errors" for any event with scorers – see #131.5.

See #92.1 for other Correction Periods.

79.2 Correction period and publication of official score(s)

If the end of the correction period has been reached then each publication of an amended official score starts a new 20-minute correction period.

IX TOURNAMENT SPONSORSHIP

Law 80 Sponsoring organisation

80.1 Competition regulations

When a player enters a competition, he accepts its conditions of contest. If it is organised by the EBU, he agrees to abide by the current Laws of Duplicate Bridge, the Bye-Laws, Regulations and Directives of the EBU, and the procedures that have been laid down for their application. The EBU Tournament Committee publishes the rules for its events in the Year Book and in the literature sent out to each competitor.

Any failure to comply with a regulation authorised by the Laws of Duplicate Bridge is a failure to conform with those Laws and may constitute misconduct.

If an event is licensed by the EBU, then the sponsoring organisation is not the EBU but the licence holder, who will have their own conditions of contest. While the EBU lays down some regulations for such licensed competitions (for example, concerning permitted conventions, choice of DIC and provision of accounts), there are many areas where the licence holder has freedom (for example, smoking regulations and dress codes). See #0.2

Other sponsoring organisations that an English TD might represent are BGB, WBU, SBU, EBU plus county jointly, WBU plus area jointly, county, WBU area, SBU district, district, club, holiday organiser and commercial organisation.

80.2 EBU regulations

There are various regulations published by the Laws & Ethics Committee. Convention cards, Disclosure of System, Alerting, Psychic bidding, Stop bids, Bidding boxes, Appeal procedures and Permitted Conventions appear in the Orange book. Disabled players, Application of the WBF CoP, Split-ties, Replacement of players, Withdrawals & non-arrival, Correction periods and Unplayable boards are in Chapter XIV. Screens and Silent bidders are in Chapter XV. VP scales, Rulings in matches played privately, Captains, Triangles, Mis-matches and Assigning in Swiss Teams are in Chapter XVI. Level 5 permitted conventions and Carry-forward formula are in Chapter XVII. There are also other Directives and Regulations contained within the remainder of the Orange and White books.

80.3 Guidelines for handling complaints about members' conduct

Accusations of serious misconduct are, fortunately, rare in the EBU. If an accusation is made during an event with a TD on site, then he should be informed. He will take any action he sees fit and make a confidential report to his sponsoring organisation, for example the EBU.

There are two chief objectives: to fulfil the duty to protect EBU members if there are abuses, and to avoid the risk of legal action for defamation amongst members, and the ensuing damage to the EBU. To help achieve these ends:

- (a) The complaint must be in writing;
- (b) It should be sent to the Secretary of the Laws & Ethics Committee and marked 'PRIVATE'. Contact details can be found in #0.3 in Chapter I.

The complainant must not discuss the matter with others, even if they are members of the Board or of the L&EC, since such discussion may preclude their participation in dealing with the matter.

Individuals who have been approached in the above way will not usually take any part in considering the matter, if they have heard information which could be prejudicial to a fair hearing.

Members who present matters honestly and without malice to the L&EC are protected by qualified privilege from legal action, as are the L&EC and its members when acting to fulfil their duty under the Bye-Laws. Elsewhere that protection does not apply, neither to an individual member who says or writes something of the suspicions held nor to a member of the L&EC when he is not acting within the L&EC's procedures.

Furthermore, until misconduct is proved to the satisfaction of the L&EC (and any appeal is exhausted) the member complained of remains in good standing and must be so accepted. Therefore it is misconduct under the Bye-Laws to act in a way to cause him or her grave offence, as for instance by making public a defamatory statement about his or her behaviour.

The L&EC must act in accordance with natural justice. It will exclude, for instance, from its deliberations any of its members who may have gained knowledge of the subject in any way that could be thought to prejudice objectivity; neither will it consider hearsay. In these ways, and in all else, it will make every effort to ensure that an appeal against its decisions cannot succeed on grounds of procedural defect or lack of natural justice.

The L&EC has to be satisfied that an allegation is proved beyond all reasonable doubt.

Obviously the above guidance requires self-discipline. However, it is the L&EC's responsibility to resolve such questions of conduct and it would be unacceptable for a member acting on his own suspicions to anticipate the L&EC's decision.

EBU members and participants in its competitions may obtain a copy of its Bye-Laws from the EBU Contact details can be found in #0.3 in Chapter I.

80.4 Disqualification after event

A contestant disqualified after the end of the event is removed from the final ranking list, and all other contestants moved up one place. All scores obtained by opponents of the contestant count in full, ie as though the disqualified contestant had played without standing. Master-points and prizes are re-issued in accordance with the revised ranking list.

80.5 Sit outs

A contestant who sits out for a set of boards receives their average for the whole stage of the tournament involved, not their average for the session involved.

80.6 Definition of session

The term 'session' is used in the Laws and needs definition for particular uses. It is also in general use but the definition in popular use may be different. There are two definitions of session.

80.6.1 *Legal definition of session*

For the purposes of:

- Correction Periods [see #146]
- When players may replace each others in teams [see #4.1]
- When players may change directions [see #5.1]
- Adjusting A+ and A– [see #88.1]

a session ends

- (a) In Swiss events, at the end of each match.
- (b) Otherwise, when there is a major movement of the sections or there is a major break and corresponding calculation of scores.

80.6.2 *Normal definition of session*

For the purposes other than those listed in #80.6.1 a session ends when there is a major movement of the sections or there is a major break and corresponding calculation of scores.

80.7 **Exceptional circumstances**

In exceptional circumstances the DIC of a competition is authorised to vary or expand the published conditions of contest for that competition, in order to accommodate some unforeseen circumstance and in order to facilitate the smooth running of the competition. Any such decision made by the DIC will normally be subject to the subsequent ratification of the sponsoring organisation (in the case of an EBU event, this will usually be the EBU Tournament Committee in the first instance).

The conditions of contest referred to above are both the specific conditions for that particular tournament and/or any general conditions which may be relevant.

80.8 **Law 80E [Screens and tempo] [WBFLC]**

It is an acceptable regulation for a regulating authority to allow a player to delay the transfer of the tray so as to make it appear that the normal tempo of play [not the normal tempo of that particular table] is maintained. However, further delay may prove misleading and the Director will deal with it under Law 73.

[WBFLC minutes 1998-08-30#4]

80.9 **Law 80F [Supplementary regulations] [WBFLC]**

Regulations under this Law may not conflict with other Laws. This restriction does not apply to regulations made under other sections of the Laws.

[WBFLC minutes 1998-09-01#10]

X TOURNAMENT DIRECTOR

Law 81 Duties and powers

81.1 The TD's role when called during play of a board

When a TD is called to a table in the middle of a deal, it is to find out the facts and to rule on any 'mechanical' matters, like a lead out of turn or an insufficient bid, but not to give a ruling based on value judgements. If a player later feels he has been damaged by an irregularity or an impropriety, he must wait until the end of the deal before calling the TD again for a ruling.

81.2 Irregularity not noticed by players

When called to the table to sort out one problem, a TD may notice a quite separate one. Though duty-bound (see Law 81C6) to deal with any irregularity that may arise, a TD will be unwilling to remedy damage that has not been claimed .

81.3 Effect of a player's experience

In a number of circumstances, the TD can impose penalties for failure to comply with the Laws or regulations. These circumstances vary from the administrative (such as sitting at the wrong table), to the question of damage to opponents (for example by failing to alert). Generally the more 'administrative' the issue the more consistent should be the policy for imposing the penalty, since the vast majority of players should know enough, for example, to turn up to an event on time. For infractions which might damage the opponents, such as by failing to alert or failing to stop after a stop bid warning, the TD should usually treat the less experienced, or weaker, player more leniently. Such players are often less able to remember precisely which rule applies in which circumstance. Of course the laws are the same for them as for others, but if the TD has discretion he should remember that, for such players, bridge is more a social event than a matter of serious competition.

Less experienced or weaker players, like experienced or strong players, may not draw inferences from their partners' hesitations, but TDs and Appeals Committees should bear in mind that a hesitation 'could reasonably suggest' different actions to a less experienced or weaker player than to a strong or experienced player.

The TD should use his or her experience to detect weak or inexperienced players. The TD should take particular care to use patience and courtesy with weak or inexperienced players. The TD should also be careful to provide comprehensive explanations of his rulings – what may seem routine to him may seem confusing to such players. Even if another table is calling he should not leave a table until he knows he has been understood.

It is not easy to give simple guidance on who is or is not a weak or inexperienced player: most players quickly judge the skill of their opponents; the same applies to most TDs.

81.4 Slow play

81.4.1 All events

Bridge competitions can run successfully only if the players maintain a consistent and reasonable speed of play. Normally 15 or 16 minutes for a two board round is appropriate, and proportionately rather less for rounds of more than two boards. For many events the sponsoring organisation prescribes the speed of play, and the actions the TD takes if players play more slowly than prescribed. The remainder of this section is relevant for other events.

The TD should intervene if players play so slowly that the movement is disrupted, or their opponents are pressed into playing too quickly. Usually, on the first occasion the TD will warn the slow pair. For each later instance of slow play by that pair, a fine should usually be imposed, the fine increasing with the number of instances of slow play. If both pairs are to blame for the slow play then each is penalised proportionately to their share of the blame. This is more likely in a teams event. An example may be helpful:

Example A table finishes late, and the prescribed fine is 6 IMPs if only one pair were to blame. If one pair was considered responsible for two-thirds of the delay, and the other for one-third, then the former should be fined 4 IMPs, and the latter 2 IMPs.

81.4.2 Pairs events

If the TD is unable to establish which pair is to blame, then he should award average for each board removed. A non-offending pair is entitled to A+, and an offending pair receives A– (see #12.1.1).

A TD is entitled to be stricter with a pair known to be slow. Inexperienced players, the infirm and the elderly should be treated less strictly.

81.4.3 Teams events

If play in a stanza is proceeding too slowly, then the TD may remove one or more boards from the stanza. These may be replaced if the rate of play has caught up with the standard for the event. A board played at one table in a match must be played at the other, so such removal of boards will usually be before the half-way mark for the stanza. Such removal of boards should not be made unless it is necessary to avoid disruption to the event.

If (for example because of slow play in the second half of a stanza) the play in a match of more than one stanza falls behind the standard for the event, then boards may be removed from a stanza (other than the final stanza) before it starts.

If a pair is persistently slow in a teams event, then, apart from fines and removal of boards as noted above, the TD may prohibit them from playing as a pair in the next stanza, even if this means a change of partnerships in a team of four. This measure would, however, be a last resort.

81.5 Recording deals

The TD is expected to record the deals whenever there is a Red or Amber psyche, misbid or deviation. He also records Green psyches if there is a particular reason to, for example if a well-known psycher is involved, or if they are not completely obviously Green, so an Appeals Committee or the L&EC might see it differently. See #40.1.5.

The TD also records other deals where there is some matter of interest for the L&EC, for example if a completely incredible bidding sequence comes to his attention which could possibly suggest some problem, even if he is not sure what the problem is.

In general a TD will also record a deal whenever a player suggests it should be recorded, although this is not a right, so a TD need not do so if he considers it inappropriate.

81.6 Varying regulations for cause

The DIC may vary regulations for cause in an EBU event. Other sponsoring organisations might consider giving the same power to their DICs.

81.7 Good TD practice

Two papers on this subject, one recent, one written many years ago, are included in Chapter XII.

81.8 Laws 81C9 and 93B3 [Appeals Committees' difficulties] [WBFLC]

Where an Appeals Committee has a problem it has the right to refer the matter to the appropriate committee, for example, the Laws Committee of the sponsoring organisation. However, if the difficulty is that it believes the Director to have made a mistake in his application of Law then the desired approach is first to invite the Director to reconsider his interpretation of the Law.

[WBFLC minutes 2001-11-01#6]

Law 82 Rectification of errors of procedure

82.1 Director's error - method

Law 82C is concerned with an error by the TD. In many cases the TD can recover. If he cannot then Law 82C permits him to award an adjusted score treating each side as non-offending. Many TDs seem to assume this means giving A+ to each side but the Law does not say that and in many cases that would be extremely unfair on the players. Let us look at a few examples.

Examples

- (a) Suppose a TD gives an adjustment to 2♠ making for both sides. He later realises that it will always make nine tricks. Despite the obvious embarrassment he must return to both sides and explain the ruling should have been to adjust to 2♠ +1 for both sides.

- (b) A TD fails to realise that a particular explanation is misinformation but his senior colleague explains. Now he realises that he should have amended the score from 6♣ doubled making in one direction to 6♦ doubled making in the other direction. Giving 60/60 is not an option! He must bite the bullet and give the correct ruling.
- (c) A TD cancels a board part way through because the pair is playing an illegal convention. This is wrong since the board should always be completed – see #90.4.2. However, worse is to follow when he discovers it was not illegal anyway! Since the board was not completed Law 12C1 applies after Law 82C and the best he can do is to give each side A+ – and then hide!
- (d) Suppose a TD fails to allow the next player to accept an insufficient bid. When he realises that he should have he also realises that he has no idea whether the next player would have done so. Let us suppose the table score was 2♠ making, and if the insufficient bid was accepted then the result might have been 3♠ going one off, or 2NT making the other way.
- Now he should assign scores, treating both sides as non-offending. He should consider the possibilities with and without the acceptance, and give the best score that was likely for each side. This will probably not balance, but this does not matter. Perhaps he will give one side 110 for 2♠ making, and the other side 120 for 2NT making.
- (e) If it is more complicated still he can give weighted scores. Since he is treating both sides as non-offending he might give each side a favourable weighting, say

N/S get

25% of NS +1430 (6♠=)
plus 40% of NS +680 (4♠+2)
plus 20% of NS +650 (4♠+1)
plus 15% of NS - 100 (6♠-1)

E/W get

10% of NS +1430 (6♠=)
plus 30% of NS +680 (4♠+2)
plus 40% of NS +650 (4♠+1)
plus 20% of NS - 100 (6♠-1)

To summarise, if the TD knows what would have happened if he had given the correct ruling originally then he should just correct it, however embarrassing. If he does not and a result has been obtained on the board then he should assign, treating each side as non-offending for the purpose, which will often result in split scores. He may use his powers under Law 12C3 to weight each of these scores. He only gives artificial scores if he has incorrectly cancelled the board.

82.2 Director's error – when should it be applied?

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

82.3 Law 82C [Director's error] [WBFLC]

This Law makes no suggestion that a Director should automatically cancel a board when he has made an error. Play may continue: a result may be obtained. If it is necessary to adjust the score this would usually lead to an assigned score, though of course an artificial score may also be required where a result could not be obtained.

Suppose that RHO leads a spade out of turn. Declarer forbids LHO from leading spades. Unfortunately the Director tells LHO he may not lead spades again. Later in the deal LHO gets in and fails to find the killing spade switch. If the Director had not got this wrong then perhaps he would have found the switch, perhaps not.

The Director discusses this with a colleague, and realises he has gone wrong: he returns to the table with three tricks to play. Some Directors immediately cancel the board and award Ave+/Ave+, but this is wrong, and can be unfair on a player who without the error would have got a 90% board.

Best is to let them finish, and then adjust if necessary. Suppose the result was 3NT making, but a spade switch beats it one. Since both sides are treated as non-offending, and since the spade switch was reasonable but not automatic, a fair result is to give declarer 3NT=, the defence 3NT-1, allowing both sides the benefit of the doubt.

If Law 12C3 is enabled for the Director, then he might consider:

$$\begin{aligned} &60\% \text{ of } 3\text{NT}=\text{, NS } +400 \\ &+ 40\% \text{ of } 3\text{NT}-1\text{, NS } -50 \end{aligned}$$

for declarer [South], and

$$\begin{aligned} &40\% \text{ of } 3\text{NT}=\text{, NS } +400 \\ &+ 60\% \text{ of } 3\text{NT}-1\text{, NS } -50 \end{aligned}$$

for the defenders [East-West], still giving both sides the benefit of the doubt because they are both treated as non-offending.

Suppose in the example given it is a matchpoint pairs tournament. The matchpoints on the board might be [on a top of 70]:

N/S score	N/S mps	E/W mps
+430	68	2
+420	60	10
+400	37.4	32.4
-50	11.4	58.4
-100	1	69

So declarer will get

$$\begin{aligned} &60\% \text{ of NS } +400 &= 60\% \text{ of } 37.4 \text{ mps} &= 22.44 \text{ mps} \\ &+ 40\% \text{ of NS } -50 &= 40\% \text{ of } 11.4 \text{ mps} &= 4.56 \text{ mps} \\ &&&\text{Total} &= 27.00 \text{ mps} \end{aligned}$$

and the defenders will get

$$\begin{aligned} &40\% \text{ of NS } +400 &= 40\% \text{ of } 32.4 \text{ mps} &= 12.96 \text{ mps} \\ &+ 60\% \text{ of NS } -50 &= 60\% \text{ of } 58.4 \text{ mps} &= 35.04 \text{ mps} \\ &&&\text{Total} &= 48.00 \text{ mps} \end{aligned}$$

Of course these scores do not balance since the weighting was not the same for the two sides.

[WBFLC minutes 2001-10-30#6]

Law 86 In Team Play

86.1 Law 86C [Substitute board] [WBFLC]

Suppose a board is fouled during the last stanza of a match. If it is discovered in time so that none of the players who are to replay it know the score, then it can be replayed. But if one player knows the final score [without this board] then it cannot be replayed.

There is no difficulty in this Law with replaying a board played in an earlier stanza, or if two or more boards need to be replayed.

[WBFLC minutes 1998-09-01#6]

Law 87 Fouled board

87.1 Arrow-switching

If a board is not arrow-switched when it should be, or is when it should not be, or a player accidentally pulls out the cards from the wrong slot so that the board cannot be played in 'correct' orientation, then the board should be played in the 'incorrect' orientation if the scorers can cope with this. If using normal EBU software then it is always possible.

Law 88 Award of indemnity points

88.1 Definition of session for scoring purposes

Note that the 'percentage of matchpoints' aspect of this Law relates solely to match-pointed pairs or individual events. In this case, the definition of the end of a session shall be that there is a major movement of the sections or there is a major break and corresponding calculation of scores.

A Swiss pairs or individual match is a session in its own right for this purpose. Hence an 'A+' adjustment within the match is the greater of 60% and the pair's average percentage on the other boards in the match in question [see #80.6].

Note that an 'A-' adjustment is decreased similarly.

Law 90 Procedural penalties

90.1 Expressed in final method of scoring

Procedural penalties are expressed in terms of the final method of scoring, or the method by which the contestants are primarily ranked. They do not affect other contestants, except in a 'head-to-head' contest, when they reduce the score of the offender, as expressed in the basic method of scoring.

90.2 Standard amount

While a TD can legally issue a procedural penalty for any amount he thinks fit, in practice he will warn rather than fine on the first instance of most infractions. But certain infractions as shown below and elsewhere in the White book normally get automatic penalties even on first occasions.

To try to get the level of penalties consistent the L&EC have defined a "standard amount" for artificial adjustments and penalties. The "standard amount" for various methods of scoring is defined in #12.5.

If a TD feels a greater penalty is in order because the offence is either worse than normal, or because it has been repeated, or in aggravated circumstances, then it is normal for him to fine twice the "standard amount", or three times the "standard amount", and so on.

90.3 The difference between penalties and adjustments

When an adjustment is given under Law 12C1 to a pair at fault a TD must give that pair 40% (or less as in #88.1, or the equivalent at other forms of scoring). This is an A–. However a procedural penalty under Law 90 is normally (except in certain specific cases - see #90.4) a warning in the first instance rather than a fine. See #81.3.

Example A contestant who cannot play a board through his or her own fault (eg late arrival) receives A–.

90.4 Penalties and adjustments for certain common infractions

90.4.1 *Incorrect duplication (and failure to spot it)*

A contestant who duplicates a board incorrectly is fined double the 'standard amount'. Both pairs at a table are responsible for the duplication, so this fine applies to both contestants even if only one contestant's hands are affected. The fine will also be applied to a pair who is not present without good reason. Duplicating a board 'correctly' but then transposing them (eg putting the cards for board 24 into board 23 and vice versa) is considered a single offence.

A contestant who fails either to notice or report that their own hand does not match the official record when the board is first played is fined the standard amount.

90.4.2 *Illegal convention, fielding of psyche, deviation or misbid*

If a contestant uses a convention that is not permitted, or is adjudged to have fielded a psyche, deviation or misbid then the deal should be completed. If he attains a score of A– or less then the score stands. Otherwise he gets A– and his opponents get A+.

In the case of a fielded psyche there is a further penalty to the offending side of at least the standard amount.

Examples

- (a) A pair fields a misbid, but gets a score of 35% on the board. The score is not adjusted.
- (b) A pair uses a Level 4 convention in a Level 3 event, and gets a score of 65%. The board is re-scored as A– to them, and A+ to their opponents.
- (c) In a seven-board Swiss Teams a pair fields a psyche and gets a score of +4imps on the board. The board is re-scored as A– to them, and A+ to their opponents, ie as 3imps to their opponents. Furthermore, they are fined 0.5 VPs, but this does not affect their opponents' score.
- (d) A pair psyches an Acol 2♣ opening, which is not permitted, and gets a score of 55% on the board. This is treated as using an illegal convention, so they get A–, and A+ to their opponents, but no further penalty.

A pair who has already had their use of a convention ruled illegal should also be fined the standard amount.

While a procedural penalty of a standard amount is normal with a fielded psyche, and no procedural penalty at all with an illegal convention or a fielded deviation or misbid, the TD does have the right to penalise to a greater degree in aggravated circumstances.

90.4.3 *Fine or warning for misboarding*

The first instance of passing on an incorrect hand with other than thirteen cards is merely subject to warning. Any instance of passing on thirteen cards that are not wholly correct is fined the standard amount, as is any recurrence by the same contestant of passing on other than thirteen cards. See #7.1.

90.4.4 *Effect of player's experience*

See #81.3 (effect of a player's experience) for possible mitigation of the penalties in #90.4.1 to #90.4.3 above.

90.4.5 *Effect of 'wild or gambling' action*

Non-offending opponents in #90.4.2 whose actions on the board are wild or gambling are not entitled to an adjustment (see #12.1.3 (b)). 'Wild or gambling action' is action markedly worse than bad bridge, and does not include defensive errors in a contract the non-offenders should not have been defending.

90.5 Penalties and adjustments at knockout teams

In knockout team play there are different views as to how a "3 imp penalty" might be applied. The following should clarify it.

- (a) A+/A– translates into a difference of 3 IMPs in the result of a match.
- (b) A 'standard amount' penalty makes a difference of 3 IMPs in the result of a match.
- (c) A+/A– with a further 'standard amount' penalty [the normal penalty for a Red psyche] makes a difference of 5 IMPs in the result of a match. The penalty element may of course be increased.
- (d) A+/A or A/A– translate into a difference of 2 IMPs in the result of a match.
- (e) A+/A+ or A/A or A–/A– make no difference in the result of a match.

Law 91 Penalise or suspend

91.1 DIC's right to disqualify in EBU events

The EBU has given, under Law 91B, its authority to DICs of any event for which the EBU is the sponsoring organisation to disqualify a contestant for cause. Suspensions (under Law 91A) and disqualifications should be reported to the Laws and Ethics Committee, who will consider whether further action is appropriate.

In the case of a tournament comprising several events for which a package entry fee is available, the DIC can disqualify a contestant for cause from the whole tournament.

91.2 DIC's right to disqualify or suspend individual players in EBU events

The EBU has given its authority to DICs to suspend or disqualify an individual player, and let the rest of the pair or team continue, subject to any substitution agreed by the DIC. This is a regulation under Law 80F.

Example A player says some unacceptable things while playing a Swiss Teams match, which shocks his partner as much as his opponents. There is an even number of teams and this is a team of five players. The DIC might decide it is in everyone else's best interests to let the other four continue despite disqualifying the offending player.

91.3 DIC's right to disqualify in other events

Other sponsoring organisations might follow the EBU's lead and give the TD this right. Otherwise, a TD who wishes to disqualify must seek approval from the sponsoring organisation: usually this means the agreement of their representative present at the event.

91.4 Encouragement to use disciplinary powers

The L&EC encourages the DICs of events to exercise their powers under Law 91 and #91.2, in appropriate cases, to suspend a contestant or player from the remainder of a session/event and to issue more disciplinary penalties.

XI APPEALS

Law 92 Right to appeal

92.1 Correction Periods

A request for a ruling or for an appeal against a ruling must be made within the Correction Period as specified under Law 92B.

From 1997 the Law book permits different correction periods for scoring under Law 79C and rulings and appeals under Law 92A. As from 2003 the EBU has introduced differing correction periods.

Example The Merseyside Bridge League has a number of matches played privately where there is no TD available. So, while the correction period for scoring ends 30 minutes after the scores are agreed between the captains, the correction period for rulings ends 24 hours later, and the correction period for appeals 24 hours after that.

It is possible to have two different scoring Correction Periods, one for "gross and manifest scoring errors" (see #79.1). So four Correction Periods are possible. All four default to thirty minutes after the final scores are posted in the absence of regulations to the contrary, though the EBU now uses a default period of twenty minutes.

Correction periods in EBU events are shown in Section #146.

92.2 Appeals Advisors

At many large tournaments Appeals Advisors are appointed. They are sometimes referred to as Appeals Consultants, and are affectionately known as "Cuddlies". They provide a service to offer friendly advice to potential appellants on whether and how to appeal.

When a player wishes to appeal it is often sensible that he talk to an Appeals Advisor first. The Appeals Advisor may warn him that his appeal is likely to be deemed frivolous, or can advise on how to present his appeal. Generally, if a player says he will appeal, or seems generally unhappy with a ruling, the TD should remind the player of the possibility of talking to an Appeals Advisor, and offer to find one for him. This is especially important with less experienced players.

Appeals Advisors are usually taken from the group of EBU Referees and Appeals Chairmen, though any good, experienced and sympathetic player will do. Even at events where no Appeals Advisor is appointed the TD might offer to find someone to act as an Appeals Advisor,

The Appeals Advisor only hears one side of a story, thus his advice should never be known to the Appeals Committee. For example he may say that an appeal is definitely not frivolous, but then the Appeals Committee having heard from everyone keeps the deposit. This does not imply a mistake by the Appeals Advisor: the story he heard may have been very different. Furthermore, the player is under no obligation to follow any advice given to him by an Appeals Advisor, and whether to appeal is solely a matter for him.

92.3 Is there any need for both sides to appeal?

If a contestant believes he has a case in front of an Appeals Committee he should appeal even if the other side have already done so. A second deposit will be taken.

If he does not do so an Appeals Committee is at liberty to assume he does not have sufficient belief to risk his deposit and may take this into account in their deliberations.

92.4 Law or regulation

Appeals which concern only matters of Law or regulation should be heard by the DIC, with the Appeals Committee exercising a merely supervisory role. In practice few rulings do not have any judgement involved.

92.5 Appeals forms

It is important that TDs and Appeals Chairmen fill in the forms carefully and fully. Not only will this make it easier for the Appeals Committees it will also make the review process by the L&EC easier.

Some appeals are now being published on the L&EC website. This is also easier if the forms are complete and legible.

92.5.1 *Specific comments by L&EC*

- (a) The L&EC considered a deal on which it did not feel able to comment because the form had been completed badly by the TD so that the full facts were not available. The L&EC stressed the need for TDs to be meticulous in completing psyche and appeals forms. In a number of recent appeal forms the absence of the "System" information has made the review process more difficult.
- (b) The L&EC was unable to consider a deal in detail because the deal had been misrecorded on the appeal form by the TD. The L&EC would therefore be grateful if TDs could ensure that forms are completed accurately and completely.
- (c) The L&EC considered an appeal form on which the reason for the appeal was stated to be "the N/S pair thought the ruling to be incorrect". The L&EC thought this somewhat tautological. If the players indicate why they consider the ruling incorrect when giving notice of appeal, then it is helpful for this to be specified on the appeal form. Otherwise the L&EC is quite happy for the relevant box to be left blank.
- (d) The L&EC asked that psyche and appeal forms should be completed in black ink as this aids photocopying.
- (e) It is difficult to review an appeal involving the potential for an opponent being misled by a hesitation in the play, without seeing the full deal and the earlier play (so that it is evident what various players each knew about the deal when the recorded end position was reached). Tournament Directors are therefore asked to record the full deal on the first page of the form, with the end position and details of the earlier play given in the statement of facts.
- (f) Software is now available, at least at the major tournaments, to allow the deals to be printed on an appeal form from the duplimate deal records, and the L&EC recommends that advantage is taken of this facility wherever practicable.

- (g) There can be no justification for not recording the names of the players or the members of the Appeals Committee.
- (h) The Appeal form includes a “form of scoring” box. It should be obvious that this information is required because the form of scoring will sometimes have considerable impact on the assessment of players’ actions. It is unhelpful to refer to the tournament as a “One-day Swiss” and the form of scoring as “VPs” and leave the L&EC to guess whether it was Pairs or Teams.
- (i) It is unhelpful for system information to be omitted, which frequently occurs, as the L&EC is often left guessing unnecessarily about pertinent information.

92.6 Law 92 [Appeals] [WBFLC]

For an appeal to be heard in a pairs event both members of the partnership must agree. In a teams event it is the captain who must decide to appeal (but his consent is assumed if he is not present).

[WBFLC minutes 1998-09-01#12]

An appeal is an appeal against a Director’s ruling, and starts by considering the ruling, and decides whether to uphold or vary it.

[WBFLC minutes 2000-08-30#4]

Law 93 Procedures of Appeal

93.1 Right to attend appeals

Players normally have the right to attend appeals of first instance, but the hearing of the appeal in circumstances likely to prevent their presence does not invalidate the appeal.

Examples

- (a) Players have no right to attend an appeal heard by a telephone referee (although the referee will often hear oral representations by phone).
- (b) In matches played privately appeals may be dealt with by written submissions.
- (c) If an original appeal is determined to have been procedurally defective, then players do not have the right to attend the re-hearing if it is dealt with (as is usual) by written submissions.

93.2 Use of Referees

A referee is an Appeals Committee of one.

In the case of a competition with a multiplicity of venues, two telephone referees shall be appointed, with a primary referee nominated for each venue. Consultation between the two referees is encouraged.

Where on-site or telephone referees are not specifically appointed then use of a single referee (whether on-site or by telephone) should only be made if it is close to impossible to assemble a satisfactory Appeals Committee. For example, it would not normally be regarded as justified to use a single referee merely in order to speed up the process of determining an appeal.

An appointed Chairman of Appeals can instruct the DIC to appoint a referee should it be impossible for the Chairman of Appeals to form an Appeals Committee of players who would be unaffected by the result of the appeal.

93.3 Composition of Appeals Committees

Appeals Committees should be as 'balanced' as possible, ie should not consist of members who have been selected from the same 'group' of players (eg from the same team or same bridge club). However, competence and possible prejudice are deemed to be more important issues than balance in appointing an Appeals Committee.

The ideal Appeals Committee comprises three experienced persons, or two experienced persons plus one inexperienced but otherwise suitable person.

Even using two relatively inexperienced persons under an experienced Chairman is preferable to using a single referee (whether on-site or by telephone) as this gives the players more confidence in the appeal process.

No member of the Appeals Committee should have participated in the matter at an earlier stage.

At a congress, one procedure might be for the DIC to form a list of suitable Appeals Committee members and ask them to report to him at the end of the session. The Chairman of Appeals could then select a suitably 'balanced' Appeals Committee from amongst those present. An Appeals Advisor should not be a member of the Appeals Committee if the matter has already been discussed with him or her.

93.4 Procedures for Appeals Committees or referees on site

93.4.1 *General*

The following people may be present:

- (a) The members of the Appeals Committee
- (b) The TD, and the DIC of the event
- (c) The appealing pair, and the responding pair
- (d) In teams events, the captains of the teams containing the appealing pair and the responding pair
- (e) Any other observer or witness subject to the Chairman's discretion.

Players should be aware that if they do not attend an appeal, even though they are the non-offending or non-appealing side, any doubtful point is likely to go against them.

Note *The Captain of the team is the person who was captain at the time of the initial irregularity. It is normal to allow a substitute if the captain is unable to attend because of illness or other acceptable reason.*

The Committee should meet in private with both sides present and everyone seated.

93.4.2 *Seating*

Traditionally Appeals Committees have sat with the Committee on one side of the table, with the Chairman in the middle. The players sit on the other side, with the TD at one end.

In European and World events a slightly different arrangement is used which might be considered for English events. The Committee sit on one side of the table, with the Chairman in the middle. On the other side the appealing side sit to the Committee's left, the responding side to the Committee's right and the TD sits between them. If the DIC is present he sits at one end of the table.

93.4.3 *Procedures*

A Chairman should have been appointed, failing which the Committee should appoint one of their number. The appeal form should be present, failing which copies of the deal and the bidding should be available. The meeting should proceed in the following manner:

- (a) The Chairman should introduce the members of the Appeals Committee, and invite the TD to introduce everyone else present, and specify which pair is appealing. Rarely the TD may have brought the appeal himself (under Law 81C9 or Law 83) and he should make this clear if so.
- (b) The Chairman should now assure all concerned that everyone will get a chance to speak and say that it would be appreciated if no one interrupted the narratives (including the Appeals Committee members!).
- (c) The TD should speak first in the following manner:
 - "I was called to the table at (eg, at end of deal, during bidding)
 - "I was called by"
 - "to consider a situation involving"
 - "The following facts were related to me"
 - "I ruled"
- (d) The TD should indicate any inferences used to determine facts that may have been relevant to his ruling. He should make it plain to the Appeals Committee if he or the DIC has induced an appeal, in the belief that it would be right that an Appeals Committee review his ruling, and that the appeal should not therefore be considered frivolous.
- (e) The TD should not make any mention of whether an Appeals Advisor was used nor whether any advice to appeal or not was offered to the players by anyone else [apart from the TD himself or the DIC]. The Appeals Committee should not request this information.
- (f) All present should be allowed to seek clarification of the statement by the TD. The Chairman should now ask any questions he may have of the TD. Other Appeals Committee members may then question the TD. Once the facts are agreed (as far as possible) some Chairmen release the TD, some do not. The TD may ask to be released if he has other duties to perform, and normally this request will be acceded to.
- (g) The Chairman should then ask the appellants why they think the ruling should be changed. The other side should now be heard. Each side shall be permitted to respond to the arguments of the other. Captains of teams and the DIC have a right to be heard as well.

- (h) The Chairman may sometimes ask for statements from spectators or any other parties, or additional testimony from the TD or players. Spectators' statements are not to be relied upon unless clearly unbiased.
- (i) When there is no more testimony to be heard, the Chairman should excuse all parties from the deliberations (including the TD, unless the Chairman wishes him to remain). The TD or DIC should be available to assist and advise the Appeals Committee during its deliberations, but should not participate unless requested, or in matters of Law or regulation. The Appeals Committee should now deliberate and reach a decision.
- (j) When a decision has been reached, the Appeals Committee's section of the appeal form should be completed. The Chairman should write an explanation of the decision on the form in some detail, including any decisions as to facts. If a player has given some important testimony that is not written on the form then it is helpful if the Chairman also writes this in the section for comments by players.

Note *When giving weighted scores in unauthorised information cases care must be taken to avoid giving "Reveley rulings" – see #16.3 for details.*

- (k) Details of voting within Appeals Committees should not be disclosed to the players. Exceptionally, a dissenting opinion might be written on an appeals form if an appeals member feels strongly enough. (l) The form is then given to the TD who is responsible for notifying the players. A pair (or team) is considered to have been informed if one of its members is given the details; preferably this should be the captain of a team. The form will normally be shown to the players to explain the decision and so they can see the Appeals Committee's comments.
- (l) Once the decision is made no more discussion is allowed. Any dissatisfied player who harangues or abuses an Appeals Committee member, the TD or DIC should be reminded promptly that such behaviour is a breach of conduct that is subject to penalty in the current competition or to disciplinary review by the L&EC.
- (m) Any Procedural or Disciplinary Penalty awarded by the Appeal Committee should be recorded as a 'Standard Amount' times a number, usually one, though it does not have to be. It is the TD's responsibility to translate it into the equivalent score.

Example An Appeals Committee decides to award a Procedural Penalty in a Swiss Teams. It is not unheard-of for them to fine the team 3imps. However, the 'Standard Amount' is 0.5 VP not 3imps. They should record their decision as a fine of the 'Standard Amount' and the TD will apply it correctly as 0.5 VP.

If they feel that the team deserves a greater punishment they can award twice the 'Standard Amount' and the TD will apply it as 1 VP.

- (n) All scoring adjustments must be notified to the scorer. This is the responsibility of the TD.

93.4.4 Guidance notes

The Appeals Committee (or referee) is bound by the laws of the game (as interpreted by the National Authority) and by the rulings, regulations and precedents authorised by the National Authority. In England this is the L&EC of the EBU. Matters of Law and Regulation are to be decided by the TD, and the Appeals Committee should ask the TD or the DIC for advice accordingly.

In accordance with the Code of Practice for Appeals Committees published by the World Bridge Federation and recommended by the European Bridge League (see Appendix) an Appeals Committee should initially presume that the TD's ruling is correct, and should consider whether there is any reason to find this presumption wrong.

Examples

- (a) A TD rules that there was misinformation and decides to adjust the score to 80% of 4♠ making, 20% of 4♠ minus one. An Appeals Committee can very properly decide that there was no misinformation: alternatively they can decide there was no damage so no adjustment is suitable: alternatively they can decide the TD has totally misjudged the deal and (for example) adjust to 4♠ making an overtrick. But they should not just make minor adjustments to the weighting, such as adjusting the score to 70% of 4♠ making, 30% of 4♠ minus one.
- (b) A TD decides there was a hesitation, and makes a ruling on that basis. An Appeals Committee should be reluctant to over-rule the TD on this decision, and should require strong evidence to do so. Furthermore they should explain on the form why they did so.

During the hearing of an appeal no member of the Appeals Committee should express opinions in front of the players or enter into debate with them.

Whilst the Appeals Committee is questioning the players the TD should remain impassive. It is very unhelpful if a question is asked and it is apparent what the TD thinks the answer should be.

TDs should be prepared to guide Appeals Committees, whether or not asked, on technical areas where the Appeals Committee members might lack relevant knowledge or experience.

Courteous and sympathetic treatment of those in attendance at hearings of appeals by both players and officials is crucial. No Appeals Committee or referee should ever allow its procedure to become over-heated, or appear to criticise the appeal, the appellants, respondents, or TDs, in terms which may cause offence to the individuals concerned.

The Appeals Committee should not seek any information whether an Appeals Advisor was used nor whether any advice to appeal or not was offered to the players by anyone else. It will sometimes be difficult to stop the players offering this information in which case it should be ignored in the deliberations of the Committee.

The Chairman may allow an observer to attend, but an observer should have no connection with the appellant or the respondents.

Members who sit on EBU Appeals Committees have a judicial role. Members of the Appeals Committee should refrain from subsequent comment or debate upon the matter adjudicated.

It is helpful where a Chairman records on the appeals form comments made by the players at the appeal hearing. This helps with both L&EC reviews and publication of appeals.

93.4.5 *Deposits*

Where a deposit is taken for an appeal the Appeals Committee is required to return it unless the appeal is evidently frivolous. The judgement of this question is for the Appeals Committee, but it should apply different standards according to the experience of the appellant in question.

Since the purpose of the deposit is to deter frivolous appeals, the discretion given to Appeals Committees to return deposits should be based solely on whether the appeal is frivolous, and not be based on other matters. It is normal, however, that deposits are only kept by a unanimous decision of an Appeals Committee.

Examples

- (a) At a major tournament the appealing pair was misinformed as to the time of appeal and a lot of time was wasted. The Committee decided the appeal was frivolous but returned the deposit because of the pair's maltreatment. The L&EC deemed this unsuitable. The deposit should have been retained, and the DIC might have considered some other compensation.
- (b) While an appeal was deemed frivolous the deposit was returned because one of the Committee did not like keeping deposits. This is unacceptable: people who sit on Committees must respect the regulations covering frivolous appeals.
- (c) An Appeals Committee wrote on the form: "We agree with the TD's decision." The L&EC commented that if the Appeals Committee had nothing more to say than that they agreed with the TD's decision, then it seems clear that they should have forfeited the deposit. Otherwise they should have given their reasons in more detail.

Note *The L&EC has recommended to the Board that forfeited deposits should be donated to a nominated charity.*

In appropriate cases the DIC may recommend an Appeals Committee to return a deposit. All forfeitures of deposits are reviewed by the L&EC who may also return a deposit in appropriate cases.

In the absence of regulations to the contrary, no appeal may be made against a decision of the TD on matters constituting part of the technical management of the tournament.

Example An appeal is to be heard against a TD's ruling in a Swiss Teams event. The DIC decides to defer holding the appeal until after the assignments for the next round are made. There is no appeal against this decision.

93.4.6 *Should the TD remain?*

It is mentioned above that whether the TD should remain after he has given his evidence is a matter for the Chairman of the Committee. The reasons to be considered are these.

Reasons to stay:

- (a) Sometimes further questions for the TD are asked because of the later evidence.
- (b) The TD should help over matters of Law or Regulation even if he is not asked – but he needs to be present to realise the necessity.
- (c) TDs find it easier to explain decisions to the players when they have heard all the evidence.
- (d) The TD can re-iterate evidence provided at the time by players who have chosen not to attend the appeal.

Reasons not to stay:

- (a) TDs should not indicate that some of the evidence is a surprise nor should they indicate what they expect the answers to be. It is easier for them to remain impassive if they are not there!
- (b) TDs often have other duties that they can be doing, eg clearing up, attending other appeals, assisting with scoring.

93.5 Procedures for telephone referees

The names of the players are not disclosed to the referee unless the referee asks, although their standard of play in relation to the event is reported. The name of the referee is disclosed to the players on request, but players do not have the right to choose the referee on an appeal from a TD's decision.

It is not automatic that the players should speak to the referee in person, but in order for the players to have confidence in the telephone referee the following procedures should be followed:

- (a) It should be normal for an appeal form to be completed as comprehensively as possible before the referee is telephoned; and
- (b) The TD should read verbatim from the appeal form when speaking to the referee; and
- (c) If the players (or the referee) particularly request it, the players should where practicable be given the opportunity to speak to the referee.

93.6 Procedures for other appeals

If it is not possible to convene an Appeals Committee at a single time and place (for example in the case of a match played privately), then a 'balanced' Appeals Committee should still be appointed, and its members should liaise, eg by telephone or email, in order to reach a verdict.

In matches played privately, the appellants should first put their case in writing, and the other side should then be given the opportunity to make a written response. The Appeals Committee should then 'meet' to consider the case.

93.7 Law 93B [Appeals Committees] [WBFLC]

A Committee may not over-rule the TD on a point of Law [though it may suggest to him he re-considers] but may over-rule him in his decision as to the facts, though this is rare.

Suppose a TD rules that Law 25B may be applied despite LHO having already called: that is a point of Law so even though the Director is wrong the Committee may not over-rule him. They are allowed to be forceful when explaining this to him!

But if he had allowed Law 25B because he believes the attempt to change was before LHO called, but the Committee decided it was after LHO called then they may over-rule him because that is a matter of fact.

[WBFLC minutes 2000-08-30#3]

93.8 Law 93B3 [Appeals Committees' difficulties] [WBFLC]

See reference to Law 81C9 in #81.8.

XII GOOD TOURNAMENT DIRECTOR PRACTICE

Section 121 Procedures to make an EBU event run smoothly

This is a list of things that represent 'good-practice'. TDs are asked to observe them to the best of their ability. Much of what is written here applies to all events.

121.1 Arrival

TDs should arrive in good time to help with the setting up.

The 'setting up' fee is not an automatic payment and has to be earned.

For a 1 o'clock start TDs should arrive between 1000 and 1030; for a 2 o'clock start between 1030 and 1100. It is much better for everyone to be there early and have it all done than to be scrabbling around with the players getting in the way.

Jobs include, but are not limited to:

- Putting up tables. It is much more efficient if a skeleton of one row and one column is put up first so that the spacing can be sorted out. The rest can be fitted in afterwards.
- Cloths. It is traditional that the cloths all go out with the EBU Logo in the same corner on each table. The DIC will tell you if there is a special arrangement for table cloth colours, though it is preferable to use different coloured cloths in adjacent sections.
- Bidding Boxes need to be put out tidily.
- Table numbers and stationery should be put out tidily and not thrown in a heap

Number tables in a clockwise fashion where possible. Swiss Pairs and Teams are usually numbered in a snake and sometimes the cloths are put out in "stripes", which may help the players to move the boards correctly.

121.2 Checking made-up boards

In multiple session events for which boards have been made up in advance it is VERY important to check that the correct session is being used - session 3 boards in session 1 messes things up.

Those who prepare the boards take reasonable precautions to make sure the boards are in the correct order and that the correct set of boards is in the labelled case. However, there are two quick checks that TDs can make to be confident.

Check one suit of one hand of board 1 of the set against the hand record. If this is all right then it is probably the right set of boards. However, there may be a problem, in that the duplimate machine has been known to re-deal board 1 of a set. If board 1 is wrong it doesn't necessarily mean that the whole set is wrong – check board 2. If board 2 is also wrong, be worried.

Full checking of all boards should not be necessary, but there are occasions when this might be done to be absolutely sure.

Check the order of the boards. Although duplimating is so exciting a task that it is impossible to lose interest in what you are doing, it is possible for the boards to get out of order. If the boards are out of order, suspect that they have been duplimated that way and check them.

Boards are usually presented in one of two ways. Either in full sets or in Swiss 'matches' and it is sensible to make the same checks for cases of 'Swiss' boards.

Boards come with an elastic band wrapped around them. This is to stop the north/south cards dropping out of the boards as the cases are moved around. Please retain the bands for use at the end of the match or session.

At the end of the match/session boards should be checked back to make sure

- you have them all.
- they are in the correct order. This is the main cause of duplimating error – the boards were returned out of order.
- they have their elastic bands around them.
- they are packed in the same box they came out of (where practical to do this).

If you find a loose card, don't waste time trying to find the board from which it came. Don't just put it into any old board either. If in doubt, just leave it in the case to which you think it belongs.

In a large event it may be that there are caddies to collect and pack away the boards. If that is the case then TDs should not interfere, unless the caddy needs assistance (such as a missing board). They have their job to do (for which they are being paid) and they may have been given specific instructions as to how the boards are to be packed (such as getting them from 8 board sets into 7 board sets ready for the next duplimation) and TDs who help are often not aware of this. The caddies occasionally feel intimidated by some TDs. Caddies are part of the team - as are scorers, duplimaters and so on.

121.3 Hand records

The TD in charge of an event or a section in a large event is responsible for getting a copy of the hand records for his/her team. TDs must be very careful about security of the hand records during the session.

121.4 Administrative tasks before the session

121.4.1 Know what is going on

Read the printed programme. A lot of time and effort goes into producing the printed programme. Even if the players don't read it, there can be no excuse for a TD not knowing what is going on. There may be a special regulation peculiar to the tournament like 'teams must enter their names even though they have entered the congress.' There may be special conditions for late arrival. You should make sure whether a TD Consultant has been appointed, and if so, who. Similarly for Appeals Advisors and Appeals Committee finders.

Many events are staffed by the same TDs from year to year, but a TD new to an event will be greeted by the DIC and shown around. Even an experienced team should check the detail. Events do change from one year to the next.

Only in unusual circumstances (such as no printed programme or no TD notes) will it be necessary to have a TDs meeting prior to the start of the event.

121.4.2 *Giving out name slips/assignment cards*

If you are detailed for this task, the DIC will give you his best guess, based on advance entries, of the size of the event and what slips to put out. It may be something like Open Pairs 13 tables, Mixed Pairs 3x13 and 1x9. It is not usually necessary to check people off as they arrive as the person running the congress office will do this from the name-slips after they have been collected. However you should direct them to pay if they have not. Name slips should be shuffled and laid face down on the table so the players can pick one when they arrive. All designated slips should be put out together. Putting out only one colour (say the red section) and then putting out the blue section when all the red have gone is not a random draw. Players should not be allowed to draw a second slip if they don't like the first one.

121.4.3 *Sitters*

Keep some North/South slips up your sleeve for the genuine sitters – but don't forget to put them back into the pile as starting time draws near if you haven't used them. In a multiple session pairs event check which is the 'stationary line' to make sure sitters don't have to move in subsequent sessions.

121.4.4 *Get ready to start*

As start time draws near and the true picture unfolds the DIC will tell you how to grow or shrink sections. In extreme cases this may mean the demolition of a section or the creation of a new section.

When distributing boards you should always tell each table which direction to pass the boards after play. If the table is at the end of a row also tell them where the boards are coming from.

Note that in nearly all cases boards are passed in the opposite direction to the way the TD puts them out. Players who learn this are less likely to go wrong.

121.5 **Administrative tasks during the session**

121.5.1 *Name slips*

The first collection during the session will be name slips. In many cases pre-printed name slips with section colour, direction and table number are used, but make sure they are collected in the correct order. If slips that are not pre-printed have been used check that the appropriate information has been collected.

Where separate slips are used for North/South and East/West, the correct order is N/S1, E/W1, N/S2, E/W2 and so on.

They should be taken to the scorer as soon as possible.

121.5.2 *Inform the scorer*

You should also make sure that the scorer knows the make up of your section. The easiest way is to write the detail on the first name slip in the following way:

14T, 2AS, 13x2, Y

which means 14 tables, 2 arrow-switch rounds, 13x2 board rounds, (Y)es they played the first round/ (N)o they didn't play the first round.

Note *If the pairs make up one three board round then play nine rounds without an arrow-switch then this would be shown as 10T, 0AS, 9x3, N.*

If a pair has lost their name slip, or you have a half table you should put a name slip in the correct position. For a half table it should say something to that effect.

Although the DIC will probably tell the scorers the section make-up, it is better that two people say what is going on rather than nobody does.

121.5.3 *Envelopes and Master Point Cards*

These are issued only rarely these days – most notably in One Day Joint Ventures. The envelope (which should remain unsealed!) should have the section colour and pair/team number written clearly on the front and the master point cards inside. For nearly all other events Master Point cards are not used as most Master Points are direct credited at Aylesbury office.

121.5.4 *Travellers*

In multiple pairs events TDs will be required to collect travellers during the course of the event so the scorers can get on with data entry.

The scorer will tell you when they want a 'tear-off'. Nowadays there is usually only one tear-off after about round 9 for 2 board rounds and round 6 for 3 board rounds.

When you collect the travellers ensure that if 9 scores are required, there are ONLY 9 scores. If you are late in collecting your travellers there may be a tenth score. Delete the extra score and write it on the second copy so that it appears as a 'pen' score and not a 'carbon copy' score.

Make sure that 'sit-out' has been recorded in the correct place as an 'X'. The scoring software does not know where a sit-out will be so it needs to be told.

121.5.5 *Arrow switched boards*

If a table arrow-switches at the wrong time or does not arrow-switch at the right time, the traveller must be marked accordingly. Scorers enter such a score as, say, S+430 or S-110 so that is what they expect to see. Put an S in front of the switched score and put a ring around it. You *must* initial it on the right-hand side so we can differentiate between an official change and a player trying to be helpful. A large note on the bottom line makes this very clear.

If tables arrow-switch at the correct time then nothing needs to be done.

121.5.6 *Relay and share movements*

Although used rarely in EBU competitions, an 8 or 12 table relay and share presents the scorer with another booby trap.

As the 2 sharing tables play the boards, the scores are entered on the traveller – sometimes in the correct order and sometimes back to front. EBU scoring software assumes that the lower table number will always play the board first.

It is helpful to the scorers if scores in the wrong order are ringed as a pair. The North/South pair numbers should run in descending order – ie 3, 2, 1, 12, 11 etc..... At the sharing it table it may run 3, 2, 12, 1, 11. This is the wrong order.

121.5.7 *Fouled Boards and Averages*

Fouled boards that occur during the session in pairs events should be corrected by reference to the printed hand record. Deals should be corrected as soon as the foul is discovered. If you determine that previous tables have played the board in a fouled state then you should enter an F in front of the score (ie F+660), ring the score and initial on the right hand side. Without curtain cards it is rare for this to be reported during the session. It might be obvious, for example, that the travellers have become switched, such as when the top copy was torn off and the remaining parts of the traveller returned to the wrong board.

It is more likely that players will come to you after the session saying that the deal they played does not match the printed hand record. This is much more difficult to resolve.

- As top priority you must let the scorers know that there is a potential problem, so that incorrect lists are not posted.
- Investigate the problem to the best of your ability as it says in Law 87B. If possible locate other players in that section to seek confirmation.
- Beware of alleged 180° switched fouled boards. Often it is the players themselves who simply put the board on the table the wrong way round, and there is no fouled board at all!
- When you have resolved the problem tell the scorers what you have done, what they need to do, and that they should proceed.
- In teams unplayable boards are scored as A+, A–, or A for teams that are partially to blame.

Averages should be entered on the score sheet by the TD as A for average and A6040, A4060 or A6060 etc. and initialled or certified in some way; otherwise players just write A+ without TD consent.

Any score change should be filled in on the official sheets. Scraps of paper get lost.

121.5.8 *Weighted and Split Score Rulings*

Weighted score rulings arising out of Law 12C3 must be filled in on the appropriate form. The score on the traveller must be changed to Average (A) and the detailed calculations go on the form. Finally you must tell the scorers what you have done so that the appropriate adjustments can be entered. The scorer will calculate and enter the correct adjustment after printing the frequencies.

Similarly a split score ruling should be entered as average on the traveller, and the scorers informed using the appropriate form.

121.5.9 *Patrolling, giving rulings and appeals*

Each TD will have an area to look after – maybe a section or a set of tables. By and large you should stay in your section.

If you start a ruling, then you will have to finish it. Even if you need the assistance of a senior TD you should still give the final decision. You must not give a judgement ruling without consulting first.

If you have to leave your section to go to the scoring room or to consult the senior TD on the floor or the TD Consultant about a ruling then make sure your area is covered while you leave it.

Consultation should only ever be with one other TD. To have four or five TDs in a huddle looks bad and leaves the floor unattended. If there is a designated TD Consultant you should use him/her and may have to find him/her. In the case of rulings which are primarily concerned with bridge judgement you are strongly recommended to consult with at least one uninvolved good player as well if practicable.

When a judgement ruling has been given, and a player seems unhappy, or says he may or will appeal, you should suggest he might consider talking to an Appeals Advisor if one is available. Do not just leave it to the player unless he is good or experienced. You should also offer to find the Appeals Advisor for the player and introduce him.

When you get an appeal make sure the DIC knows so that an Appeals Committee can be found. If there is a designated Appeals Committee finder then tell him rather than the DIC. Note that if a player says he will appeal he often changes his mind: do not tell others that you have an appeal until you have received the deposit.

If, at the end of a session, you have to go to an appeal then make sure that the DIC or your section leader is aware of this so that your 'end of session duties' – collecting your travellers, clearing up your boards, putting out new stationery - can be covered. It is your responsibility to get the players to the appeal. Note that you will often not know your Appeals Committee in advance, and it is your responsibility to make sure their names are added to the form during or after the appeal.

121.5.10 *Psyche/Appeal Forms*

The DIC should be shown all psyche forms so they can be classified before the end of the tournament.

Psyche and Appeal forms should be filled out as fully as possible and must be in BLACK pen (blue pen does not photocopy). In the case of psyche forms it is important that any relevant parts of a pair's system be copied from their convention card, and a note made where this has been done. Note that psyche forms are also used, duly amended, for reporting various types of deal, such as misbids, deviations, and strange and somewhat suspicious auctions.

Software is now available, at least at the major tournaments, to allow the deals to be printed on an appeal or psyche form from the duplimate hand records, and the L&EC recommends that advantage is taken of this facility wherever practicable.

Forms should be fixed to the clipboard when you have finished with them.

121.5.11 *Fees and Expenses Claim Forms*

Claim forms should be completed before the end of the tournament and put on the clipboard or given to a member of Aylesbury staff. Claim forms are passed to the Accounts department for payment, which will usually be on the Monday of the following week, so they should be received by the middle of the following week. In One Day Joint Ventures (where the County is paying) you will probably be paid on the day by the County Treasurer or other officer.

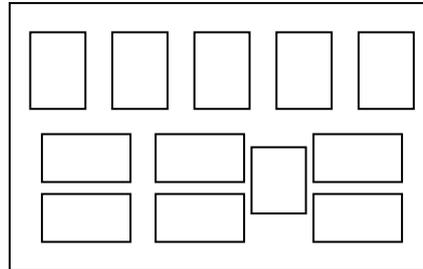
121.6 **Clearing up at the end of the tournament**

Included with the TD payment is an amount for 'taking down'. It is not an automatic amount – there is work required to earn it. There have been instances of equipment being returned to Aylesbury in a terrible mess as TDs rush to get away.

Jobs involved in the take-down include, but are not limited to:

- Folding table cloths and putting them back into the black boxes.
- Putting stationery away neatly.

- Stacking bidding boxes correctly in their containers. Although many players put their bidding boxes 'to bed' at the end not everyone does, so the TD may have to do it. The TD should check that Stop and Alert cards are not left behind. A container generally holds 56 boxes (14 tables) – 11 columns of 5 plus 1 odd box.



- If you are required to stack tables then they should be stacked 'baize to baize' to preserve the tops as much as possible.
- Light-weight noticeboards should be packed correctly in their carrying-bags, with the plastic joining bits. They do not take kindly to being placed behind a rake of 60 tables as the weight will crush them.

121.7 Books

You are expected to own a current copy of the Law book and be able to find relevant common Laws when at the table. You should also own an Orange book and have the sheet entitled "Orange Book changes" which is also published in the Member's Handbook. You should also own a White book which contains various important information such as VP scales, late arrival, Split Tie regulations, etc, etc, etc... Other books are available on movements etc, eg Manning's movement manual.

The Laws & Ethics page of the EBU website contains downloadable Orange and White books in PDF format, and also links to HTML versions of the Law and Orange books. See #0.3 in Chapter I for details of how to access this page.

Section 122 The role of the TD

Note *While this was written many years ago most of it is still very true today. Section #121 contains a modern document written on the same subject from a different angle.*

122.1 General

The TD is responsible for the technical realisation of the intentions of the sponsoring organisation. To that end he is given full management of the tournament on site, with wide powers to achieve his objectives.

As the representative of the sponsoring organisation, he is expected to present the kind of personal image which is appropriate, and the best TD will maintain a calm, if firm, courtesy in the face of the most trying circumstances. He should aim for cool efficiency and a state of mind which does not respond with anger to provocation.

The TD should be conversant with, and capable of applying, the relevant conditions in line with the publications listed in the following sub-paragraphs. This will enable the TD to isolate the situation and establish the correct procedure quickly. The basic requirement is to know what is applicable and where it is to be found. Contestants should be given the opportunity to see the relevant publication if required:

- the current Laws of Duplicate Contract Bridge;
- the current Guide for TDs published by the European Bridge League (the "Black book");

Note *The Black book is out of print at time of writing and obsolete insofar as it refers to the 1987 Laws. Nevertheless it contains a lot that is still true today.*

- the current Guide for TDs published by the EBU (the "White book");
- the current Handbook of EBU Directives and Permitted Conventions published by the L&EC of the EBU (the "Orange book"), plus any amendments thereto (available as a supplement and also published in the EBU Year book);
- any over-riding Conditions of Contest published by the sponsoring organisation, for example in the EBU Year book or a County handbook;
- all conditions of the event published by the sponsoring organisation responsible for the event, often in the form of a printed programme or brochure for the event.

122.2 Approach to the table

When the TD approaches a table to make a ruling he is directly representing the sponsoring organisation and displaying his own abilities and knowledge. It is vitally important that this be done well.

The TD should be aware of the noise level and emotional content. Many times one can hear a situation developing and can be in the vicinity even before called. If one is on top of these incidents it will keep the event quieter, less tense and moving more easily. Everyone will have a better time. The TD should not get involved talking with players or friends so that he must be called two or three times before the players concerned can get his attention. If this is allowed to happen the players are probably irritated even before the table is reached: ill-feeling can be caused. The sooner he gets to the table, the less time there will be for an explosive situation to develop.

As soon as a call is heard, the TD should locate the area and acknowledge. This will stop more follow-up calls and consequent irritation and noise. If he cannot locate the call, he should ask "Who called?". When they raise their hand, he should acknowledge and proceed.

The TD should approach the table as smoothly as possible without disturbing the rest of the players. This may necessitate taking detours to avoid pushing in the backs of other players or otherwise disturbing them. Such consideration helps to avoid annoyance.

122.3 Ruling at the table

When the TD arrives at the table, his manner should be friendly, courteous, unbiased and completely impersonal. He should ask "How can I help?" Remember, the players may be already somewhat disconcerted by an irregularity and could be on the defensive. Anything the TD can do to relax and ease the situation will be to his own advantage. The TD will be able to think and comprehend more quickly, and the players will find it easier to explain and listen if the tension is relaxed. He should classify the problem area as quickly as possible, ie auction, play or ethics.

When the players see that the TD is ready to listen, they may all start talking at once. In this sort of situation, the TD should say something like "Just a moment please, one at a time". He should indicate a player, normally the one that called, and say "What is the problem?". When he has received the answer, he should confirm with the other players that the situation is as stated. If he gets one statement from the players, or one key word, and correlates it with the situation as he has perceived it, he will be able to listen much more knowledgeably and shorten his ruling time considerably.

The TD should listen to the facts as related by all, one at a time. At the completion of their statements, he should verify that this is indeed what happened by repeating it to the players sequentially and logically. He should not try to make a ruling until he has been able to do this. If he is not careful, he may be quoting Laws, etc. that do not apply to the situation.

Once the TD has been able to verify what the problem is, complete with agreement or disagreement on the facts by all concerned, he should quote the Law applying to the situation, preferably by reading from the Law Book. He should state the options and/or penalties that apply and stand by to see that these are selected and paid.

In judgement situations, involving claims of damage, the TD should ensure that all players have stated in sequence how they consider damage has occurred and that they have nothing further to add. The TD does not normally make a ruling or adjustment immediately. In these cases he usually says that "I wish to consider the problem more fully and will let all of you know my decision as soon as possible. Score it as played for the present."

When ruling on a claim, play ceases, and judgement is often concerned. The TD should make a provisional ruling for scoring purposes, generally to accept the claim, and should not make a full ruling immediately. In these cases he usually says that "I wish to consider the problem more fully and will let all of you know my decision as soon as possible. Score it as though the claim is valid for the present."

When giving a judgement ruling, the TD should inform the players of their right to appeal. At some events, there may be an Appeals Advisor officially appointed by the sponsoring organisation. If the players wish to take advantage of this service, the TD should introduce them to the Advisor in order that they may discuss their case more fully before deciding whether to proceed with a formal appeal.

After giving a judgement ruling the TD should ensure that any adjustments are given to the scorer.

122.4 The role of the TD

It is interesting to examine what is (or is not) expected of the TD:

- (a) he is not expected to know the Laws by heart: he is expected to know where to look in the Laws, and what regulations he may turn to;
- (b) he is not expected to have the bridge judgement of a front-rank international player; he is expected to have a sound knowledge of the game and to be able to make broad judgements on that basis;
- (c) he is not expected to act as counsellor to Appeals Committees on bridge matters; he is expected to provide them with correct statements of Law and Regulation, and to amplify these with sound interpretations where requisite;
- (d) he is expected to furnish Appeals Committees with factual accounts of what has occurred when he is present, and with faithful reproductions of the words spoken by players etc in his presence; to this end he should commit notes to paper whilst the matter is fresh in his mind;
- (e) he is expected to inform the Appeals Committee of his findings of fact concerning questions drawn to his attention, and on what basis he has reached his opinion; here he will communicate something of the nuances and inferences upon which the more successful TD will rely so frequently;
- (f) he is expected to have made a clear and unequivocal ruling, of which he can give the Appeals Committee a succinct statement;
- (g) he has a duty to maintain good order and will use his powers under Law 91 in an equitable manner to this end; he will also exercise a control of spectators and other visitors to the playing areas and the tournament environment.

It is important for the TD to recognise the limitations once placed upon his exercise of bridge judgement. This has changed considerably over the years, and nowadays a TD is usually expected to rule as accurately as possible and not rely on Appeals Committees to make judgement decisions for him.

It is extremely important that a TD consults on judgement decisions and does not rely on his own view solely. Even in the most obvious cases the TD might have overlooked something which a colleague might notice.

Since bridge judgement is the main thing that a TD is consulting about it is entirely suitable to discuss a ruling with an uninvolved player rather than just with a colleague. In fact, current international opinion is that it is best to do both, and consult both with a colleague and with a top player or two.

One can identify in general terms the special areas of responsibility for application of Law and Regulation:

- (a) The TD: applies the book laws, makes the mechanical rulings, gives careful well discussed rulings in value judgement situations;
- (b) The Appeals Committee: tests the TD's appreciation of the facts, and brings bridge expertise to the finer points of bridge judgement in examining the case for each side in the matter before it;
- (c) The National Authority (in England the EBU L&EC): concerns itself primarily with matters of principle and interpretation; it establishes the basis upon which the rulings and judgements of the TD and Appeals Committees shall be made. It retains a controlling power to ensure these principles and interpretations are understood and applied.

122.5 The Director-in-Charge (DIC)

This is a review of the additional duties and responsibilities involved.

122.5.1 *Pre-tournament arrangements*

Establish the total anticipated entry to the competition. Are additional entries anticipated on the day, and if so who is collecting such entries?

Confirm that the tables, boards, stationery and equipment will all be delivered. Think through each session of the competition with regard to the stationery you will need.

Establish where the playing rooms are located, and plan where the tables should be placed. Who will be setting up the tables? When will this be done? Do you need any tables moving between sessions for any reason? If yes, who will be doing this and when?

Do you have sufficient staff? Consider TDs, computer scorers (do you have sufficient computers and printers?), caddies/writers, Congress Secretary. Has your staff all been notified of the arrangements, such as where they are staying, what time they should report for duty, whether dinner jackets or EBU blazers are required?

What arrangements have been made for appeals? What arrangements for prizes?

What catering arrangements have been made? What arrangements have been made for servicing the playing rooms between or during sessions?

122.5.2 *Advance preparation*

Always plan ahead. As much work should be done as is reasonably possible well before the tournament starts. For example, you might know in advance that you will have a final of some description which will require a special movement. In such a case, you can write out the movement in advance and make plans for installing the movement onto the computer. You will almost certainly need some posters prepared or (better still) have a programme printed. This is the sort of thing which can (and should) be done in advance. Indeed, in the case of a printed programme it is obviously essential that it be done well in advance.

Each person involved in the running of the competition should do so as a member of a well-organised and well motivated team. Always make sure that each member of the team knows exactly what they will be doing in each session, how that particular function slots into the overall scheme of things and - equally important - that they are aware of what their colleagues are doing. This latter point is not only useful in case of an emergency of some sort (eg should he need to rearrange things quickly), it is also good for team morale.

Does the sponsoring organisation have any unusual requests? If so, it is you who is responsible for carrying out these wishes, and this is likely to involve some advance planning. For example, there may be special prizes for 'non-expert' players, in which case you will need to set up some system for identifying such players. Such things are easy to administer once thought about, but are dangerously easy to forget if you aren't thinking ahead all the time.

Typical information which the players will need include:

- (a) times of play;
- (b) master-point awards (including how and when they will be distributed);
- (c) prizes (including arrangements for the presentation or collection thereof);
- (d) format of the event (including qualifying ratios if appropriate);
- (e) locations of play;
- (f) starting instructions (including completion of any paperwork);
- (g) any special regulations such as split-tie procedures; protest time, smoking regulations, permitted systems and conventions etc. (A statement that EBU regulations as laid down in the White book apply is often enough).

Where will you post the results and your posters? Think carefully - can you do anything to enhance the usual (ie not very good) methods of display in this regard?

122.5.3 *Getting ready to start*

The tables are set up, your plan of campaign is ready. What has been forgotten - what can go wrong? For example, make sure that all the stationery is out. Curtain cards have been prepared ready for distribution where appropriate. Arrangements have been made for collecting prepared boards. Starting positions are posted (if this is the method in use), or a clear instruction to sit anywhere or collect a starting position from wherever has been issued.

What are you going to do if the number of tables present is less than expected? Similarly, what are you going to do if some tables turn up unannounced?

If there is a computer scorer, devise some plan for picking up results at sensibly timed intervals - ensure that the staff is aware of the plan.

Plan what announcements you are going to make (there is a microphone if needed isn't there?). If there are several playing areas, then brief colleagues to give the main announcements.

Announcements should be kept to a minimum, and should be confined to essential information. (The players don't want to know what is on the dinner menu later that day or even what the split-tie procedure is, but they probably are interested to know how many boards they are playing and what the qualifying ratio is).

Announcements should supplement the printed programme or posters - don't repeat non-essential information that can be found elsewhere. Bridge players won't listen to any more than about three bits of information (one's doing well to get them to listen to even three!), so a good rule of thumb is to decide upon the three most important things and confine oneself to that.

A final meeting with all your staff is probably a good idea. Colleagues should confirm that they have no particular worries other than those that have already been identified. Can they think of anything that may have been missed? If all is well, try to relax (and encourage the team to relax as well) - it may be the last chance for a while. Of course, one's brain and nerves will doubtless be working overtime at this stage (if they're not, they should be!).

Note *As can be seen in #121.4.1 views about the desirability of staff meetings have changed.*

122.5.4 *During the play*

You should have decided whether to adopt a normal TD role in one of the sections, or whether to act as a general supervisor for all areas. The general supervisor role is normally appropriate only for a very large or complex tournament, where anticipated numerous live problems from various quarters will require particular attention or opinion.

Clearly, whatever the role, you are responsible for ensuring that everything is going as planned. For example, are all the playing areas up and running; have name-slips been collected; does the computer room know exactly what is happening? Will the catering staff be delivering things on time?

You will doubtless want to be consulted on all ethical rulings. More particularly, you will want to be informed of any incidents that may arise. If something comes up of a disciplinary nature, you will probably need to deal with it yourself. Furthermore, you will need to decide whether any such matter is of sufficient import to require a formal report to the sponsoring organisation - this in addition to any action taken or not taken on-site.

At the end of the session, you are responsible for ensuring that the scores are properly calculated and posted. You are also responsible for ensuring that any appeals are heard at a proper time and in a proper place. Setting up appeals and ensuring that all the appropriate participants are advised of their rights is an art in its own right.

You should now be thinking ahead to the next session. What changes are required? Who should be doing what? In the meantime, you are prepared to receive scoring queries from the previous session. Towards the end of the tournament, you must still be thinking ahead to the prize-giving and to the clearing up operation.

122.5.5 *Summary*

Plan and work as far ahead as you reasonably can.

Always think ahead towards the next stage.

Pay attention to detail.

You are part of a team - the team must know what is happening.

Keep announcements down to the bare minimum. Posters are better for non-critical information - printed programmes are better still.

Always be aware of what is going on in all departments.

Stay calm, relaxed and in control. Enjoy yourself - there is a tremendous amount of satisfaction in being involved in a well-run tournament.

XIII L&EC ADVICE FOR SPONSORING ORGANISATIONS

Section 131 Advice on Scoring Tournaments

131.1 Introduction

This paper has been produced by the L&EC. It contains guidance for counties, clubs and other sponsoring organisations on how to resolve disputes following the scoring of important tournaments.

When you have to produce the results of, for example, a County Pairs Championship final, there are two conflicting objectives. The players will want the results to be produced quickly - before last orders is a primary objective, so that the winners can celebrate properly! But the results must also be correct, so that there is no possibility that trophies and prizes are presented to the wrong players.

This paper indicates some steps that you can take to ensure accuracy in producing the results, and guidelines on protest and correction periods.

- Each section below ends with a summary of recommendations, with bullets [like this sentence].

131.2 Accuracy – keeping it simple

In general it is unsafe to employ for the final of a competition a scoring method that is error-prone. Where players will understandably be keen to learn the results of a competition as soon as possible after play ends, and especially where the competition is of some significance, a simple scoring method should be preferred to a complex one.

- Try not to have sections of unequal size, or boards played a different number of times in each section, or anything else that will lead to factoring of scores.
- Make sure that the North players at any rate know how to enter their scores on the traveller. It is vital that the right scores are entered against the right pair numbers.

131.3 Allowing time for the players to check their scores

Of course, at an important event, the winners will be anxious to receive their trophies and the applause of their fellows as soon as possible – which means almost as soon as the results are posted. But it is important that players should have a reasonable amount of time in which to check the published results *before* trophies and prizes are presented, in order that scoring errors can be detected and rectified.

- A period of time should elapse between publication of scores and presentation of prizes etc. You should specify the length of this period in advance, and point out its significance to contestants. Thirty minutes ought to be enough, but anything less than ten minutes is inadequate.
- As much information as possible should be made available to the players. The travellers should be open to inspection, as should any frequency charts. A player should be able to verify that his scores were correctly entered on the travellers, and that he has been given the match points to which those scores entitle him.

131.4 Allowing time for appeals and protests

If the Director has given a ruling during the session, that ruling may be subject to appeal. Players should ideally inform the Director at the time of their wish to appeal - but they do not have to do so. The Laws provide that players may lodge an appeal up to the end of the "correction period" specified in Law 92B.

In addition, it may be that players realise on reviewing the deals – perhaps with the benefit of hand records – that their opponents have committed an infraction which went unnoticed at the time. For example, an incorrect claim may have been made which was agreed at the time but which could not possibly have been correct however the remaining cards were played. The Laws provide that players have the right to an adjustment in such cases if they protest within the correction period.

The default for the correction period is twenty minutes after the scores are published at the end of the session for the players to check them. Your sponsoring organisation may vary the length of the correction period if it wishes. The Laws allow them to make it longer, and they allow them to make it shorter when required by the special nature of a contest. Twenty minutes is reasonable and we recommend people shorten the correction period to less than this only after discussing or corresponding with the EBU's Chief TD or the Chairman of the L&EC. Contact details can be found in #0.3 in Chapter I.

- Your sponsoring organisation should allow a correction period of twenty minutes – of course, these are the same twenty minutes during which the players are checking the published scores!

131.5 When does the result become official?

When does the published result become the final result? It appears at first sight that the answer is provided by Law 79C:

"An error in computing or tabulating an agreed-upon score, whether made by a player or scorer, may be corrected until the expiration of the period specified by the sponsoring organisation. Unless the sponsoring organisation specifies a later time, this correction period expires 30 minutes after the official score has been completed and made available for inspection. (An earlier time may be specified when required by the special nature of a contest)."

As noted in the last section the EBU now recommends this period should be twenty minutes rather than thirty.

But Law 79C does *not* apply to the tabulating of results and the computation of match-point scores. It applies only to the computation of a score in respect of tricks won, and the tabulating of that score on a traveller or score-card by the players or a scorer. A scorer as referred to in Law 79C is an official who sits at the table and completes the score card on behalf of the players. This usually happens only in international matches, not County Pairs finals! Note that the tabulation of *results*, not scores, is a duty performed by the TD under Law 81C10, and there is no time limit specified in that Law. The TD may, and often does, appoint people to carry out this duty for him under Law 81C1 – but these are *not* "scorers" in the sense of Law 79C.

Thus, the 20 minute correction period for scoring errors applies only to scores in respect of the final contract which have been wrongly computed or entered in the wrong place. If a player made ten tricks in three spades on Board 21 and his score was entered as plus 140, or minus 170, or some other mistake, then he can have that fixed at any time up to 20 minutes after the end of play - provided that he can convince the Director that he is entitled to plus 170. If he spots the error later than that, it's too bad.

But if the Director, or the people scoring the event, credits him with the wrong number of match points for his correct score of plus 170, then he may be allowed a longer period to determine that this has happened. The Laws allow Sponsoring Organisations to make their own regulations about when the published score becomes official and final.

One county has a procedure that allows players 48 hours after results have been published to check their scores and register any protests. Once that time has elapsed, the result of the event becomes official and no further protest may be considered. This appears to us to be an excellent rule: it allows players reasonable time to detect errors and have them corrected, while allowing no doubt as to when the result becomes etched in stone. The time period does not have to be 48 hours in every case, but it should be appropriate to the stature of the event and it should allow contestants reasonable time in which to satisfy themselves that their match-point scores are correct.

- Your sponsoring organisation should make provisions of this kind for each competition that it runs. The EBU itself has guidelines for a wide variety of correction periods at its events, which are contained in the White book. You should impress upon contestants that they have a duty to themselves and others to check results during the correction period
- You should also make it clear that awards made on the spot are provisional until the specified period has expired.
- The objection may be raised that the "winners" of a cup cannot take it home with them. Of course they can, but they and everybody else should understand that it is theirs provisionally until the correction period expires, whereafter (in 99% of cases) it will be theirs for the rest of the year. If an error is detected which overturns the result, however, the originally announced winners will be able to hand over the trophy with good grace.

131.6 Resolving disputes

If, despite all the above precautions, disputes still arise, it is our opinion and that of the EBU Honorary Solicitor that counties should determine for themselves who has won their competitions. This means that once you have come to a decision in respect of a dispute, no appeal should be made to the L&EC or to any other bridge body in respect of your decision, unless the County's constitution or regulations determine otherwise. The players should be made aware of this, of course.

131.7 Summary of recommendations

We recommend that the conditions of contest for your important events clearly state:

- The length of the correction period during which scoring errors may be rectified, appeals lodged and rulings requested on the basis of new information.
- The manner in which results are to be made available for checking.
- The length of the period during which errors in calculating the results may be rectified.
- The fact that once the appropriate correction periods have elapsed, no further protest may be heard - the result is official and final.
- The fact that the County Association is the Sponsoring Organisation as defined in the Laws of bridge, and its decisions are final in respect of the destination of prizes, trophies etc.

Section 132 Procedures for Disciplinary Matters

EBU procedures, which may be adapted by Counties as appropriate, are detailed below.

132.1 General

Whatever procedures are adopted should accord with the principles of natural justice, ie the member(s) complained of should have the opportunity to answer the allegations against him/her, and should be kept properly informed at every stage [subject to #132.5(b)].

132.2 Human Rights Act

The Human Rights Act requires that a tribunal is independent and impartial. Advice from the EBU Honorary Solicitor indicates that the previous practice of referring complaints to the Laws & Ethics Committee for investigation, when it is the Laws & Ethics Committee which is itself the tribunal which will ultimately decide on the case, is open to criticism. The reason is that the Laws & Ethics Committee could be considered to be acting as both prosecutor and judge, and thus not independent or impartial. The practice of the L&EC investigating as well as adjudicating is however enshrined in the EBU Bye-laws, so the Laws & Ethics Committee has had to devise an interim procedure which is applied to complaints received pending planned changes to the Bye-laws.

132.3 The Two Panels

The Laws & Ethics Committee has decided to divide itself into two panels for the purpose of considering complaints which may lead to disciplinary action. They are referred to as the “Investigatory Panel” and the “Judicial Panel”. The intention is that the former should be responsible for investigating the complaint, and the latter for adjudicating on it should the former decide that the case warrants a full disciplinary hearing. In relation to each complaint which has to be considered there is no overlap between the composition of each panel, although it may vary from case to case.

The Laws & Ethics Committee comprises seven elected members and three ex-officio members (the Chairman, Vice-Chairman and Chief Tournament Director of the EBU). The Investigatory Panel comprises two elected members and the three ex-officio members. The Judicial Panel comprises the remaining five elected members. It is not essential that the elected members assigned to the Investigatory Panel remain constant. In principle the same members act in each case, but the composition can be changed ad hoc at need (for instance in the event that one or more members of the Laws & Ethics Committee has prior knowledge of a case and is therefore disqualified from participation – on either panel – in its resolution). The full Committee reviews on an annual basis the identity of the members normally assigned to the Investigatory Panel.

The quorum for the deliberations of the Investigatory Panel is set by the Laws & Ethics Committee as three, including at least one of the elected members. The quorum for the Judicial Panel is the quorum set by the Bye-laws for Council Committees generally, namely three elected members.

132.4 Conflicts of interest

For the purposes of the enquiry, any member of the Committee who is in any way personally involved in the allegations, is disqualified from any participation in the resolution of the case (as a member of either panel). Any member of the Committee may disqualify him/herself for personal reasons (and should do so if he has discussed the subject with any of the parties or has received information not generally available to the Committee).

132.5 Procedure on receipt of complaints

The Bye-laws require that complaints are in writing and lodged with the Secretary of the Union. In practice, written complaints received by Aylesbury office are treated as having been lodged with the Secretary of the Union, and are passed to the Secretary of the Laws & Ethics Committee for action. (References to the Secretary are references to the Secretary of the Laws & Ethics Committee unless otherwise specified). When a complaint is received by the Secretary, a copy is passed to one of the elected members of the Investigatory Panel. Normally, it is one specific member who receives the complaints in the first instance. However, it can be the other elected member if circumstances dictate. If the Secretary is aware of a potential need to vary the composition of the panels for the purposes of the particular case, he will discuss the matter with one of the members of the Investigatory Panel, or, if the Secretary deems it appropriate, with the Chairman of the Laws & Ethics Committee.

The elected member of the Investigatory Panel consulted by the Secretary will decide which other members of the panel will be asked to consider the complaint. Normally, this will be confined to a quorum of three. The Secretary checks the availability of panel members to consider the matter, and forwards any necessary papers to those designated to deal with it.

The task of the Investigatory Panel is ultimately to decide whether a complaint warrants a full disciplinary hearing. Before a decision is made to proceed to a formal hearing, the panel will endeavour to satisfy itself that sufficient evidence is available on which the Judicial Panel could base a finding that a breach of the Bye-laws has taken place. For this purpose, the panel will consider instructing the Secretary to seek such further evidence as the panel considers appropriate, principally by obtaining further statements, for example from the Tournament Director and any witnesses named in the complaint.

Depending on the seriousness of the allegations made, the panel decides whether:

- (a) to request comments from the member complained of immediately, or
- (b) to investigate the matter further before the member complained of is informed of the complaint.

When the member is informed of the complaint (whether comments are to be sought immediately, or not), a copy of the complaint is normally sent to him/her. However, if the complaint contains possibly defamatory comments not directly related to the complaint, then an extract of the relevant part of the complaint is sent detailing the specific allegation(s). In some circumstances the Secretary may be instructed instead to set out the substance of the complaint in his initial letter without enclosing copies of the complaint.

132.6 Procedure after a decision to convene a formal hearing

Once a decision has been made to proceed to a formal hearing, the Investigatory Panel remains responsible for the presentation of the evidence to the Judicial Panel, and for any matters arising in the run-up to the hearing itself (eg making decisions in connection with any difficulties over dates for the hearing, and responding to any representations made by the member concerned). The Investigatory Panel may, however, decide that any particular matter which is raised is more appropriately dealt with by the Judicial Panel as part of the hearing itself. Normally one of the elected members of the Investigatory Panel will attend the hearing to act as prosecutor and present the case to the Judicial Panel.

Once a decision has been made to proceed to a formal hearing, the member concerned is informed of this fact in writing (by recorded delivery). The letter to the member concerned includes the names of the individuals whom the Investigatory Panel will be calling as witnesses. Copies of all statements to be considered at the hearing, and copies of the EBU Bye-laws are also provided (in the case of a County disciplinary hearing, a copy of the County Constitution should be included). The member is made aware of his right to be represented, and to call witnesses at his own expense.

A selection of dates is offered to all parties. Efforts are always made to accommodate the member complained of if he indicates a wish to attend. However, if reasonable efforts to find an agreed date prove unsuccessful, then the Secretary will be instructed to offer a final selection of dates, and the hearing will proceed if necessary without the presence of the person complained of. The venue and agreed date is confirmed in writing to all parties.

132.7 Procedure at hearings

At the hearing, the member complained of is allowed to be present throughout the presentation of the evidence, and is offered the opportunity to question the witnesses and to call witnesses on his behalf at his own expense. The member may be asked to withdraw while procedural matters are discussed, but subject to this he is present throughout the hearing until such time as the Judicial Panel retires to consider its findings. The member is also afforded the opportunity to make representations on his own behalf, either by way of defence to the allegation or by way of a plea in mitigation.

132.8 Notification of the result of hearings

After the hearing, the member is informed in writing (by recorded delivery) of:

- (a) the Committee's findings and decisions
- (b) the Committee's decision on publication of its findings and decisions
- (c) his right of appeal within 21 days (the same appeal period applies to County Associations), and the option of the Appeal Committee to increase or decrease the penalty imposed.

132.9 Appeals

Appeals are made to a Committee appointed by the Chairman of the Union. The procedures for an appeal follow similar lines as those for a hearing ie all parties are kept fully informed and a selection of dates is offered. At the conclusion of the appeal period if no appeal is lodged, or after an appeal has been heard, the Secretary of the member's County is informed of any penalty imposed. In the event of a suspension or expulsion, the County is required by the Bye-laws to impose the like penalty.

132.10 Reports of County Disciplinary Proceedings

In the case of County disciplinary proceedings where a penalty is imposed, the findings and decisions of the County Conduct or Disciplinary Committee must be reported to the Laws & Ethics Committee specifying as applicable:

- (a) the date of the hearing
- (b) the name, address and EBU number of the member concerned
- (c) the allegation proved
- (d) the penalty imposed.

132.11 Procedure following a decision not to convene a formal hearing

If the Investigatory Panel decides that the complaint does not warrant a disciplinary hearing, then the member complained of is informed promptly of that fact. Although that is the end of the matter as far as the person complained of is concerned, the papers are then circulated to the full Laws & Ethics Committee (normally as a perusal item for the next meeting), in case there are any lessons for the future to be drawn from the case.

132.12 Further assistance

Any queries or requests for further assistance should be directed to the Laws & Ethics Secretary at EBU Headquarters. Contact details can be found in #0.3 in Chapter I.

XIV EBU REGULATIONS IN NORMAL USE

These regulations are in use in all EBU Tournaments unless specifically stated otherwise in the conditions of contest.

Section 141 Accommodating Disabled Players

141.1 Principles

Disabled players are welcome at EBU tournaments. Occasionally they will have difficulty with the mechanics of the game as normally played. The following regulations are intended to assist when difficulties arise. They apply in all EBU tournaments, and other sponsoring organisations are encouraged to adopt them to apply in their tournaments.

141.2 General

141.2.1

If it is impracticable for these regulations to be followed in whole or in part, the TD is authorised to specify the manner in which the bidding and play shall proceed.

141.2.2

Players requiring stationary positions, strong lighting, pre-sorted cards or any other special assistance are requested to notify their needs in advance when entering tournaments, and arrangements will be made for the TDs on site to deal with the practical arrangements.

141.2.3

The L&EC has formally given the DIC the authority to modify any regulation if considered appropriate to accommodate a player with a disability. Other sponsoring organisations are encouraged to give their DICs the same authority.

141.3 Commencing play

Any player is entitled to require that the dealer and vulnerability be stated at the commencement of each board.

141.4 Bidding

141.4.1

Bidding boxes are to be used where this is possible.

141.4.2

If the use of bidding boxes by one or more players is not possible, then all players should call their own bids (where this is possible).

141.4.3

The opponents of any player unable to use a bidding box have the option to require that bidding boxes are used in addition to spoken bids, in which case the bidding box of the player unable to use it should be operated by one of the opponents.

141.5 Play

141.5.1

When all players except dummy can see cards played normally, play continues as normal.

141.5.2

When a player, other than dummy, is unable to see cards played normally, then (subject to the option in #141.4.3) all players are to call their own cards as played.

141.5.3

The opponents of a player unable to see cards played normally have the option to require that all cards (but not the cards of one or more players to the exclusion of the others) are called by dummy as played.

141.5.4

Cards must be named in full and in a consistent manner.

Section 142 Application within England of the WBF CoP

142.1 General

The First Edition of the World Bridge Federation Code of Practice ("CoP") was published by the WBF in December 1999 and adopted by the European Bridge League in January 2000. The WBF adopted the standards set out in the CoP as regulations for the conduct of appeals from decisions of TDs, and recommended their adoption to each affiliated Organisation. It is reproduced in full in the Appendix.

The L&EC of the English Bridge Union is responsible for determining the application of the CoP within England. The L&EC has adopted the CoP, and its provisions are accordingly in force in England, with effect from 1st August 2000, subject to the following two areas, where EBU laid-down practices differ from the CoP:

- (a) Psyches ('Psychic calls').
- (b) Irrational, wild or gambling action ('Score adjustment', second paragraph) [see #142.2.2].

These decisions were made by the L&EC at its meetings on 27th June and 23rd August 2000.

142.2 Notes

142.2.1

Weighted scores

The principal provision of the CoP whose adoption represents a significant change to the previous position is the extension of powers under Law 12C3 (weighted scores) to TDs.

142.2.2 *Redress for non-offenders*

The L&EC has confirmed its policy with regard to restrictions on adjustments for non-offenders, as follows:

- adjustments should only be refused for the non-offenders when they had taken 'wild or gambling action' subsequent to their opponents' infraction
- this is tantamount to restricting adjustments only in cases where there was an element of seeking a 'double-shot'

This means that there are circumstances in which the adjustment is restricted under the CoP where an adjustment would be given in England, where the action taken is considered 'irrational' but not 'wild' or 'gambling', or where there is no element whatever of seeking a 'double-shot'.

The L&EC has also confirmed that its policy as to the score to be given to the non-offenders in 'wild or gambling action' cases differs from the CoP. In England the original non-offenders keep their table score.

Notes

- (a) *The term 'non-offenders' is sometimes confusing in cases like this. The offending side is the side that originally created a situation, and their opponents are 'non-offenders'.*
- (b) *The term 'wild or gambling action' means action that is considered wild, or action that is considered gambling, or both. The term has often been quoted as 'wild **and** gambling action' but this is a mistake.*

Section 143 EBU Split-tie Procedures

143.1 General comments

Contestants are tied when they have the same percentage score by the final method of scoring. The sponsoring organisation must specify the circumstances in which a tie will be split, and the procedure which will be adopted. Unless otherwise specified in the conditions of contest for a particular event, EBU conditions and procedures are as set out herein. The responsibility for the interpretation of these regulations (should such an interpretation be necessary) rests with the EBU Tournament Committee, which may delegate such responsibility to the duly appointed on/off-site tournament Appeals Committee/referee.

Note *#143.2 applies to knockout teams only. The remaining sections #143.3 to #143.7 apply to all other events.*

143.2 Knock-out team events

143.2.1 Between two teams

In a standard knock-out match played between two teams, any tie which exists at the end of the match shall be resolved by playing extra boards. Such boards shall be played in a single stanza with no seating rights – see ~5.2. The number of extra boards shall be one-eighth of the scheduled number of boards in the match as a whole (minimum of two boards: any fraction to be rounded upwards). If the teams are still tied, the procedure shall be repeated.

Exception In the 30 or 48-board stage of the Hubert Phillips Bowl (mixed pivot teams knock-out), six extra boards shall be played in stanzas of two boards, changing partners in the usual way after each such stanza (captains must continue to play at the same table). In the 60-board stage of the same event, nine extra boards shall be played in three stanzas of three boards each.

143.2.2 *Between three teams*

A knock-out team event may, on occasion, incorporate a stage in which three teams compete against each other in a triangular match with either one or two teams to qualify for the next stage. A tie occurs when two teams have the same number of wins (a draw counting as a half-win) and shall be resolved as follows:

- (a) If each team wins one match and loses one match, or all matches are drawn, net IMPs over the series will determine the ranking list. If, as a result, one team is excluded from the tie (by virtue of either clearly winning or losing it), but the other two teams remain tied, then the respective rankings of the remaining two teams (should it still be necessary to resolve the tie) will be determined by the result of the match between them.

If all three teams are tied in terms of net IMPs, then extra boards shall be played. The number of extra boards shall be one-eighth of the scheduled number for that match (minimum of 2-board rounds) eg in a 48-board round (2 x 24 board mini-matches), a further 6-board stanza is played (2 x 3-board mini-matches) with the running score against each opponent being carried forward into 'extra-time'.

- (b) If two teams draw a match, and are tied for either top place or bottom place, it may not be necessary to split the tie (as when two teams qualify and are tied for top place, or as when only one team qualifies and they are the undisputed winners anyway).

If it is necessary to split the tie, then extra boards shall be played between the two teams involved. The number of extra boards played shall be one-eighth of the scheduled number for that mini-match (minimum of 2 boards). Thus, playing 2 x 16-board mini-matches, the split tie procedure for 2 teams only would be to play a further 2 boards. If the teams remain tied, the procedure shall be repeated.

Note *The IMPs won/lost against the third team of the group are totally irrelevant in this regard.*

If next round opponents are dependent upon the exact rankings within a triangle, then this is defined as being a necessary circumstance for the purpose of splitting the tie.

143.3 **In all events other than knock-out teams - overview**

The procedures for splitting ties are somewhat complicated when written down, though in practice their application is not so complicated.

First, we show the definitions of the various procedures used.

Then, we show the order in which the definitions are applied, with examples for clarification.

143.4 When is a tie split?

A tie will be split when necessary in order to determine any of:

- (a) the winners of the tournament, save in the case of an event for which there is no trophy, in which case the tie will remain unresolved;
- (b) the last qualifying position for the next stage of the tournament;
- (c) the winners of a non-cash/non-voucher prize (ie 'goods' which cannot be 'split').

Tied contestants always share equally any master-points or cash/voucher prize which may be due in respect of the stage of the event at which the tie arises even though the tie may be split for one of the above purposes.

143.5 Definitions

143.5.1 *Method of scoring*

The Basic method of scoring is the method used immediately prior to any conversion to victory-points, eg match-points or imps.

The Final method of scoring is generally victory-points. If the event is not scored by VPs then the Basic and Final methods of scoring are considered the same.

If a hybrid method is used (as in the Pachabo Trophy) then see #143.6.4.

143.5.2 *Tie-break points*

These may be used in any tournament other than a perfect 'all-play-all event'. They are not exclusive to Swiss events. They were formerly called 'Swiss Points'.

In a teams or pairs tournament, Tie-break points are the sum of the final scores obtained by each and every direct opponent of the given contestant (ie opponents which the contestant involved actually played against at the table).

Example Contestant A has played against contestants X, Y and Z. Contestant X has a final score of 50, contestant Y has 40 and contestant Z has 30: this gives contestant A a Tie-break point score of 120. The contestant with the largest Tie-break point total would win the tie on this basis (if the result of any previous tests were inconclusive).

In an individual tournament, Tie-break points are determined by application of the formula 'O/P', where 'O' is the sum of the final scores obtained by each and every direct opponent of the given contestant and 'P' is the sum of the final scores obtained by each and every partner of the given contestant.

Example Player A has partnered player Z whilst playing against players X and Y. Players X, Y and Z have a final score of 50, 40 and 30 points respectively. Player A's Tie-break point score is therefore 3.0 (90 divided by 30).

Note *In a perfect 'pivot' style movement, all players will have a score of precisely 2.0 and the Tie-break point test will therefore be inconclusive.*

Where more points were available against some contestants (or with some partners) than others, then the final scores obtained against such opponents (or partners) shall be adjusted pro rata. Similarly if the contestant considered missed a round (eg they sat out) then their Tie-break point score is adjusted pro rata (see #143.6.2).

Example Team A meets team B 1.5 times in a Swiss event (once in a normal match and once in a short triangle). For the purpose of team A's Tie-break point score, team B's final score must be multiplied by 1.5

Where an opponent (or - in an individual event - a partner) has withdrawn before the end of the event, the score of that opponent (or partner) shall be adjusted pro rata for the purpose of establishing the Tie-break point score of those who played against (or with) them.

Example Team X withdraws half-way through a Swiss event with a score of 40 VPs. This score is modified to become 80 VPs for the purpose of establishing the Tie-break point score of any of its opponents.

143.5.3 Point-a-board count-back

This may be used in any form of event, regardless of the basic format or scoring method.

Point-a-board count-back is a means of establishing which contestant has won more boards than the other. Whether a board is won/drawn/lost is established by reference to the basic method of scoring.

Examples

- (a) Team A obtained +6 IMPs on a certain board: team B obtained +4 IMPs on the same board (played against some other opponent): team A have won this board. Had this board been played by team B only, then team B would be deemed to have won the board as their score is above average.
- (b) Pair A obtained 37 MPs on a certain board on a 50 MP top: pair B obtained 29 MPs on the same board (played against some other opponent and in the opposite direction): pair A have won this board. Had this board been played by pair B only, then pair B would be deemed to have won the board as their score is above average.

Where precisely two contestants are involved, all boards which the tied contestants played are taken into account. On each board which both contestants played, 2 points are awarded to the contestant with the higher score (IMPs, match-points or whatever), and 1 point for a tie.

Note *In pairs or individual events the scores are compared directly even if the contestants sat in different directions.*

On boards played by only one tied contestant, it is assumed that the contestant who did not play the board scored precisely average on it. Thus, the single result scores 2 points if above average and 1 point if exactly average. The contestant who did not play the board receives the complement of 2 points (ie 0, 1 or 2 dependent upon his rival's score on the board).

Where three contestants are involved, the above procedures would still apply with a 'top' of 4, an 'average' of 2 and a 'total per board' of 6. Similar principles apply in the case of four or more contestants.

Example On a given board in a tie between four pairs, pair A obtained the best score (which was above average) whilst pairs B and C obtained the joint worst score (which was below average). Pair D did not play the board. The match-point count back score is 6 for pair A, 1 each for pairs B and C and 4 for pair D.

143.5.4 *Matches and Rounds*

Often, a match and a round will clearly be the same thing and no ambiguity could arise. However, should such not be the case, then the definition of a round shall be as contained within the Laws of the game. The definition of a match shall be that it is the combination of two or more pre-scheduled rounds played between the same contestants, with every such round being played in similar (though not necessarily identical) circumstances and conditions.

In situations where contestants have played a match as defined above, then the term 'matches' within the expression 'matches/rounds' shall be taken. In any other situation, the term 'round' shall apply. Likewise, in determining whether or not one opponent has defeated the other, the test applied shall be in terms of the 'match' if there is such a thing: otherwise, the test shall be in terms of the 'round'.

Example Two contestants meet each other twice in a Swiss event: this is not 'pre-scheduled', so each such encounter is treated as a round in its own right. Likewise, a player in an individual event meets the same opponent on two separate occasions, but the player in question has a different partner on each such occasion. These are not meetings in similar conditions, so each such meeting would be deemed to be a round in its own right.

By contrast, a double round-robin teams event would be deemed to constitute a single match between the contestants concerned, even though the scoring method in use might involve one encounter being scored independently of the other. To be clear on this point, a head-on teams game between two contestants played in several stanzas constitutes a match, and it is the result of the match (rather than of each individual stanza) which will be taken into account if necessary in determining who has won the match/round and how many matches/rounds each contestant has won.

For the purpose of counting the number of matches/rounds won, a 'win' is defined as having acquired a score of greater than average in the match/round in question (it is therefore possible that some obscure situations could arise in which both contestants were considered to have either won or lost the direct match/round between them).

By contrast, for the purpose of establishing whether one contestant has defeated the other, when all such contestants are directly involved in the split-tie situation, a 'win' is defined as having acquired a larger score than one's opponent in the match/round in question.

An unplayed match/round is deemed to be a 'win' if the score awarded to the contestant as a consequence of not having played the match/round is greater than average (ie greater than the score which would be awarded for playing and drawing a match/round).

143.5.5 *Unplayed board*

The score for an unplayed board shall be the score awarded to the contestant at the time, which could constitute a won, drawn or lost board when it comes to comparing it with a real score obtained by some other contestant on the same board.

143.5.6 *Multiple ties*

Suppose there is a tie between more than two contestants, and one contestant is eliminated from the tie by virtue of having clearly won or lost the tie. Any tie which then remains upon the full application of the particular test being applied at that stage shall be resolved (if still necessary) by recommencing the entire split-tie procedure from the beginning from amongst those that remain.

Example A, B and C are tied in a teams game. Team A has beaten both B and C, whilst B and C have drawn their match. Thus, Team A wins the tie, but B and C are still tied at this stage of the process. The procedure now is to recommence the entire split-tie process from the beginning, with only teams B and C being taken into account.

143.5.7 *Procedural penalties and awards*

The procedures listed make use of all the various methods of scoring, eg if tied in terms of VPs, then try IMPs or even net aggregate in certain circumstances. Any procedural penalties/awards which have been imposed/awarded at a relevant time should be converted to these other scoring units in accordance with standard principles (eg 3 IMPs = 100 aggregate points).

143.6 **Special cases**

143.6.1 *Earlier stage of the competition*

These procedures relate only to the stage of the competition in which the tie has occurred. No reference is ever made to any earlier stage of the competition in which the tied contestants may have played one another, or to any carry-forward score which may have been awarded in respect of an earlier stage.

143.6.2 *Comparison on an equal basis*

These procedures assume that all contestants involved in a split-tie are being compared on an equal basis. Thus, if reference is made to the 'number of matches won' (for example), this assumes that all the contestants have played the same number of matches, or have been awarded an appropriate score for an unplayed match as already referred to above. Should this not be the case, any such calculation should be expressed in percentage terms.

Examples

- (a) Team A has played 12 x 2-board matches, and has won 8 matches of these: team B has played 8 x 3-board matches, and has won 6 of these: team B have 'won' more matches (in percentage terms) than team A.
- (b) In a Swiss Teams event, team A have played team B 1.5 times, once in a head-on match (20 VPs at stake) and once in a triangular match (10 VPs at stake). Team A lost the head-on match 8-12, but won the triangular match 10-0. If relevant to a split tie, team A are deemed to have defeated team B 18-12: the equivalent of 12-8 on a 20 to 0 scale.

143.6.3 *Ties in Qualifying rounds*

Suppose the qualification conditions from a qualifying round played in sections to the next stage of a competition include an expression such as for example 'plus the three closest fifths'. If there is a tie for closest fifths the first test is the percentage [pairs] or imp total [teams] of the tying closest fifths before the procedures in #143.7 are applied.

143.6.4 *Hybrid scoring methods*

Some competitions involve a combination of Basic methods such as aggregate/IMPs coupled with match-points/point-a-board prior to the conversion to the Final method of scoring, Hybrid Points [HPs – see #161.6].

A reference to the Basic method of scoring is understood to mean

- (a) If the final HP score is based more on match-points/point-a-board then that is tested first.
- (b) Otherwise the aggregate/IMPs is tested first. Note this means that aggregate/IMPs is tested first if both contribute the same number of HPs.
- (c) If this does not break the tie the other Basic method is then tested.
- (d) Only after both Basic methods have been tested is the next part of the procedure followed.

Example Two teams tie for the Pachabo trophy. The Director tries to break the tie.

First he checks the result between the two teams (see #143.7.1 (a)). The Pachabo scoring involves a 'point-a-board element' that leads to six HPs of the match, and an 'aggregate' element that leads to four HPs of the match: if team A got more HPs than team B they are the winners. Let us suppose each team got 5 HPs.

Since the point-a-board element is more significant he checks this next. Let us suppose that the two teams have the same number of points. He will then check the aggregate element before moving on to #143.7.1 (b). If team A won the aggregate by 10 points or more they are the winner.

If they are still tied he then moves on to #143.7.1 (b), using HPs wherever #143.7.1 refers to VPs.

143.7 How to split a tie

143.7.1 *Between two contestants:*

- (a) A simple tie between two contestants will be resolved by the result of the match/round (see #143.5.4) between those contestants (if there was one). If the match/round was tied in terms of VPs, the Basic method of scoring (see #143.5.1) will decide.
- (b) Failing that, then matches/rounds (see #143.5.4) won in terms of the Final method of scoring (see #143.5.1) will decide (a draw is a half win). If using VPs on a 20 scale (for example) 10 VPs constitutes a draw, 10.5 or more a win.
- (c) Failing that, then 'Tie-break points' will decide (see #143.5.2). Note that they never apply in 'all-play-all' events.
- (d) Failing that, in the case of a tournament scored by VPs, then the Basic method of scoring (see #143.5.1) will decide, taking account of all boards played in the stage of the competition in question.
- (e) Finally, point-a-board count-back (see #143.5.3) will decide. This process involves taking account of all boards played in the stage of the competition in question. Note that whether a board is won/lost/drawn is established by reference to the Basic method of scoring (see #143.5.1).
- (f) Upon exhaustion of the above, the tie shall remain unresolved. Where the tie has to be broken, ie where qualification to the next stage of the competition or an indivisible prize is involved, this shall be determined by random ballot.

Example Two teams tie for a trophy, or for qualification for the next round. The Director tries to break the tie.

First he checks the result between the two teams: if team A got more VPs than team B they are the winners. Let us suppose each team got 10 VPs.

Second he checks whether there was an imp difference in the match. Sadly for the TD, we find the result was no swing.

Third he checks to see how many wins and draws in Victory Points each team had: the team with the larger number of wins gets the trophy. Let us suppose team A won five matches and drawn two, team B won four matches, but tied four. Since a draw counts as a half-win, that means six each, and the tie is not broken.

Fourth he sees what Tie-break points each team got, ie he adds up separately the final scores of the teams that team A and B played against. Teams A's seven opponents got a total of 554 VPs, and so did team B's opponents!

Fifth he totals the imp difference for each team which comes to +94imps each.

Sixth he uses point-a-board count-back. This involves comparing the results by each team on the same boards, so cannot be used if the boards are different, eg in a Swiss Teams where boards are dealt each round by the teams. However, in this tournament everyone plays duplicated boards, so he compares the boards – and finds the two teams score the same!

143.7.1 *Between two contestants:(cont)*

If a TD is ever unlucky enough to reach this situation and the tie must be broken then now he should get a pack of cards, and let the captains cut for the winning team, remembering to tell them that aces are high and that suits rank downwards spades-hearts-diamonds-clubs. A trophy would generally be shared rather than a random ballot, but qualification for a later round cannot be shared.

143.7.2 *Between three or more contestants who have played each other*

- (a) A multiple tie will be resolved in favour of the contestant which has defeated all of the other contestants in terms of the Final method of scoring (see #143.5.1) in head-on matches/rounds (see #143.5.4).
- (b) Failing that, the contestants will be ranked according to the Final scores (see #143.5.1) which they obtained against each other in all of the encounters between them.
- (c) Failing that, the tie will be resolved in favour of the contestant which has defeated all of the other contestants in terms of the Basic method of scoring (see #143.5.1) in head-on matches/rounds (see #143.5.4)
- (d) Failing that, the contestants will be ranked according to the Basic scores (see #143.5.1) which they obtained against each other in all of the encounters between them.
- (e) Failing the above, the tie will be resolved by application of #143.7.1 (b) to (f) inclusive.

143.7.3 *Between three or more contestants who have not all played each other*

The tie will be resolved by application of #143.7.1 (b) to (f) inclusive.

Section 144 Replacement of Players

144.1 Additional players in teams events

In team-of-four events, each team is entitled to have up to six members. If only four or five members are registered at the time of the original entry, additional members may be registered later before commencement of play subject to the approval of the sponsoring organisation.

After play has begun, additional players may still be registered up to the half-way stage of the competition, subject to the approval of the sponsoring organisation and provided that they have not previously been registered with another team which has participated in the competition.

In addition to the above, the TD may authorise a substitute player to play in half or less of an event or the qualifying part of an event provided that:

- (a) the TD considers the reason to be valid;
- (b) the substitution is not substantially detrimental to the other contestants;
- (c) the substitute has not previously been registered in the competition (other than as a substitute for another team);
- (d) the substitute player would be eligible to play in the event otherwise.

Note *A player who plays more than half of an event or the qualifying part of an event replaces the player for whom he is substituting.*

An emergency substitute player may play in four boards or fewer of an event so long as:

- (a) the TD considers the reason to be valid;
- (b) the substitution is not substantially detrimental to the other contestants.

The TD may make emergency substitutions when necessary to facilitate the smooth running of the event, subject to the substitution not being substantially detrimental to the other contestants, but the team then plays without standing, and should be notified of this at the earliest opportunity.

A player might also apply in advance to the sponsoring organisation for permission for a substitution, or for special consideration.

144.2 Substitutes in pairs or individual events

If a player duly entered in an event is unable to play because of illness, urgent business, or other sufficient reasons, he or his partner may apply to the TD for permission to use a substitute. The TD may approve this substitute, subject to the limitations in the following section, if he considers that the reason is valid and that the substitution is not substantially detrimental to the other contestants.

The number of sessions for which a player may have a substitute is limited by the following conditions:-

- (a) In a one-session event, a contestant having a substitute for more than 50% of the boards is disqualified.
- (b) In any event of two or more sessions (but without elimination) a player having a substitute for more than one complete session is disqualified.

- (c) In any event with one qualifying session, a player is not eligible for the next stage unless he has played in at least one half of the qualifying session.
- (d) In any event with two to four qualifying sessions, a player may not have a substitute for more than one full qualifying session. If there are more than four qualifying sessions, a player may have a substitute for two full qualifying sessions at most.
- (e) A player duly qualified for the next stage (or final stage) of a competition may have one substitute for up to four boards provided that the substitute has not previously been registered in the competition (other than as a substitute for another player).

A substitute takes the place of the disqualified contestant in his own right if, had he entered the competition at the outset, he would have satisfied the conditions required of an original contestant.

The TD may make emergency substitutions when necessary to facilitate the smooth running of the event, subject to the substitution not being substantially detrimental to the other contestants, but the pair then plays without standing, and should be notified of this at the earliest opportunity.

A player might also apply in advance to the sponsoring organisation for permission for a substitution, or for special consideration.

144.3 Stand-by players

The TD may, at his discretion, introduce a stand-by contestant to take the place of a contestant who is not present at the advertised starting time.

If the late contestant has failed to notify of his impending late arrival, then the stand-by contestant assumes full rights 45 minutes after the advertised starting time.

If the late contestant has given notification of his late arrival then the stand-by contestant assumes full rights 90 minutes after the advertised starting time.

Once the stand-by contestant acquires full rights, the late contestant may not reclaim his position. The late contestant may be accommodated only if convenient to the movement and the other contestants.

If the late contestant does arrive within the time required to reclaim his place, then his results on any board played by the stand-by are cancelled and he receives A–. However, all results obtained by opponents of the stand-by contestant (and – in an individual – by a partner of the stand-by player) shall stand.

144.4 Events for which an absent contestant has qualified

In events for which the absent contestant has qualified, a reserve should be introduced if at all possible rather than a stand-by contestant, should the TD decide to use his discretion to fill such a vacancy. The reserve acquires full rights after 45 minutes.

A 'stand-by' contestant (as distinct from a bona fide reserve) should not normally be introduced unless the introduction is clearly to the benefit of the movement. Any such stand-by contestant plays 'without standing', though any results obtained by the opponents of the stand-by contestant will count in full.

144.5 Reserves

After the announced number of qualifying contestants is selected, all other contestants rank as reserves. When the qualifiers are selected from the field at large, reserves rank in order of their qualifying scores. When the original contestants are divided into several groups with a specified number to be qualified from each, the first vacancy in any group is filled by the next ranking contestant in that group. Thus, each group has its own first reserve, and they take the place of the first withdrawal from that group.

All first reserves rank ahead of any second reserve. Thus, if there are two (or more) withdrawals from a group, the first reserve from another group is called in ahead of the second reserve from the group involved. The order of preference is:

- (a) the group which produced the lowest proportion of qualifiers; failing that:
- (b) the contestant with fewest points (in percentage terms) away from the lowest qualifying score in his group; failing that:
- (c) the contestant with the highest percentage score; failing that:
- (d) by random ballot.

Unless otherwise specified in the tournament regulations, a reserve takes the place of a contestant who has given notice of his intention to withdraw, save in a knock-out contest (wherein a 'bye' is introduced into the next round draw).

If a qualified contestant is not present at the advertised starting time, a reserve may act as a 'stand-by' contestant.

Section 145 *Withdrawals and late/non-arrival*

145.1 Failure to arrive

A contestant who fails to arrive for an event/session is deemed to be a withdrawn contestant.

145.2 All Play All event - withdrawal

If a contestant withdraws before half of the event is completed, all scores obtained against that contestant are cancelled.

If a contestant withdraws after half of the event is completed, all scores obtained against that contestant stand. Opponents who cannot now play that withdrawn contestant receive the best score from the following (any fraction resolved upwards to the minimum unit of scoring):

- (a) their own average over the entire competition;
- (b) the converse of the withdrawn opponents' average over the competition so far;
- (c) in a contest scored by victory points;
 - 12 VPs on a 20 to 0 scale
 - 6 VPs on a 10 to 0 scale
 - 7.5 VPs on a 12 to 0 scale
 - 17.5 VPs on a 25 to 0 scale
- (d) in any other method of scoring, the first three boards are scored as Average Plus and the remainder at Average;

- (e) in aggravated circumstances, a more generous indemnity may be awarded.

Note *An All Play All event is one that is advertised as such in the Conditions of Contest. An event that is not so advertised is not treated as All Play All just because the number of entrants makes it possible for all contestants to play each other.*

145.3 Not All Play All - withdrawal at the end of a session

All scores obtained against the withdrawn contestant stand. Any contestant required to sit out as a result of the withdrawal is treated in exactly the same way as though the sit-out had been pre-scheduled (see #80.5).

145.4 Not All Play All - withdrawal part way through a session

All scores obtained against the withdrawn contestant stand. Any contestant required to 'sit out' as a result of the withdrawal receives A+.

145.5 Score for a contestant who withdraws.

When a contestant withdraws it is generally understood that they have abandoned the competition, and they will be disqualified from it, and not appear in any final ranking.

There are circumstances, however, when the TD may judge that the withdrawal is for an acceptable reason. The most obvious reason is when the withdrawal is because of illness.

Sometimes the TD may judge that while a withdrawal is not wholly acceptable, it is not sufficiently bad to disqualify the contestant. This might apply to a player who leaves three boards before the end of the session for urgent business reasons.

When the TD judges that the withdrawal is for an acceptable reason the contestant is given A– for the boards after withdrawal up to a maximum of half a session. He is also fined an amount per board depending on the actual circumstances: the fine will range from 0% to 40%.

So, in effect, the TD, at his discretion, will give the withdrawing contestant a score of between 0% and A– on each board.

A similar approach is used at other forms of scoring.

145.6 Late arrival

Note *A pairs session might begin with a half-table, as one pair entered for the competition have not yet arrived.*

Any boards which cannot be played are scored A+/A–. However, if the pair fails to arrive at all, then the A+/A– scores are cancelled and pairs required to sit out have their score factored in the usual way instead (see #80.5).

145.7 Movement to be used

It is not always possible to accommodate a late contestant in this way once the competition has begun. The TD should set up the best movement possible based upon the numbers actually present at the starting time. If the effect of this movement would be such that a duly entered contestant could not then be accommodated within ten minutes of the published starting time, then the TD should delay the start by ten minutes before proceeding. A procedural penalty should normally be the standard amount (see #90.2) for a delay of greater than five minutes.

145.8 Notified late arrival

If a contestant has advised that he will be late, then the TD should start the movement on time on the assumption that the contestant will arrive in due course. Unplayed boards/matches are scored as in #145.2 or #145.4 as appropriate.

145.9 Stand-by players

The TD may, at his discretion, introduce a stand-by contestant to take the place of a contestant who is not present at the advertised starting time – see #144.3.

145.10 Withdrawal in a knock-out event

A bye/walkover is created in the next/current round as appropriate.

145.11 Disqualification in a knock-out event

A bye/walkover is created in the next/current round as appropriate, save in the particular circumstances outlined below in which one previously eliminated contestant shall be reinstated into the competition.

145.11.1 One contestant shall be reinstated

One single contestant shall be reinstated into the competition should all three of the following circumstances apply:

- (a) the offending (disqualified) contestant has not been eliminated from the competition already at the time that the decision to disqualify them is announced;
- (b) the irregularity (this being cause of the disqualification) came about prior to the end of the last match played by the offending contestant;
- (c) the offending contestant has not started their next match prior to the disqualification decision being notified to them or - if they have - the match is not at such an advanced stage so as to make it unreasonable to curtail it. A match will be considered to be at an advanced stage if one-eighth of the boards have been played.

When these circumstances apply, the contestant which was most recently eliminated by the offending contestant shall be reinstated into the competition, and shall take the offending side's place in the draw.

If there is insufficient time to make proper arrangements with regard to the date/time of the new match, the reinstated contestant may be required to conform to whatever arrangements have been made already for the old match.

If the reinstated contestant has already started or played another match (as in a consolation or double elimination event), that match shall be cancelled. Their opponents shall receive a walkover. The opponents would be entitled to receive master-points only if they were leading/had won the match in question.

145.12 Master Points

Whether master points are to be given to a withdrawn contestant is a matter for the sponsoring organisation and depends on the actual circumstances of the withdrawal. The TD should normally tell the players that the sponsoring organisation will let them know. In EBU events it is matter for the EBU Tournament Committee.

Section 146 Time limits - Correction period

Unless the Tournament Regulations specify otherwise, EBU regulations as to the duration of the correction period have the following effects.

146.1 Number of correction periods

There are four correction periods in EBU events.

- {1} Rulings:** This is the period referred to in Law 92B within which a contestant may ask for a ruling. No request for a ruling will be entertained once this period has expired.
- {2} Appeals:** This is the period referred to in Law 92B within which a contestant who has received a ruling may appeal it. No request for an appeal will be entertained once this period has expired.
- {3} Score queries:** This is the period referred to in Law 79C within which a contestant can challenge any aspect of scoring. No request for a change in score will be entertained once this period has expired except as in the next section.
- {4} Gross and manifest scoring errors:** This is the period referred to in Law 79C within which a contestant can challenge a gross and manifest error in scoring. No request for a change in score will be entertained once this period has expired under any circumstances. This does not cover errors such as entering a wrong score, which should have been found by checking at the time. This covers situations such as the sponsoring organisation using the wrong carry-forward, or using a flawed piece of software that calculated many or all of the scores incorrectly, or a scorer accidentally adding or deducting an additional 100 match-points.

146.2 Qualifying sessions

When a session or event provides qualifiers for another session or event the Correction Period ends no later than ten minutes before the start of that session or event for changes that can possibly affect qualification. This over-rides the following sections where they would indicate a later time.

146.3 Teams events scored in stanzas

146.3.1 All stanzas except last one

Rulings	Start of next stanza
Appeals	Start of next stanza after ruling is given
Score queries	Start of next stanza
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

146.3.2 Last stanza

Rulings	20 minutes after end of stanza
Appeals	20 minutes after end of stanza or after ruling is given [whichever is later]
Score queries	20 minutes after end of stanza
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

146.4 All events except Teams events scored in stanzas

See #80.6 for definition of a session.

146.4.1 All but the last two sessions of an event

Rulings	20 minutes of non-playing time after the end of the session
Appeals	20 minutes of non-playing time after the end of the session or after ruling is given [whichever is later]
Score queries	Start of the last session of the event
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

146.4.2 Penultimate session of an event

Rulings	20 minutes of non-playing time after the end of the session
Appeals	20 minutes of non-playing time after the end of the session or after ruling is given [whichever is later]
Score queries	End of the last session of the event
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

146.4.3 Last session of an event

Rulings	20 minutes of non-playing time after the end of the session
Appeals	20 minutes of non-playing time after the end of the session or after ruling is given [whichever is later]
Score queries	5 pm on the second working day after the end of the congress or tournament
Gross and manifest scoring errors	5 pm on the second working day after the end of the congress or tournament

Section 147 Unplayable Boards

147.1 General

Particular note should be made of Law 87A regarding the definition of a fouled board. This section is concerned both with fouled boards and any other situation where a board cannot be played at one table, or has been played in an incorrect fashion (eg arrow-switched) at one of the tables.

147.2 Pairs

If a board is only played once in a particular form then the score is cancelled and an Artificial score is given – see #12.1.1. If it is played more than once then it can be scored as a sub-field – see #78.3 for the method of scoring.

Example If a board is played twenty times in one form and four times in another form then there are two sub-fields, one of twenty scores, one of four scores, instead of the normal field of twenty-four scores.

147.3 Teams

The regulations below are based upon a teams of four competition, where the overriding requirement is that each board is played in an identical form at both the tables involved in the match, and a valid score (or an assigned adjusted score) be obtained at all these tables.

A teams of eight (or more) competition may be scored initially as though it was two (or more) teams of four. In such a case it is sufficient for each individual team of four to have played an identical board in its own match. The regulations below would apply only to a particular team of four which had not done so.

Likewise, a teams of eight (or more) competition may be scored by cross-imping within the team as a whole. In such a case, any comparisons which can be made (as between pairs who have played an identical board) shall stand. The regulations below shall apply only in relation to any comparisons which cannot be made.

Sponsoring organisations which conduct teams of eight (or more) competitions in some form other than the above (eg aggregating together all scores) are encouraged to devise their own regulations in this regard. One possibility is to define pairs of tables as linked and treated as two teams of four for the purposes of this regulation. In the absence of any such regulation, a fouled board or similar shall be cancelled and the regulations outlined below shall apply.

Example For the purposes of a fouled board, Red tables are one team of four, Blue tables the other (or Upstairs and Downstairs tables).

Distinction is made between games where the teams share the same set of boards (see #147.4) and other teams games (see #147.5).

147.4 Games where the teams share the same set of boards throughout

147.4.1 Board not to be replayed

The TD shall not order a single fouled board to be replayed when a contestant could know the final result of the match without that board.

Similarly, the TD shall not order a fouled board to be replayed if the orderly progress of the competition would be significantly disrupted by the replay.

Examples In a Swiss Teams tournament one board is played 'arrow-switched'. It is not practicable to add the board to a later stanza since the opponents have changed nor would it be suitable to replay it immediately with the whole event waiting for the replay.

In a Knockout tournament one board is played 'arrow-switched' in the penultimate set. It is replayed with the final set.

In a Knockout tournament four boards are played 'arrow-switched' in the final set. They are replayed with the same line-up.

In a Knockout tournament one board is played 'arrow-switched' in the final set. If this is discovered before any scoring has taken place it may be replayed, but once the teams have scored it may not be replayed [see Law 86C].

If the board is not to be replayed then the penalties set out in #147.4.3 shall be applied and the TD shall not award an adjusted score (unless #147.4.3 (e)(ii) applies).

147.4.2 *Board is to be replayed*

When #147.4.1 above does not apply the TD shall exercise his Law 6 authority to order the board to be re-dealt and replayed unless #147.4.3 (e)(ii) applies. In general this means that boards are always replayed in knockout tournaments [except single boards where the result of the match otherwise could be known] but not usually otherwise unless it is discovered in time to replay it immediately.

Any replay shall take place at the first convenient opportunity. This will either be during the current stanza, if the 'foul' is identified during the play of the stanza, or during the following stanza (by whatever the line-up is in the next stanza) if the 'foul' is identified when the players meet to compare scores. If an entire set of boards is fouled (eg because of incorrect seating) then the line-up for the replay of the set should be as for the fouled set.

147.4.3 *Penalties*

If during or after a board is played for the second time the board is found to be unplayable, it is cancelled/redealt as in #147.4.1 or #147.4.2. If it is redealt a standard penalty (see #90.2) is applied to a team at fault. If it is cancelled then a team at fault receives A– (see #12.1.1). This penalty or adjustment applies when a team is referred to as being fined:

- (a) A player finds that he has an incorrect number of cards in his hand and neither he nor any other player with more than 13 cards has seen his hand, then the board will be corrected by the TD before play and no penalty is imposed.
- (b) Any player looks at his cards before counting them and has 14 or more cards, the board is to be considered 'fouled'. Each side which held 14 or more cards and looked at them before counting is fined.
- (c) The cards have been placed in the board at right angles (90 degrees), both teams in the first room are held responsible. Both sides are fined.
- (d) A board has been placed at right angles in the second room then if either or both sides have looked at a hand that side or both sides are fined.

- (e) One or more cards are found to have been exchanged in the hand of each of two partners (the opponents' cards being correct), or one or more cards are found faced, or any other situation where the actions of one side only in the first room make the board unplayable in the second room, either:
 - (i) the offending team, whose players in the first room held hands found to be misboarded or faced on arrival in the second room, is fined; or
 - (ii) if in the opinion of the TD a result superior to what he considers the par on the deal was obtained by the non-offending side in the first room, he may award an adjusted score under Law 12A, allowing the non-offenders the benefit of their superior score. In this event there is no further penalty.
- (f) One or more cards are found to have been exchanged with one or more cards in an opponent's hand, then both sides are fined.

147.5 Games where the teams do not share the same physical set of boards

The TD decides, using similar criteria to #147.4.1 and #147.4.2, whether to cancel or redeal the board. For a cancelled board the TD awards A+/A– etc. Such a score is in lieu of a procedural penalty. Alternatively he can apply 147.4.3 (e)(ii), though this would be very rare, since it is only suitable when a player at the second table could have known it was to his advantage to cancel the board.

Note that a pair who fails to spot a duplicating error, as by reference to a curtain card (front and back) are deemed to be partially at fault for the purpose of application of Law 12C1. There would be a procedural penalty of the standard amount (see #90.2) upon the first side to play the board if they have failed to identify a duplicating error in their own cards.

147.6 Incorrect seating in a teams game

Suppose the teams sit incorrectly, such that an entire stanza or match is made void.

Note *If the incorrect seating at one table is identified before team-mates play the same boards, this error is easily rectified without cause to penalise either team, by arrow-switching the boards once they are exchanged.*

If time permits, the stanza or match must be replayed forthwith in which case neither team is penalised. This is normal in a knockout tournament. If time does not permit the replay of the stanza/match, then:

- (a) in a knock-out tournament, it is scored as the equivalent of a draw on the very rare occasions on which it might be impossible to replay the boards;
- (b) in a tournament scored by victory points, both teams obtain:
 - 8 VPs on a 20 to 0 scale
 - 4 VPs on a 10 to 0 scale
 - 5 VPs on a 12 to 0 scale
 - 13 VPs on a 25 to 0 scale;
- (c) in any other tournament, both teams are penalised twice the standard amount (see #90.2) in terms of the final method of scoring;
- (d) if the TD is responsible for the incorrect seating of the teams, then the teams score the converse of the above (this award is not over-generous and assumes the teams concerned to be partially at fault for the error); eg 12 VPs out of 20 instead of 8;

- (e) where a 25 to 0 scale is used this is in effect a 20 to 0 scale with 5 added to both sides. So average is 10 plus 5, 13 as in (b) above is 8 plus 5, and the converse as in (d) would be 12 plus 5, ie 17;
- (f) in aggravated circumstances, the TD may impose a more severe penalty/more generous indemnity. One example of such a circumstance would be if a side apparently guaranteed themselves qualification by fouling the match in the last round of a Swiss – a score of 0 VPs would then be normal.

147.7 Part of a teams match or the entire match cannot be played

If, owing to late arrival or some other cause (excluding one table sitting in the wrong direction, which is dealt with under #147.6), the TD determines that time is such that one or more boards are to be cancelled, then:

- (a) provided that at least half of the full match can still be played, an artificial adjusted score is awarded on each board so removed (eg +3 or -3 IMPs). This score is expressed in terms of the basic method of scoring, regardless of any effect this may have on any subsequent conversion to Victory Points.
- (b) if less than half the match can be played, then the match is declared void and is scored as 1.5 IMPs per board to the non-offending side.

Examples

- (a) In a Swiss teams match of 8 boards, the score is $8 \times 1.5 = 12$ IMPs. This represents a 15-5 result on a standard EBU Victory Point scale.
- (b) In a 13-board match, the match score is 19.5 IMPs, which is rounded up to 20 IMPs, which is 17-3 on a standard EBU Victory Point scale.
- (c) in determining how many boards may still be played in a round, the TD must allow a full 7 minutes for each such board. Thus, he must assess the latest acceptable finishing time of the present round, and hence determine the maximum number of boards which can be played in the actual time available.

However, 'the latest acceptable finishing time' need not be the official finishing time. Especially in Swiss Teams and Current Match Assigned Swiss Pairs there is some slack at the end of a round, and in all events the TD uses his judgement. It is not normal to take a board away in the first eight minutes of a Swiss match.

The TD may allow his judgement to be affected by the wishes of the non-offending side to play rather than get averages especially when expressed before the arrival of the late-comers.

Boards removed as a result of this may not be replaced even if the table plays quickly unless both sides so desire (eg the non-offending side wish to play the board instead of receiving their guaranteed 60% score).

The TD should not allow a round to commence unduly late without first giving clear instructions as to how many boards shall be played. 'Waiting to see how it goes' is not an acceptable instruction, as it puts pressure on the non-offending side to play quickly and potentially relieves the offenders of any penalty.

- (d) if both teams are offenders, the score for each team is calculated separately according to the above principles.

- (e) in aggravated circumstances, the TD may impose a more severe penalty and/or more generous indemnity.

147.8 Part of a pairs match or the entire match cannot be played

If, owing to late arrival or some other cause, the TD determines that time is such that one or more boards are to be cancelled, then:

- (a) provided that at least half of the full match can still be played, an artificial adjusted score is awarded on each board so removed (eg A+/A–). This score is expressed in terms of the basic method of scoring, regardless of any effect this may have on any subsequent conversion to Victory Points.
- (b) if less than half the match can be played, then the match is declared void and is scored as 55% per board to the non-offending side.

Example In a Swiss Pairs match of 8 boards, the effect is 14-6.

The principles in 147.7 (c), (d) and (e) also apply to a Swiss Pairs or knock-out pairs competition.

147.9 Part of a individual match or the entire match cannot be played

If, owing to late arrival or some other cause, the TD determines that time is such that one or more boards are to be cancelled, then:

- (a) provided that at least half of the full match can still be played, an artificial adjusted score is awarded on each board so removed (eg A+/A+/A+/A–). This score is expressed in terms of the basic method of scoring, regardless of any effect this may have on any subsequent conversion to Victory Points.
- (b) if less than half the match can be played, then the match is declared void and is scored as 55% per board to non-offending players, 45% to offending players.

Example In a Swiss Individual match of 9 boards, the effect is 14 VPs to each player not at fault, 6 VPs to each player at fault.

The principles in 147.7 (c), (d) and (e) also apply to a Swiss Individual competition.

XV EBU MECHANICAL REGULATIONS

While these regulations are not in use in all EBU Tournaments, they are used in any Tournament to which they appear to apply [eg Screen regulations are used whenever screens are in use] unless specifically stated otherwise in the conditions of contest.

Section 151 EBU Screen Regulations

151.1 Operation

151.1.1 Basic

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and to remove the board from the bidding tray. It is West's responsibility to adjust the screen aperture.

151.1.2 Sequence

North places the board on the bidding tray. The aperture is closed (and remains so during the whole of the auction period) so that the bidding tray can just pass under it. The players remove the cards from the board.

Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They in turn make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed.

After a legal opening lead is faced, the screen aperture is opened sufficiently so that all players may see the dummy and the cards played to each trick.

151.1.3 Explanations

A player may at any time during the auction, by written question only, ask for an explanation of an opponent's call; the screen-mate must respond in writing.

Any questions during the play period must be made with the screen aperture closed; again, both question and answer must be in writing. The screen aperture is opened after the response has been made.

Failure to observe the requirements for written questions and responses constitutes an offence subject to penalty. The Directors have been instructed to apply this condition strictly.

All communication through the screen as to meanings and explanations is expressly forbidden until the end of the play.

151.2 Bidding Boxes

Note *These regulations only apply for use with screens. For general Bidding Box regulations without screens see the Orange book.*

151.2.1 Basic

Bidding boxes are used.

Starting with the dealer, players place their calls in the tray, from the left and neatly overlapping, so that all calls are visible and faced towards partner. The players should make every effort to see that these actions are performed as quietly as possible. A player's first call should touch the extreme left of his own segment of the bidding tray.

Players should refrain from touching any cards in the box until they have determined their call. However, any call selected and taken from the bidding box may be changed provided it has not been placed and released from the hand (but Law 73F2 may apply).

Note that when left-handed bidding boxes are in use the calls are placed in a row from right to left.

151.2.2 Changes to calls made

A call placed and released may be changed:

- (a) if it is illegal or inadmissible (in which case the change is obligatory as soon as either screen-mate is aware of this); or
- (b) if it is determined by the Director to be a call inadvertently selected; or
- (c) under the provisions of Law 25 (the penalty provision of Law 25B does not apply if the first call is not transmitted through the screen).

A call placed and transferred to the other side of the screen generally becomes subject to the normal provisions of the Laws. See *Modifications of penalties in #151.3*.

151.2.3 Alerts

A player who makes an alertable call must alert his screen-mate, and partner must alert on the other side of the screen when the bidding tray arrives there. It is the player's responsibility to ensure that his screen mate is aware of the alert. The recommended procedure is to place an Alert card over the last call of the screen-mate, in his segment of the bidding tray; then the alerted player acknowledges by returning the Alert card to his opponent. Standard EBU regulations shall apply with regard to which calls require an alert.

151.2.4 End of the Auction

After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players replace their bidding cards in their respective bidding boxes.

Until they are removed from the table, a player obtains a review of the auction by inspecting the bidding cards. When such inspection is not feasible a player may obtain a written review of the auction at his first turn to play to trick one.

151.3 Modifications of penalties

The Laws of Duplicate Contract Bridge 1997 are in effect except as specified below:

151.3.1 *Law 9A2(b)(1); Law 42B(3); Law 43A(1)(b)*
Dummy calling attention to irregularity

Dummy may call attention to a defender's card prematurely exposed.

151.3.2 *Law 13*
Incorrect number of cards

The artificial adjusted score and penalty prescribed in the first paragraph apply only if the call has been transmitted to the other side of the screen.

151.3.3 *Laws 25 through 32; Law 34; Laws 36 through 39*
Changes of call; Insufficient bids; Calls out of rotation; Inadmissible calls

For the infractions covered by these laws, the following procedures are used:

- (a) **Tray not Passed.** Before the tray is passed, the offender's screen-mate shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. These infringing calls may not be accepted.
- (b) **Both Sides at Fault.** When the infringing call is nonetheless passed across the screen, both sides being at fault (as when either player commits a bidding infraction and the proper player — North or South — moves the tray before rectification), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending players for rectification of the irregularity without penalty. These infringing calls may not be accepted.
- (c) **Only One Side at Fault.** When a call is passed across the screen both players on the other side of the screen are responsible for drawing attention to any infraction and summoning the Director. If only one side is found to be at fault, and except as otherwise provided in these or any other Conditions, a call placed and transferred to the other side of the screen is subject to the normal provisions of the Laws.
- (d) **Irregularity not Noticed.** When the infringing call is passed across the screen, and neither player there draws attention to it, the tray eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without penalty or rectification. However, in the case of an inadmissible call, Law 35 applies.
- (e) **Information — Authorised or Not.** Information from withdrawn calls is unauthorised for any partnerships at fault but authorised for a player or partnership that has committed no irregularity. If the Director determines that the unauthorised information from withdrawn calls precludes normal bidding, he shall award an artificial adjusted score.

151.3.4 *Law 33*
Simultaneous calls

The call deemed to be subsequent by Law 33 is cancelled without penalty.

151.3.5 *Law 41A; Law 54*
Opening Lead Out of Turn

The offender's screen-mate should attempt to prevent any opening lead out of turn. A faced down lead out of turn is retracted without penalty. A faced opening lead out of turn is retracted without penalty if the screen has not been raised.

When the screen has been raised after a faced opening lead out of turn — through no fault of the declaring side

- (a) and the other partner has not yet led face up, the lead is considered to be out of turn and Law 54 applies;
- (b) and the other partner has also led face up, the card becomes a major penalty card.

When the declaring side has incorrectly opened the screen, the lead is accepted. The Director shall award an adjusted score if he considers that the player who opened the screen could have known that it would be to his advantage to accept the lead.

151.3.6 *Law 76*
Spectators

Spectators may not sit so they can see both sides of the screen.

151.4 Tempo

151.4.1 *Variation in tempo*

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's own call (place the bidding card faced, in front of, but not on the tray) or by waiting before passing the tray.

151.4.2 *Drawing attention to a variation in tempo*

During the auction, when playing with screens, a breach of tempo may be identified by the slowness or speed with which the tray is returned. It is not considered that a delay of some 15 seconds is necessarily sufficient to convey unauthorised information

The players who receive the tray are the ones who normally draw attention to any abnormality. Consequently it is likely to be an infraction if a player on the side of the screen where the breach occurred is the first to draw attention to it and the player may forfeit for his side its non-offending status..

151.4.3 *"Hot seat" actions*

In the case of a player confronted with a wholly unanticipated situation or a high level pre-empt a hesitation may be found not to suggest one action over another if the extra time taken may be occasioned by the need of the player to consider what options he has, added to any time he may then take in choosing among them.

151.4.4 *Skip bid warnings*

These are not used with screens.

Section 152 Silent Bidders

152.1 Earlier silent bidders

The earlier and more common design of silent bidder has a single section for each suit and for each number.

152.1.1 Instructions for use

A call is selected by touching the relevant part of the silent bidder with a pen, pencil, coin or finger. In the case of a pass, double or redouble, the appropriate word is touched. In the case of a bid, the appropriate number followed immediately by the appropriate symbol is touched. In the case of a jump bid, the word 'stop' is touched first.

152.1.2 Completed calls

In the case of a pass, double or redouble, the call is regarded as having been made when the appropriate word has been touched.

A bid is regarded as having been made when both the number and the symbol have been touched.

152.2 Later silent bidders

The later and less common design of silent bidder has a separate section for each bid.

152.2.1 Instructions for use

A call is selected by touching the relevant part of the silent bidder with a pen, pencil, coin or finger. The appropriate section is touched. In the case of a jump bid, the word 'stop' is touched first.

152.2.2 Completed calls

A call is regarded as having been made when the appropriate section has been touched.

152.3 General

A call should be decided before there is any movement towards the silent bidder.

To hover over the silent bidder is a violation and can be treated as unauthorised information and dealt with under Law 16.

152.4 Alerting

If an alertable call is made the partner should touch the word 'alert' on the silent bidder.

XVI EBU REGULATIONS IN GENERAL USE

While these regulations are not in use in all EBU Tournaments, they are used in any Tournament to which they appear to apply [eg Victory Point regulations are used whenever Victory Points are in use] unless specifically stated otherwise in the conditions of contest.

Section 161 Victory Point Scoring

161.1 VP scales for teams of four

VPs	Matches of							
	4 boards or fewer	5-6 boards	7-9 boards	10-13 boards	14-19 boards	20-27 boards	28-39 boards	40-55 boards
	IMP difference							
10-10	0	0	0	0	0-1	0-1	0-1	0-2
11-9	1	1-2	1-2	1-3	2-4	2-4	2-5	3-7
12-8	2	3-4	3-4	4-6	5-7	5-8	6-10	8-12
13-7	3-4	5-6	5-6	7-9	8-10	9-12	11-15	13-18
14-6	5-6	7-8	7-9	10-12	11-14	13-16	16-20	19-24
15-5	7-8	9-10	10-12	13-15	15-18	17-21	21-25	25-30
16-4	9-10	11-12	13-15	16-18	19-22	22-26	26-31	31-37
17-3	11-13	13-15	16-18	19-22	23-27	27-32	32-38	38-46
18-2	14-16	16-19	19-23	23-27	28-33	33-39	39-47	47-56
19-1	17-20	20-24	24-29	28-35	34-42	40-50	48-60	57-72
20-0	21 or more	25 or more	30 or more	36 or more	43 or more	51 or more	61 or more	73 or more

Note *The use of VPs in matches of fewer than five boards is not recommended. In EBU competitions, events such as this are normally scored by straight IMPs, with no upper or lower limit.*

Other sponsoring organisations may prefer to impose a maximum limit on the number of IMPs which can be won or lost in any given match. If so then a limit of 20 IMPs in a 1- or 2-board match and 25 IMPs in a 3- or 4-board match is recommended.

161.2 VP scales for use in triangular matches (teams of four)

VPs	Matches of						
	3 boards	4 boards	5-6 boards	7-9 boards	10-13 boards	14-19 boards	20-27 boards
	IMP difference						
5-5	0	0	0	0-1	0-1	0-1	0-2
6-4	1-2	1-2	1-2	2-4	2-4	2-5	3-7
7-3	3-4	3-4	3-5	5-7	5-8	6-10	8-13
8-2	5-6	5-7	6-9	8-11	9-13	11-16	14-20
9-1	7-9	8-11	10-13	12-15	14-19	17-23	21-27
10-0	10 or more	12 or more	14 or more	16 or more	20 or more	24 or more	28 or more

161.3 Butler scoring for pairs

No VP scales are available. A suggested method is to divide the number of boards being played in each match by two (if the resultant number ends in a half, round this up to the next higher number). Then use the standard teams of four scale for that number: eg for a 16-board Butler, use a standard 8-board VP scale; for a 9-board match, use the 5-board scale.

For matches of up to 8 boards, the use of the standard scale for 4 boards or less is not recommended. In EBU competitions, events such as this are normally scored by straight IMPs, with no upper or lower limit.

Other sponsoring organisations may prefer to impose a maximum limit on the number of IMPs which can be won or lost in any given match. If so then a limit of 20 IMPs in a 1- to 4- board match and 25 IMPs in a 5- to 8- board match is recommended.

161.4 Teams of eight – not Cross-imps

- (a) **'Teams of Four scoring'**: scoring initially as two teams of four, and then aggregating the net IMPs won or lost by each such team before final conversion to VPs.
- (b) **'Teams of Eight scoring'**: aggregating all four scores together before converting to IMPs.

Multiply the number of boards being played in each match by two, and use the standard teams of four scale for that number eg for a 12-board teams of eight competition scored this way, use a standard 24-board VP scale.

161.5 VP scales for teams of eight - Cross-IMPs (Tollemache Cup)

'Cross-imp scoring': cross-imping within the team, such that any given pair compares its scores with two separate team-mates.

VPs	Matches of						
	10 boards	11 boards	12 boards	13 boards	14 boards	15 boards	16 boards
	IMP difference						
10-10	0-3	0-3	0-3	0-4	0-4	0-4	0-4
11-9	4-10	4-11	4-11	5-12	5-12	5-13	5-13
12-8	11-18	12-18	12-19	13-20	13-21	14-22	14-22
13-7	19-26	19-26	20-28	21-29	22-30	23-31	23-32
14-6	27-34	27-35	29-37	30-39	31-40	32-41	33-43
15-5	35-43	36-45	38-47	40-49	41-50	42-52	44-54
16-4	44-52	46-55	48-57	50-60	51-62	53-64	55-66
17-3	53-63	56-66	58-69	61-72	63-75	65-77	67-80
18-2	64-77	67-81	70-85	73-88	76-92	78-95	81-98
19-1	78-99	82-104	86-108	89-113	93-117	96-121	99-125
20-0	100 or more	105 or more	109 or more	114 or more	118 or more	122 or more	126 or more

161.6 Hybrid (Pachabo style) scoring – teams events

A team is awarded on each board, two HPs (“Hybrid points”) if the total of its North-South and East-West scores is positive by more than 10 total points; one HP if the total is exactly zero or if the margin is 10 total points; and no HPs if the total is negative by more than 10 total points. Further HPs are awarded according to the result of dividing the total points scored in the match by both teams put together by the total points 'swing' by which one team beats the other, rounded down to the nearest integer.

161.6.1 Matches of two boards

7 HPs are at stake: 4 HPs on boards won, and 3 HPs based on the share of the total points, as follows:

Share of remaining HPs	Total points / swing
1.5 – 1.5	8 or more
2 – 1	5 or more, but less than 8
2.5 – 0.5	3 or more, but less than 5
3 – 0	Less than 3

161.6.2 Matches of three boards

10 HPs are at stake: 6 HPs on boards won, and 4 HPs based on the share of the total points, as follows:

Share of remaining HPs	Total points / swing
2 – 2	12 or more
2.5 – 1.5	8 or more, but less than 12
3 – 1	5 or more, but less than 8
3.5 – 0.5	3 or more, but less than 5
4 – 0	Less than 3

161.6.3 Matches of four boards

13 HPs are at stake: 8 HPs on boards won, and 5 HPs based on the share of the total points, as follows:

Share of remaining HPs	Total points / swing
2.5 – 2.5	17 or more
3 – 2	12 or more, but less than 17
3.5 – 1.5	8 or more, but less than 12
4 – 1	5 or more, but less than 8
4.5 – 0.5	3 or more, but less than 5
5 – 0	Less than 3

161.7 VP scales for Pairs matches: normally only used in Swiss Pairs

VPs	Matches of							
	4 boards or fewer	5-6 boards	7-9 boards	10-13 boards	14-19 boards	20-27 boards	28-39 boards	40-55 boards
	% of available match points not exceeding							
10-10	50.81	50.69	50.57	50.48	50.40	50.33	50.28	50.23
11-9	52.44	52.08	51.73	51.44	51.20	51.01	50.84	50.71
12-8	54.11	53.50	52.90	52.42	52.02	51.69	51.42	51.19
13-7	55.84	54.98	54.13	53.44	52.88	52.41	52.02	51.69
14-6	57.67	56.54	55.43	54.53	53.78	53.17	52.65	52.23
15-5	59.66	58.24	56.83	55.70	54.76	53.98	53.34	52.80
16-4	61.88	60.13	58.40	57.01	55.85	54.90	54.10	53.45
17-3	64.47	62.34	60.23	58.54	57.13	55.97	55.00	54.20
18-2	67.75	65.14	62.55	60.47	58.74	57.32	56.13	55.15
19-1	72.62	69.29	65.99	63.34	61.14	59.33	57.82	56.56
20-0	more than 72.62	more than 69.29	more than 65.99	more than 63.34	more than 61.14	more than 59.33	more than 57.82	more than 56.56

Notes

- (a) The use of VPs in matches of fewer than five boards is not recommended.
- (b) Where the percentage is on the borderline then the VP nearer to average is taken. For example, in an 8 board match, a score of 55.43% precisely scores 14-6 in VPs.

161.8 European Bridge League/WBF VP scales for teams of four

Note These are used in the Crockfords Cup Final, international events such as the Camrose Trophy and sometimes in EBU Trials.

VPs	Matches of								
	8 boards	10 boards	12 boards	14 boards	16 boards	20 boards	24 boards	28 boards	32 boards
	IMP difference								
15-15	0-1	0-1	0-1	0-2	0-2	0-2	0-3	0-3	0-3
16-14	2-5	2-6	2-6	3-7	3-7	3-8	4-9	4-10	4-10
17-13	6-8	7-9	7-9	8-10	8-11	9-12	10-14	11-15	11-16
18-12	9-11	10-12	10-12	11-14	12-15	13-16	15-19	16-20	17-22
19-11	12-14	13-15	13-16	15-18	16-19	17-21	20-24	21-25	23-28
20-10	15-17	16-18	17-20	19-22	20-23	22-26	25-29	26-31	29-34
21-9	18-20	19-21	21-24	23-26	24-27	27-31	30-34	32-37	35-40
22-8	21-23	22-25	25-28	27-30	28-31	32-36	35-39	38-43	41-46
23-7	24-26	26-29	29-32	31-34	32-36	37-41	40-45	44-49	47-52
24-6	27-29	30-33	33-36	35-38	37-41	42-47	46-51	50-55	53-58
25-5	30-33	34-37	37-40	39-43	42-46	48-53	52-57	56-61	59-65
25-4	34-37	38-41	41-45	44-48	47-52	54-59	58-64	62-68	66-73
25-3	38-41	42-45	46-50	49-54	53-58	60-65	65-71	69-76	74-82
25-2	42-45	46-50	51-55	55-60	59-64	66-72	72-79	77-85	83-91
25-1	46-50	51-55	56-61	61-66	65-71	73-79	80-87	86-94	92-100
25-0	51 or more	56 or more	62 or more	67 or more	72 or more	80 or more	88 or more	95 or more	101 or more

Note *Camrose matches over 30 boards are based on the 28 board scale. If a scale is required for a number of boards between the above numbers it is recommended to take the nearest number, or the next lower if equi-distant.*

Section 162 Matches Played Privately

162.1 Open and Closed rooms

When matches are played privately, whether in a club or at a private house, either captain may decide before the beginning of the match to have one of the tables or rooms 'closed', from which spectators and non-playing members of the teams would be excluded, and the other 'open', where they may watch.

162.2 Regulations and Directives

In a match played privately, the current regulations and directives of the EBU L&EC shall apply as contained in the Orange and White books except where this section says otherwise. The following clarification of the factors affecting the application of law and regulations is issued in the light of the Laws of Duplicate Bridge, sections 9B1(a) and 92B, with respect to matches played privately.

162.2.1 'End of Round' (Law 8B)

A 'round' in a match played privately comprises a number of boards played without an interval in which scores may be compared. A pair who meet their colleagues and compare scores have already completed the round in which they have been engaged.

162.2.2 'Calling the Director' (Law 9B)

The equivalent of summoning the Director in accordance with Law 9B1 is to inform one's opponents at the table that one wishes to have a ruling. The request for a ruling must be specific and must be made before the protesting side calls on the next board, or the end of the round, whichever is the sooner.

162.2.3 Drawing attention to a possible irregularity

Any comment at the table which points to the possibility of an irregularity draws attention to the irregularity within the meaning of Law 9B1(a). If no request for a ruling is then stated the players are in the position generally of players when attention is drawn to an irregularity and the Director is not summoned forthwith.

Reservation of Rights under Law 16A1 does not override this condition if the request for a ruling is not then made within the time limit specified above.

162.2.4 Completion of board

Assuming it is not possible to get a ruling during a hand – see next section – the board should be completed.

162.3 Rulings of first instance

It can be difficult to settle satisfactorily a question which requires a Director's ruling — as distinct from a reading and application of the law — in a match which is played privately. There should normally be two distinct conditions fulfilled before any such matter is deemed to have a basis on which to proceed:

162.3.1

The player who suggests that an irregularity may have occurred which could have damaged his side should normally have raised the question (as for example by reserving his rights) before the board is quitted to avoid questions of doubt. The appropriate period for doing so should be deemed to terminate when he removes his cards from their slot at the commencement of the following board (unless the significant information does not come to light until afterwards; and see also #162.2.3 above).

162.3.2

He should confirm his wish to have a ruling before the players go to compare scores for that set of boards. (If after scoring the set he withdraws his request for a ruling it will not subsequently be renewable.)

162.4 When a ruling of first instance is required

If a ruling of first instance is required, the procedures outlined below should be followed:

- (a) Captains agree upon an outcome.
- (b) Captains contact a principal member of the EBU panel of Tournament Directors (TDs) (see #162.5 for how to contact them).
- (c) Captains agree upon a suitable arbiter.
- (d) Captains contact any other EBU TD, or a member of the panel of Referees, or a member of the L&EC (see #162.5 for how to contact them). If contacting a member of the panel of Referees or a member of the L&EC for a ruling of first instance, it must be made clear to that member that this is a request for a ruling of first instance rather than an appeal against such a ruling.
- (e) If it is found impossible to obtain a ruling, Captains may submit the case in writing to the EBU. They should ensure that full details are supplied (along with such statements as the players and captains wish to make). The result slip should be endorsed 'Subject to ruling on board ...' and both captains should sign the details forwarded.

162.5 Contacts

The names and telephone numbers of the principal members of the EBU panel of TDs and members of the EBU panel of Referees are available on the L&EC page on the EBU website, in the EBU Diary, in the Members' Yearbook and in Conditions of Contest sent out to Captains. Contact details can be found in #0.3 in Chapter I. You may contact any TD – it does not need to be one from your own area.

162.6 Effect of a ruling of first instance

Any decision obtained by the procedures above is a binding ruling to be acted upon, subject to any appeal (see #162.7). If a score adjustment is awarded on the board no substitute board is played.

Very rarely the ruling will be that the board is cancelled. In this case, unless the ruling states otherwise, the procedure for a fouled board (see #162.8 below) is followed.

In all cases, the playing of a substitute board is not affected by a procedural penalty (normally 3 IMPs, or 100 aggregate points in the case of the Hubert Phillips) if the individual to whom reference is made deems this appropriate. A breach of Conduct and Etiquette may lead to an increased penalty, the L&EC having approved penalties of 5 IMPs (or the equivalent thereof) in two such cases.

162.7 Appeals procedures

A ruling made under the provisions of 162.4 (b), (c), (d) or (e) above may be appealed by either captain. Appeals may be dealt with in one of two ways. Appeals should be dealt with in writing (see #162.7.2) if either captain so wishes or if the two captains are unable to agree upon a suitable Referee.

162.7.1 *By on-site telephone to a member of the EBU panel of Referees*

To contact a member of the EBU panel of Referees see #162.5.

Both team captains must be present at the time of the telephone call, and the Referee must not have been involved in the ruling of first instance. It must be made clear to the Referee that this is an appeal against a ruling already received. See #162.7.2 below for guidance regarding the sort of information which the Referee will require. The Referee's decision may include the forfeiture of the deposit (see below), in which case the deposit must accompany the match result slip when it is submitted.

162.7.2 *By written correspondence to the Union*

In this case a deposit of the current standard sum for an appeal in a teams game (£30 at time of writing) must be received before the appeal can be considered. To submit such an appeal, write down:

- (a) full details of the deal with bidding, and with play if relevant; show dealer, vulnerability
- (b) the result on the board (in both rooms) and the amount of the swing on any substitute board, in the event one has been played
- (c) details of the matter protested, with any statements of players involved
- (d) the ruling of first instance, and who gave it
- (e) a statement on behalf of each side, signed by its captain.
- (f) The report should accompany the match result when it is submitted. It is improper to change or add anything in a finally agreed report. The sponsoring body is responsible for arrangements to determine the appeal, and for altering the match score, should this be required in the outcome.

162.8 Fouled board

If one or more boards are fouled they should be replayed with the same dealer and vulnerability.

- (a) If fewer than four boards are fouled in any stanza but the last then they are added to the next stanza.
- (b) If more than three boards are fouled, or more than one in the last stanza, they are replayed with the same line-up.
- (c) If one board in the last stanza is fouled it is replayed with the same line-up so long as no-one has begun scoring. If it is not discovered in time to replay it before scoring then it is not replayed but scored as A+ or A– as appropriate. The same also applies to one single board from an earlier stanza if it is not replayed before the scoring for the final stanza has begun.

Section 163 Captain's duties and rights

163.1 Guidance for non-playing captains

A non-playing captain (NPC) may watch a pair in play at a table designated by the TD but he may not watch at any table where play is publicly presented by Vu-graph or like techniques.

An NPC who has watched his pair in play and who then leaves the table shall not return nor shall he approach any other table in play until the next scoring interval.

He shall acquaint himself with the extent of his rights in matters of protest and appeal.

An NPC does not converse with any player at the table once any player has taken a hand from the board to be played until all the hands have been replaced, except that he may intervene for one of the following reasons:

- (a) to protect the rights of his team if he believes them to be jeopardised in any way;
- (b) to curtail unnecessary discussions;
- (c) to forbid a member of his team from making a protest;
- (d) to restrain behaviour on the part of any member of his team;
- (e) to require that a TD is called to the table;
- (f) to intimate his own intentions of making a protest or an appeal;
- (g) to ensure that a non-playing pair is not allowed to watch their team-mates in play.

In referring to the right of an NPC who is watching his team in play to summon the TD, it should be specified that the NPC is not to indicate his wish to do so until after the play of the deal has been completed, and should do nothing prior to that time to draw attention to the matter. He may ask for the TD when the play of the deal is over. The NPC has the right to refuse to allow his own players to summon the TD.

Conversation between players or between an NPC and his players, during the period of a playing session, shall be in English. The NPC is not permitted to suggest tactics in the course of a playing session, nor to draw attention to the state of the match.

For any breach of the regulations in regard to the above and related matters there shall be a fine of four times the standard amount, except that on a first occasion by that side the TD may give a warning if he considers opponents have not been materially damaged. In aggravated circumstances the TD shall refer the matter to the Appeals

Committee which shall have plenary powers to make relevant decisions and to impose greater penalties at its discretion.

The above is supplementary to the rules and regulations for competitions.

163.2 Guidelines for captains in EBU and Association tournaments

A team captain is expected to ensure that his team conforms to regulations governing the tournament in which it is engaged.

He is responsible for providing the TD with accurate details of his team's scores and for duly reporting such information as the regulations of the tournament require.

His consent is required to any appeal by his side against a TD's ruling. He should be familiar with the procedures to be adopted by TDs in this regard.

Insofar as they are applicable a playing captain is governed by the conditions attaching to the activities of NPCs (see #163.1).

Captains should have knowledge of the EBU regulations in regard to open and closed rooms in national team competitions.

In matches played privately the playing captain has the same rights of watching a table in play as any other player and he is governed otherwise by the same directives as the other players in this respect.

The requirement that a captain does not converse with any player at the table, from the time a hand is removed from the board until all hands are replaced in the board, is one that should be observed by all persons watching at the table. A captain should intervene if any member of his side displays an ignorance of etiquette.

It is in general a responsibility of the captain to require his team to conform to the standards of courtesy and deportment which the Laws, and the Regulations and Bye-Laws of the EBU, demand.

Section 164 Triangular matches

Sometimes triangular matches are played during a principally 'head-on' match event. Examples are in Swiss Teams and the Spring Foursomes. Similar principles apply for any other event of the same nature as these.

164.1 Line-up

There are no seating rights. In the Spring Foursomes, captains should write down their proposed line-up for each stanza. A stanza consists of two 'mini-matches', the movement for each mini-match being controlled by the TD. Teams of more than four may specify in advance that they intend to replace one pair with a sitting-out pair in between the first and second mini-match. All teams should be informed of the order in which the mini-matches will be played before submitting their line-up, and the same order should be maintained for each stanza.

Similar procedures apply in a Swiss Teams event should there be any dispute over seating rights (see #5.1).

164.2 Number of boards

In the Spring Foursomes, a stanza normally consists of 16 boards, ie 8 boards against each opponent.

In a Swiss Teams event, a mini-match usually consists of half the number of boards as in the remainder of the event. If 9-board matches are being played in the main event, the triangular match will be of only 8 boards, ie 2 x 4-board matches.

However, at the TD's discretion, a 'long triangle' may be played in a Swiss Teams event, lasting over two rounds of the event. Thus, each team plays two full matches, but is unable to score up after the equivalent of the first round.

164.3 Scoring

In the Spring Foursomes (this being a knock-out event) scoring is by matches won by virtue of net IMPs won/lost in each match. A draw counts as a half-win (see also split tie procedures in #143.2.2).

In Swiss Teams events, each mini-match is scored by IMPs and converted to VPs on a 10-0 scale. Thus 20 VPs are still at stake for each team in respect of that round.

Where a 'long triangle' is played, each match is scored on the standard VP scale.

164.4 Master-points

Master-points are awarded in respect of each mini-match won. The award per mini-match is one-half of the corresponding award for winning a full match (unless this is a long triangle within a Swiss Teams event).

However, where only 0.25 green per full match is at stake, any team acquiring 10 VPs or more (out of 20) over the series is awarded the 0.25 green point.

Section 165 Mismatches in Swiss events

165.1 Definition of a mismatch

The TD compares the correct assignment list with the actual assignment list, and notes for each team/pair involved the current score of their actual opponents and the current score of their correct opponents. If the difference between these two scores is greater than 5 VPs (based on 20 to 0 scale), then that team/pair is deemed to be involved in a mismatch. If the difference between the two scores is 5 VPs or less, then this is not deemed to represent a mismatch.

Example Teams A, B, C and D lead a Swiss Teams competition with scores of 60, 54, 52 and 50 respectively. They are assigned incorrectly such that A plays D and B plays C:

A should play B on 54: are playing D on 50
B should play A on 60: are playing C on 52
C should play D on 50: are playing B on 54
D should play C on 52: are playing A on 60

Thus, teams B and D are involved in a mismatch (the mismatch is to the benefit of team B, and to the disadvantage of team D).

Note that in each match (A v D; B v C) one team is 'mismatched' whilst their opponents are not. This occurrence will not be unusual.

Score adjustments from rulings or appeals do not constitute grounds for award of a “mismatch”.

165.2 VP scores from mismatch

A team/pair playing a team/pair with more points than their 'correct' opponents shall receive, based on a 20 to 0 scale:

- (a) if the mismatch is their own fault: actual score;
- (b) if the mismatch is not their fault: 5 VPs plus $\frac{3}{4}$ of actual score.

Example If a team wins 12-8 and they are playing a team with more points than they should then if the mismatch is not their fault they score 5 plus $12 \times \frac{3}{4}$, ie 9, so they get 14 VPs.

A team/pair playing a team/pair with fewer points than their 'correct' opponents shall receive, based upon a 20 to 0 scale:

- (a) if the mismatch is their own fault: actual score, less $\frac{1}{4}$ of any VPs obtained in excess of 5;
- (b) if the mismatch is not their fault: actual score.

Example If a team wins 13-7 and they are playing a team with fewer points than they should then if the mismatch is their fault they score 13 less $(13-5)/4$, ie 2, so they get 11 VPs.

All fractions are rounded in the competitor's favour to the next higher minimum unit of scoring (see #12.5), which is 0.5 VP in a standard 20-0 VP event.

In aggravated circumstances, the TD may impose a more severe penalty.

Note *Application of these formulae will often lead to an unbalanced score. For all purposes, any score of greater than 10 VPs (out of 20) is deemed to be a match 'won' - it is therefore possible that both teams/pairs might win (or lose) the same match. Likewise a score of 10 VPs (out of 20) is deemed to be a draw and a score of less than 10 VPs (out of 20) is deemed to be a loss.*

Section 166 Assigning in Swiss Teams

166.1 Ties

When assigning is by computer the software puts all the teams in order of rank using Tie-break Points and then assigns 1v2, 3v4 as far as possible, avoiding re-matches. Certain scoring programs use other tie-break methods, for example using imps, and they then assign 1v2, 3v4 as far as possible, avoiding re-matches.

When assigning manually it is normal to assign randomly when there is a tie. On the odd occasion where this might be considered critical – for example last round and the top few teams – it should still be done randomly but it is better if it is seen to be random, for example getting one of the players to pick a card face-down.

As a matter of practicality, it is considered acceptable to match two teams on a particular score without waiting for the remainder of the results to come in so long as there are three or more teams on that same score.

166.2 Threesomes

Threesomes are sometimes called Triples.

166.2.1 *Long or short?*

Since players like long threesomes – or more accurately, dislike short threesomes – it is a good idea to have long threesomes. However, it is normal to have the first match short because of late-comers. Furthermore, the better teams often arrive late, or at least draw for position late, and it is a poor idea to give a good team a long threesome at the start, which might mean a relatively easy 40 VPs.

It may be a good idea to make the last match short to allow withdrawals. Opinions differ, however, since long threesomes finish a bit earlier which players like. Long threesomes are not played over a break between sessions.

So if there are seven matches, with a break after four, a reasonable arrangement would be Short, Short, Long, Long, Short.

166.2.2 *Re-matches*

While Swiss Teams are advertised as avoiding re-matches it is considered acceptable for a team to play each other one and a half times, ie in one ordinary match or long threesome, and also in a short threesome. They could also meet twice in short threesomes, but not again. Note that teams dislike re-matches for any reason and if the field is large enough they should be avoided completely. See #166.3.

166.2.3 *Which teams play in a threesome?*

Traditionally it is always at the bottom of the field. However, the TD should avoid people playing in a threesome more than once if possible.

In fact it is probably better to have the threesome somewhere nearer to but below average.

166.3 Over-Swissing

If there are too few teams and/or too many rounds there is a problem with assigning in later rounds, and the top few teams may be ranked against considerably lower teams.

Example The editor played in a three session Swiss Teams with about 25 teams over twenty years ago in the Isle of Man. We were lucky to be leading after eight matches: in the final match all of the top eight teams won comfortably against teams at least eight places below them, and the final order was the same as after the penultimate match.

Possible solutions are:

- (a) a “Danish” tournament, where the teams are assigned 1v2, 3v4, 5v6, ... even if this involves re-matches;
- (b) longer matches, and therefore fewer rounds;
- (c) allow teams to play each other twice, but no more;
- (d) allow re-matches in different sessions;
- (e) allow re-matches from a certain number of matches or more earlier.

In the Isle of Man tournament in later years (d) was applied: in the third session teams could play against teams they had already played in the first two sessions.

(b) is unpopular generally. Teams really dislike playing each other again soon, so (a) and (c) are unpopular. Thus (d) or (e) is advised.

- Example** A club Swiss Teams has twelve teams playing seven matches, four before the break. It is advised either
- (a) to allow teams to play each other in the last three matches even if they have met in the first four, or
 - (b) to allow teams to play each other even if they have met three matches or more earlier.

XVII EBU REGULATIONS IN SPECIAL USE

These regulations are only in use in certain EBU Tournaments, when specifically stated in the conditions of contest.

Section 171 Level 5 Permitted Conventions [C3+L4]

This is one example of Level 5 permitted conventions, which at time of writing was used in the Spring Foursomes.

Notes

- (a) *C3+L4 means that this is WBF/EBL Category 3 plus EBU Level 4.*
- (b) *The term Level 5 will disappear during the term of this White book and not be replaced.*

171.1 Definitions

Average Hand	a hand containing 10 high card points (Milton Work) with no distributional values
Weak	high card strength below that of an average hand
Strong	high card strength a king or more greater than that of an average hand
Natural	a call or play that is not a convention (as defined in the Laws)
Length	three cards or more
Shortage	two cards or less

171.2 Highly Unusual Methods (HUMs)

Highly Unusual Methods may not be played. A Highly Unusual Method means any system that exhibits one or more of the following features, as a matter of partnership agreement:

- (a) A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
- (b) By partnership agreement an opening bid at the one level may be weaker than pass.
- (c) By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
- (d) By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit
- (e) By partnership agreement an opening bid at the one level shows either length in one suit or length in another.

EXCEPTION: one of a minor in a strong club or strong diamond system

171.3 Brown Sticker Conventions and Treatments

Brown Sticker Conventions and Treatments may not be played, unless they are permitted at EBU Level 4. The following conventions or treatments are categorised as 'Brown Sticker':

- (a) Any opening bid of two clubs through three spades that:
 - (1) could be weak (may by agreement be made with values below average strength)

AND

- (2) does not promise at least four cards in a known suit.

EXCEPTIONS:

- (1) The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four card suit it must show a hand a king or more over average strength.
(Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)
 - (2) A two level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet, is not a Brown Sticker Convention.
 - (3) AKQxxx(x) in a single suit is not a hand which is below average strength.
- (b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

EXCEPTIONS:

- (1) A natural overcall in no trumps
 - (2) Any cue bid suit that shows a strong hand.
 - (3) A jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- (c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.
 - (d) Psychic bids protected by system or required by system.
 - (e) None of the foregoing restrictions pertain to conventional defences against strong, artificial opening bids or defences against 'Brown Sticker' or HUM conventions.

171.4 Encrypted Signals

Additional to the restrictions on bidding methods and conventions above, players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (ie encrypted signals are not allowed)

171.5 Random openings

It is forbidden to open hands which, by agreement, may contain fewer than 8 high card points and for which no further definition is provided.

171.6 EBU Level 4 conventions

All methods permitted by EBU Level 4 may be used, whether categorised as Brown Sticker or not.

171.7 Convention Cards

WBF style convention cards may be used.

Section 172 Level 5 Permitted Conventions [C3+L3]

This is one example of Level 5 permitted conventions, which at time of writing was used in the EBU/EBL Seniors Congress.

Notes

- (a) *C3+L3 means that this is WBF/EBL Category 3 plus EBU Level 3.*
- (b) *The term Level 5 will disappear during the term of this White book and not be replaced.*

172.1 Definitions

Average Hand	a hand containing 10 high card points (Milton Work) with no distributional values
Weak	high card strength below that of an average hand
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Natural	a call or play that is not a convention (as defined in the Laws)
Length	three cards or more
Shortage	two cards or less

172.2 Highly Unusual Methods (HUMs)

Highly Unusual Methods may not be played. A Highly Unusual Method means any system that exhibits one or more of the following features, as a matter of partnership agreement:

- (a) A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
- (b) By partnership agreement an opening bid at the one level may be weaker than pass.
- (c) By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
- (d) By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit

- (e) By partnership agreement an opening bid at the one level shows either length in one suit or length in another.

EXCEPTION: one of a minor in a strong club or strong diamond system

172.3 Brown Sticker Conventions and Treatments

Brown Sticker Conventions and Treatments may not be played, unless they are permitted at EBU Level 3. The following conventions or treatments are categorised as 'Brown Sticker':

- (a) Any opening bid of two clubs through three spades that:
 - (1) could be weak (may by agreement be made with values below average strength)

AND

- (2) does not promise at least four cards in a known suit.

EXCEPTIONS:

- (1) The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four card suit it must show a hand a king or more over average strength.

(**Explanation:** Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)

- (2) A two level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet, is not a Brown Sticker Convention.
- (3) AKQxxx(x) in a single suit is not a hand which is below average strength.

- (b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

EXCEPTIONS:

- (1) A natural overcall in no trumps
- (2) Any cue bid suit that shows a strong hand.
- (3) A jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- (c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.
- (d) Psychic bids protected by system or required by system.
- (e) None of the foregoing restrictions pertain to conventional defences against strong, artificial opening bids or defences against 'Brown Sticker' or HUM conventions.

172.4 Encrypted Signals

Additional to the restrictions on bidding methods and conventions above, players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (ie encrypted signals are not allowed)

172.5 Random openings

It is forbidden to open hands which, by agreement, may contain fewer than 8 high card points and for which no further definition is provided.

172.6 EBU Level 3 conventions

All methods permitted by EBU Level 3 may be used, whether categorised as Brown Sticker or not.

172.7 Convention Cards

EBL style convention cards may be used, though their use is not encouraged

Section 173 EBU Carry-forward score formula

Contestants who qualify for the next stage of a competition may be awarded a carry-forward score in respect of their qualifying score, provided that all such contestants have been ranked as a single field. This is unusual in EBU events.

The formula is:

$$C = \frac{S \times FT}{2 \times QT}$$

where

C = the carry-forward score in MPs to be awarded to the contestant

S = the qualifying score in MPs obtained by the contestant

FT = MP top on a board in the final

QT = MP top on a board in the qualifying stage

MP = Match-Points

Note *The effect of this formula is such that if the two sessions are of equal length, then the final carries twice as much weight as the qualifier. This ratio varies as the respective lengths of the two stages vary.*

Fractions are resolved in the competitors' favour to the minimum unit of scoring in the final.

Special tournament regulations are devised by the Tournament Committee to cater for contestants eliminated from a main event at different stages, for example joining a Swiss event. Details are available on request from EBU headquarters. Contact details can be found in #0.3 in Chapter I.

XVIII APPENDIX – WBF CODE OF PRACTICE

World Bridge Federation Code of Practice - Contents

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See #142 for application of this document to events in England. This is the full document including the sections that do not apply in England.

FOREWORD

It has become widely apparent that there are inconsistencies in the handling of appeals at the various levels of our game. This has concerned the World Bridge Federation and, after much effort and sober discussion on the part of a number of leading personalities, the Federation has now produced its first Code of Practice for Appeals Committees. I hope this will quickly be adopted, worldwide, for the conduct of appeals. No-one suggests that the attempt will not be improved upon, but we believe that we should learn something of its operation over a period of time before eventually it is the subject of a review.

In the meanwhile the Federation extends an invitation to all, and especially to players, (a) to submit to the Federation opinions arising from practical experience of the effects where the Code is adopted, and (b) to restrain any tendency to blame appeals committees for players' lack of success. The time and energies devoted by the authors to this determined effort to raise the standards of appeals committee work deserve a generous response from players, who will be only too well aware that the great rarity in Bridge is the partnership that loses more points in front of the appeals committee than it has thrown away in the course of not winning the tournament.

José Damiani
WBF President

This Code of Practice will permit uniformity of decisions and I am proud of the contribution made to it by EBL experts. The EBL has adopted the Code of Practice for its own tournaments and strongly recommends its adoption by European NCBOs at all tournaments. I hope each NCBO will distribute it as widely as possible.

Gianarrigo Rona
EBL president

Notice: In the absence of a specific announcement to the contrary, in any tournament to which this Code of Practice applies should there be an inadvertent conflict with the Conditions of Contest the Code of Practice will prevail. Also, in the absence of any disclaimer the instruction to the Chief Tournament Director will apply (see page 154).

Composition of Appeals Committees

It is considered that an appeals committee is ideally comprised of not fewer than three members nor more than five. The World Bridge Federation ('WBF') recognizes that there can be circumstances in which an appeals committee may comprise one individual but regards this as unacceptable at international level and to be avoided where possible at national level. It is for the sponsoring organization or regulating authority to establish by regulation its decisions in respect of these matters.

Personnel

The view is taken that an appeals committee will incorporate a quota of strong players together with other members considered to be of broad bridge experience and to have a balanced objective approach to the decision making process. The Chairman of a committee should ensure that the strong players play a leading role in questions of bridge judgement and that the other members of a committee are influential in seeking a balanced judgement when applying law and regulation to the bridge merits inherent in the facts as they appear to the committee. It is desirable that at least one member of a committee should have an insight into the laws of the game, but it is not that member's task nor the function of the committee to establish what law is applicable and how it is to be interpreted; these are matters to be enquired of the Chief Tournament Director (i.e. 'The Director' to which Law 81 refers) or his nominee for the purpose. The committee applies the given interpretation of the law to the facts and circumstances of the case. For the recording of the process and the decisions, together with the basis for them and relevant information, the WBF recommends that each committee should have, or should appoint one of its number to be, its Scribe.

Withdrawal

A committee member who has prior knowledge of the subject matter of an appeal, of a kind that may affect his objective participation, should recuse himself from the committee and will preferably be substituted. In an international tournament a committee member may decide to recuse himself because he feels too closely involved, or feels he may be biased, or has discussed the matter with interested parties, or has pre-decided the outcome. It is expected that co-nationals of players involved in the appeal will constitute at most only a small minority of the committee.

Function of an Appeals Committee

The committee is to hear and make judgement upon an appeal duly made as the laws and the applicable regulations determine, from a ruling by a Director (in person or by an assistant on his behalf). An appeal against a ruling may only be made by a side present at the table where the ruling was given. No account is to be taken of the interests of other contestants in the outcome. The consent of any absent person is to be assumed when considering that:

- (a) an appeal from a ruling in a pairs tournament must have the consent of both members of the appellants side;
- (b) in a team tournament the captain of a team may determine that an appeal shall be entered notwithstanding the wishes of his players; where players wish an appeal to be entered it requires the consent of their captain for this to be done.

An appeal shall not be entertained if it does not have the consent required.

Appeals under Law 93B2 are to be heard by the committee and this has and may exercise all or any of the powers of the Director in resolving them. Appeals of questions of law or regulation are heard by the Chief Director; a further appeal against his decision may be made thereafter to an appeals committee which has no power to overturn the Chief Director's decision but may recommend to him that he reconsider. The committee may recommend likewise to the Director a review of any disciplinary penalty he may have applied under Law 91A but may not rescind or vary it (powers that it does have in relation to Law 90 penalties). An appeals committee does have the power to apply a disciplinary penalty if the Director has not done so and there is found to have been a breach of the laws governing conduct that the Director has not penalized. The WBF recommends the greatest restraint in exercising this power when the Director has not done so and points to the possible alternative of admonishment if a majority of the committee is strongly of the opinion that some action is justified.

The duty of a committee is to hear the statements of the Director and the players, to allow captains to speak thereafter if they wish, and to explore with questions any aspects of the matter that a member wishes to clarify. The Director who presents the facts and the ruling to the committee should be the Director who went to the table. Evidence should be interrupted as little as possible and committee members should carefully avoid direct exchanges of opinion with other persons in attendance. A wholly courteous manner is fully as essential in the committee members as in those appearing before them.

In his discretion the Chairman may ask to see the appeal form prior to the hearing.

Decisions of Appeals Committees

No decision of an appeals committee is valid if not agreed, in the manner described hereafter, by a vote of the participating members of the committee. A participating member is one who has been present for the proceedings from the commencement of the Director's statement through to the final vote taken at the conclusion of the private deliberations of the committee. The Director's ruling remains unaltered when there is not an agreement to change it supported by a majority vote of the committee, the Chairman having an (additional) casting vote in the event of a tie.

Appeal to 'national authority'

Under the laws it is mandatory that arrangements exist for an appeal to be made to the national authority from the decision(s) of an appeals committee. No appeal to the national authority should be entertained if the prior stages of ruling and appeal have not been pursued and exhausted. It is legitimate for the national authority to set some limitation on matters that it will hear; it is a widespread practice, commended by the WBF, that the national authority will not review value judgements except where the appeals committee has made a judgement that can have no basis in its findings of the facts of a case. Debatable matters of law and/or regulation are valid questions for the national authority.

At international level the WBF urges that arrangements be instituted for an appeal to be considered against the decision of an appeals committee. However, the nature of international tournaments is such that appeals of this category should be restricted; it is suggested that to be heard such an appeal should be certified by one of a small number of nominated senior and expert individuals to be worthy of consideration. If this certificate is obtained it is recommended that the appeal be heard by a joint meeting of, say, the Rules and Regulations Committee with the Laws Committee under the chairmanship of the President or of his nominee for the purpose. Where this procedure applies, as for its own tournaments is henceforward the case with the WBF, the certifying individual is empowered to dismiss the appeal if he/she does not find its content appropriate for the attention of the joint committees.

Score adjustment [part not applicable in the EBU]

The award of an assigned adjusted score (see Law 12C2) is appropriate when a violation of law causes damage to an innocent side (although the extent of redress to this side may be affected, see below, if it has contributed to its own damage by irrational, wild or gambling action subsequent to the infraction) Damage exists when, in consequence of the infraction, an innocent side obtains a table result less favourable than would have been the expectation in the instant prior to the infraction.

Note *The next paragraph in the CoP [shown in italics] does not apply in the EBU*

If the damaged side has wholly or partly caused its own damage by irrational, wild or gambling action, it does not receive relief in the adjustment for such part of the damage as is self-inflicted. The offending side, however, should be awarded the score that it would have been allotted as the normal consequence of its infraction. A revoke by the innocent side subsequent to the infraction will affect its own score but again the infractor's score is to be adjusted as before without regard to the revoke.

Law 12C3

This section of the laws operates unless the Zonal Authority elects otherwise. It applies in WBF tournaments. The purpose of this law is to enable an appeals committee to form a view as to what is an equitable outcome in the score, and to implement that outcome, if it considers that the mechanical application of Law 12C2 does not produce a fair answer for one or both of the sides involved. It makes the appeals committee the final arbiter of equity.

It is the function of the Director to make a ruling in a judgemental matter, having consulted appropriately, that executes most accurately the intention of the laws. The desire is that the Director shall not rule automatically in favour of the non-offending side when he is in no doubt that a true judgement requires him to rule otherwise.

Instruction to Chief Tournament Director

The Laws Committee not having so far changed Law 12C3, the Appeals Committee at the World Championships in Bermuda, January 2000, issued the following directive to the Chief Tournament Director:

"As part of its arrangements under Law 80G the Appeals Committee requires the Chief Director of his own volition, as a preliminary in the appeals process, to consider whether an adjustment in accordance with the provisions of Law 12C3 would be appropriate. If so, in pursuance of the terms of the WBF Code of Practice he is authorized to make such an adjustment before the players are given the ruling in order to achieve equity as he judges it. Such a score adjustment may be appealed to the Appeals Committee on the same basis as an appeal of any other ruling, but the fact that a judgmental ruling by the Director is made with these enhanced powers, and after consultation with colleagues and expert opinion, means that appeals committees will require strong evidence that puts it beyond reasonable doubt a ruling should be varied."

The WBF Laws Committee will return to the question of Law 12C3 at a future time. In the meantime it has stated that it finds it acceptable if other regulating authorities adopt this method of achieving the intention of the Code of Practice.

Inclination of committee

The expectation is that each appeals committee will presume initially that the Director's ruling is correct. The ruling is overturned only on the basis of evidence presented. For this reason the Director must inform the committee if a ruling in favour of the non-offending side reflects a margin of doubt that continues to exist after the appropriate consultation procedure.

Ethics

A contestant may only be penalized for a lapse of ethics where a player is in breach of the provisions of the laws in respect of the conduct of players. A player who has conformed to the laws and regulations is not subject to criticism. This does not preclude encouragement of a generous attitude to opponents, especially in the exchange of information behind screens.

'Unauthorized information'

Any information used as a basis for a call or play must be 'authorized'. For information to be deemed authorized there must be an indication from the laws or regulations that the use of that information is intended. Authorization does not follow automatically from a lack of prohibition.

Unless there is an express prohibition it is lawful to use information that is given to the players for the procedures of the game, as described in the laws. Also, information is 'authorized' when the laws state it to be so. A player is permitted to make and use judgements about the abilities and tendencies of opponents and about the inclinations ('style') of his partner in matters where the partner's decisions are spontaneous rather than habitual or systemic. A player's habitual practices form part of his method and his partner's awareness of them is legitimate information; but such method is subject to any regulations governing partnership agreements and to the requisite disclosure. Habit is to be identified when an occurrence is so frequent that it may be anticipated. Not to disclose knowledge of partner's habits and practices is contrary to Law 75A and where this is the case it is a violation of Law 40 (and thus illegal) when the call is made.

Use of unauthorized information

If a player has knowledge that it is illegal or improper to use in choosing a call or play this knowledge is referred to as 'unauthorized information'. Such information may be obtained in any one of a number of ways. If it does not come from the player's partner the Director is instructed how to deal with it in Laws 16B and 16C. Law 16C deals with information from withdrawn calls and plays; these include calls and plays withdrawn by partner. Other information received from partner is the kind that is most likely to be the subject of an appeal.

It is legal for a player to base a call or play on information from prior legal calls in the auction or from plays on the hand, from mannerisms of opponents, or from any other source authorized as already stated. Any information obtained from partner otherwise is unauthorized and it is illegal to use it if it suggests a call or play. This includes any information that eases the choice of a call or play.

Examples of partner's actions that may convey unauthorized information are:

- a remark or question;
- the answer to a question;
- special emphasis or tone of voice, or a gesture;
- attention to an opponent's convention card at a significant moment when it is not partner's turn to call or play;

- examining opponent's convention card when dummy;
- a significant hesitation or undue haste when calling or playing a card;

but these are not the only ways in which unauthorized information may be transmitted and appeals committees will come across various other means that are not lawful.

When use of unauthorized information made available by partner is alleged there are four key questions for the appeals committee:

- 1 Does the accused player have unauthorized information in consequence of an action by his partner?
- 2 Could the unauthorized information be thought to suggest demonstrably the action that was taken by the player who possessed it?
- 3 Were there logical alternatives (or was there a logical alternative) that the player could have selected in place of the action that is questioned?
[A 'logical alternative' is a different action that, amongst the class of players in question and using the methods of the partnership, would be given serious consideration by a significant proportion of such players, of whom it is reasonable to think some might adopt it.]
- 4 Have opponents been damaged in consequence of the player's action when in possession of the unauthorized information? Damage is assessed in terms of the score obtained.

If the answer to each and every one of these four questions is 'yes' it is appropriate to adjust the score but not otherwise. It is important to keep in mind which member of the partnership has the unauthorized information and to consider only that player's actions when following the path to a judgement. A player who, without design, makes unauthorized information available to his partner does not commit an infraction of law or propriety; it is the use of that information that is a breach of the laws.

If it is shown beyond reasonable doubt that a player has intended to act in a way that will give unauthorized information to his partner, the Chief Director should be consulted as to the provisions of Law 73B1. If it is proven that such action has been prearranged with partner the committee consults the Chief Director concerning Law 73B2.

Discrepancies between explanations given and the related hands

Where the same explanation of a call is given to both members of the opposing side, it being subsequently confirmed that both members of the side giving the explanation agree this is its correct meaning (and there is no conflict with information on the convention card), if the hand to which the explanation relates is materially different from the explanation the matter should be dealt with under the laws and regulations concerned with psychic action.

If the members of a partnership offer differing explanations, or if a conflicting statement on the convention card has caused an opponent to be confused, a procedural penalty for violation of Law 75 may be applied. As a separate issue, the score will be adjusted if opponents are damaged and the conditions for score adjustment are deemed to exist. (See earlier statement on score adjustment and also later statement on procedural penalties.)

Note *The next section in the CoP [shown in italics] does not apply in the EBU*

Psychic calls [not applicable in the EBU]

Definition of Psychic Call: "A deliberate and gross misstatement of honour strength or suit length".

A psychic call is lawful if not based upon a partnership understanding. No penalty or score adjustment may be awarded against such lawful action. A partnership understanding exists if it is explicitly agreed by the partnership; alternatively it may exist because it is the implicit consequence of one of a number of circumstances. To deem that such an implicit understanding exists it must be determined that the partner of the player who psyches has a heightened awareness that in the given situation the call may be psychic. This will be the case only if in the opinion of the committee one of the following circumstances is established:

- (a) similar psychic action has occurred in the partnership on several occasions in the past, and not so long ago that the memory of the actions has faded in the partner's mind - habit is to be identified when an occurrence is so frequent that it may be anticipated; or*
- (b) in the recent past a similar psychic call has occurred in the partnership and it is considered the memory of it is so fresh that it cannot have faded from mind; or*
- (c) psychic calls of various kinds have occurred in the partnership with such frequency, and sufficiently recently, that the partner is clearly aware of the tendency for such psychic calls to occur; or*
- (d) the members of the partnership are mutually aware of some significant external matter that may help recognition of the psychic call.*

A psychic call which is found on the above basis to be a matter of partnership understanding is disallowed and an artificial score adjustment may be awarded, together with a procedural penalty to the offending side if deemed appropriate. Players who are found to have any explicit agreement concerning psychic calls, or an implicit agreement concerning a particular kind of psychic call, are to be reminded that they have a partnership agreement that is subject to the regulations established under the authority of Law 40D.

Disclosure of psychic tendencies

A partnership may not defend itself against an allegation that its psychic action is based upon an understanding by claiming that, although the partner had an awareness of the possibility of a psychic in the given situation, the partner's actions subsequent to the psychic have been entirely normal. The opponents are entitled to an equal and timely awareness of any agreement, explicit or implicit, since it may affect their choice of action and for this reason the understanding must be disclosed.

False carding by defenders

Always provided that a true disclosure is made of the agreed meanings and expectations of card plays by defenders, intermittent false carding by defenders is lawful. Declarer then relies at his own risk upon his reading of the fall of the cards.

(See 'Unauthorized Information'.)

'Special'

In the laws, regulations, and this Code of Practice, 'special' means 'additional to what is normal and general'.

Action behind screens

The intention of screens is to reduce to the minimum circumstances in which the members of a partnership are mutually aware of any matter not part of the legal auction. Players on the other side of a screen are not to be made aware of an irregularity if it is rectified before the tray is passed under the screen. All consequences of an irregularity so rectified are null save in relation to the possibility that the screenmate of an offender may be misled by a conclusion drawn from the occurrence. The offender may avert this consequence by a helpful and adequate explanation to the screenmate.

The WBF considers it desirable that players should vary the tempo randomly when returning the tray under the screen. Where North and South are the players with next turn to call after the tray is received, these are the players who are to be responsible for the movement of the tray. It is considered there can be no implications if a tray returns after 15 seconds or less. This period may be extended in the later stages of a complicated or competitive auction without necessarily creating implications.

Attention is drawn to the distinction to be made in the tempo expected when players encounter highly unusual situations generated by unfamiliar conventions or treatments. Directors and appeals committees should be sympathetic to the player who has to contend with such a situation.

Procedural penalties

A procedural penalty may only be applied where there is a violation of the laws or of a regulation made under the laws. If an appeals committee awards a procedural penalty it should specify what law or regulation has been violated.

In particular the WBF wishes to stress that a player who forgets his convention, misbids or misuses it, is not subject to automatic penalty. It is envisaged that a procedural penalty will only be applied in aggravated circumstances, as for example misuse several times repeated. Score adjustment is the way to redress damage.

Reporting of appeals

Before any report of an appeal is released for publication the Chairman of the appeals committee must be satisfied that it gives a satisfactory account of the committee's proceedings and decisions. Decisions should be referenced with Law numbers and it is highly important that the Chief Director or his nominee confirm Law references.

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To be added later