

DNR Club Level TD Course

Morning Session

Movements & Scoring

Scope

- Understanding of Basic Pairs Movements
- 2 Session Pairs
- Basic Teams Movements
- Match Point Scoring of Duplicate Pairs Competitions
 - Single Session
 - Single Section
- Manual Scoring
- Bridgemates, EBUScore & Scorebridge
- Laws, Regulations & Etiquette

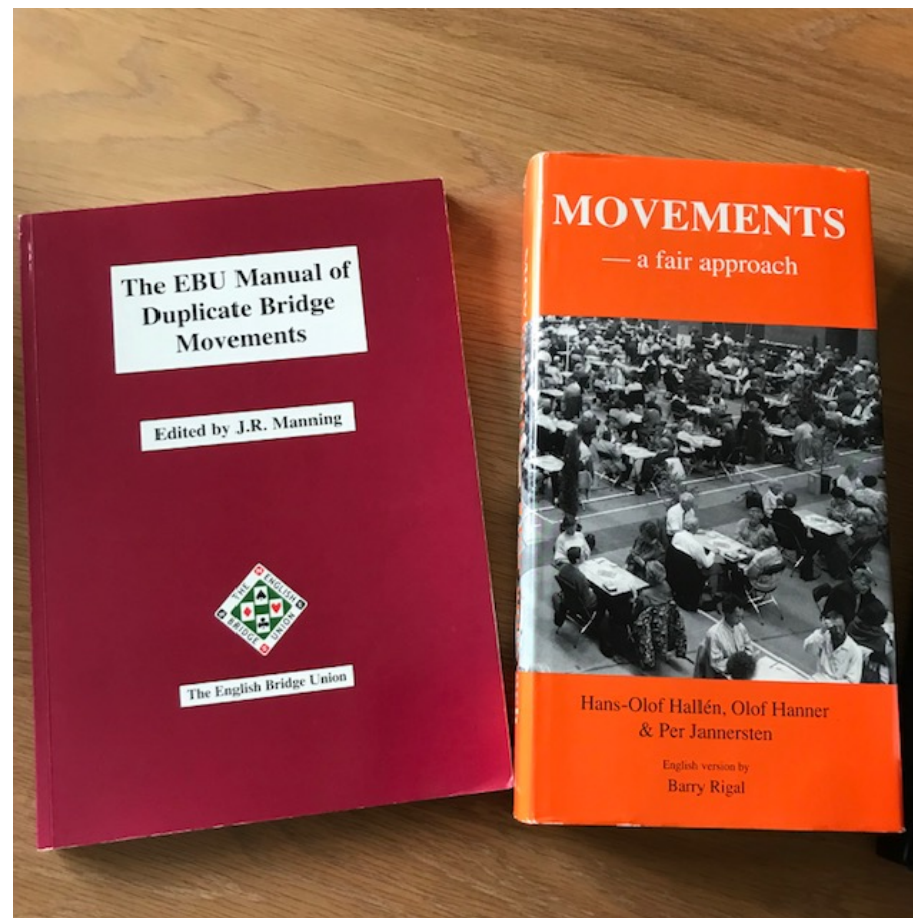
Movements - History

- John T. Mitchell 1854-1914. Scot who emigrated to USA. Bank Clerk. Father of Duplicate Whist. Movement published in 1891.
- Edwin C. Howell 1860-1907. Born in Nantucket. Mathematician, Chess Player & Journalist. Expert Whist Player. Movement published in 1897.
- Contract Bridge evolved from Duplicate Whist via Auction Bridge in 1925.

What is a Movement?

- In Duplicate Bridge (or Duplicate Whist) it is the scheme which determines which competitors play which opponents; in what order and using which boards.
- Competitors are identified using numbers +/- their pole positions (N/S or E/W).
- Boards are numbered and organized into sets, generally of 2, 3 or 4 boards. The board sets are identified by letters e.g.
 - Set A = Boards 1-3, Set B = Boards 4-6 etc.

There are a lot of movements!



But you only need two!!



Requirements - Absolute

- There is one and only one absolute requirement which is that:

”No Pair can Ever play the same board set twice”

Requirements - Desirable

- No Pair should meet the same pair twice (No Revenge Rounds)
- Every Pair should encounter every other pair
- Every Pair should play every board set
- Every board should be played the same number of times
- The Movement should be Intrinsically Fair (Balanced)
- The Movement should be complete
- Seeding may be necessary
- Board Sharing holds thing up, especially using 2-board sets

Requirements Critical in the Real World

- You must choose a movement which allows the club to play the number of boards it desires
 - Too few and the fanatics will complain
 - Too many and the pumpkins will complain
- You must choose a movement which has sufficient seated positions to accommodate the needs of members with mobility issues
- If the club requires a single winner competition, this impinges on your choice of movements

Round 1

NS1vEW1

BS-A

NS2vEW2

BS-B

NS3vEW3

BS-C

NS4vEW4

BS-D

NS5vEW5

BS-E

Round 2

NS1vEW5

BS-B

NS2vEW1

BS-C

NS3vEW2

BS-D

NS4vEW3

BS-E

NS5vEW4

BS-A

Round 3

NS1vEW4

BS-C

NS2vEW5

BS-D

NS3vEW1

BS-E

NS4vEW2

BS-A

NS5vEW3

BS-B

Round 4

NS1vEW3

BS-D

NS2vEW4

BS-E

NS3vEW5

BS-A

NS4vEW1

BS-B

NS5vEW2

BS-C

Round 5

NS1vEW2

BS-E

NS2vEW3

BS-A

NS3vEW4

BS-B

NS4vEW5

BS-C

NS5vEW1

BS-D

Analysis – Very Good!

- It passes the Absolute test
- There's no "Revenge Round"
- Assuming the movement is complete, Everyone plays all the boards
- All boards are played by the same number of pairs
- If you are happy with two winners, everyone plays everyone else
- Within Each Pole, it's perfectly balanced
- May need to be seeded
- Plays 20 or 25 boards with plenty of stationary pairs & no Sharing

Round 1

NS1vEW1
BS-A

NS2vEW2
BS-B

NS3vEW3
BS-C

NS4vEW4
BS-D

NS5vEW5
BS-E

NS6vES6
BS-F

Round 2

NS1vEW6
BS-B

NS2vEW1
BS-C

NS3vEW2
BS-D

NS4vEW3
BS-E

NS5vEW4
BS-F

NS6vES5
BS-A

Round 3

NS1vEW5
BS-C

NS2vEW6
BS-D

NS3vEW1
BS-E

NS4vEW2
BS-F

NS5vEW3
BS-A

NS6vES4
BS-B

Round 4

NS1vEW4
BS-D

NS2vEW5
BS-E

NS3vEW6
BS-F

NS4vEW1
BS-A

NS5vEW2
BS-B

NS6vES3
BS-C

OOPS!!!

- In Round 4, E/W 1 encounter board set A which they have already played in Round 1 violating the Absolute Requirement
- Solution 1 – Skip after 3 rounds
 - Easy (once you don't forget to skip)
 - You play one round fewer than there are tables so movement incomplete OR
 - You “play the skip”, introducing a “Revenge Round”
- Solution 2 – When you put out the boards, put Set-D on a chair between tables 3 & 4, E on Table 4 and F on Table 5. Tables 1 & 6 Share
- It's not as good as the Straight Mitchell but it's still pretty good

Half Tables

Phantom Pairs & Mythical Shares

- Play the movement as usual, pretend that the missing pair exist as a “phantom pair”.
- When you land at a table where you should be playing the phantom pair, you sit out.
- In general, the phantom pair is best seated as NS at the highest number table so the first sit-out has the EW pair at that table.
- In some movements, the above arrangement is mandatory.
- Play a share & relay as the share becomes “mythical”.
- Avoid a skip as the pair sitting out during the first round may have to sit out again during their last round.

One Winner (Scrambled Mitchell)

- It is possible to have a one winner Mitchell Movement.
- Arrow Switch one round for competitions with 8 or fewer tables and two rounds if there are more than 8 tables.
- Seeding becomes more important.
- You must assign each pair a unique number. N/S players use their table numbers. EW players are assigned a number equal to their starting table number plus n ; where n =the total number of tables or n = a multiple of 10 where that multiple $>$ the number of tables.

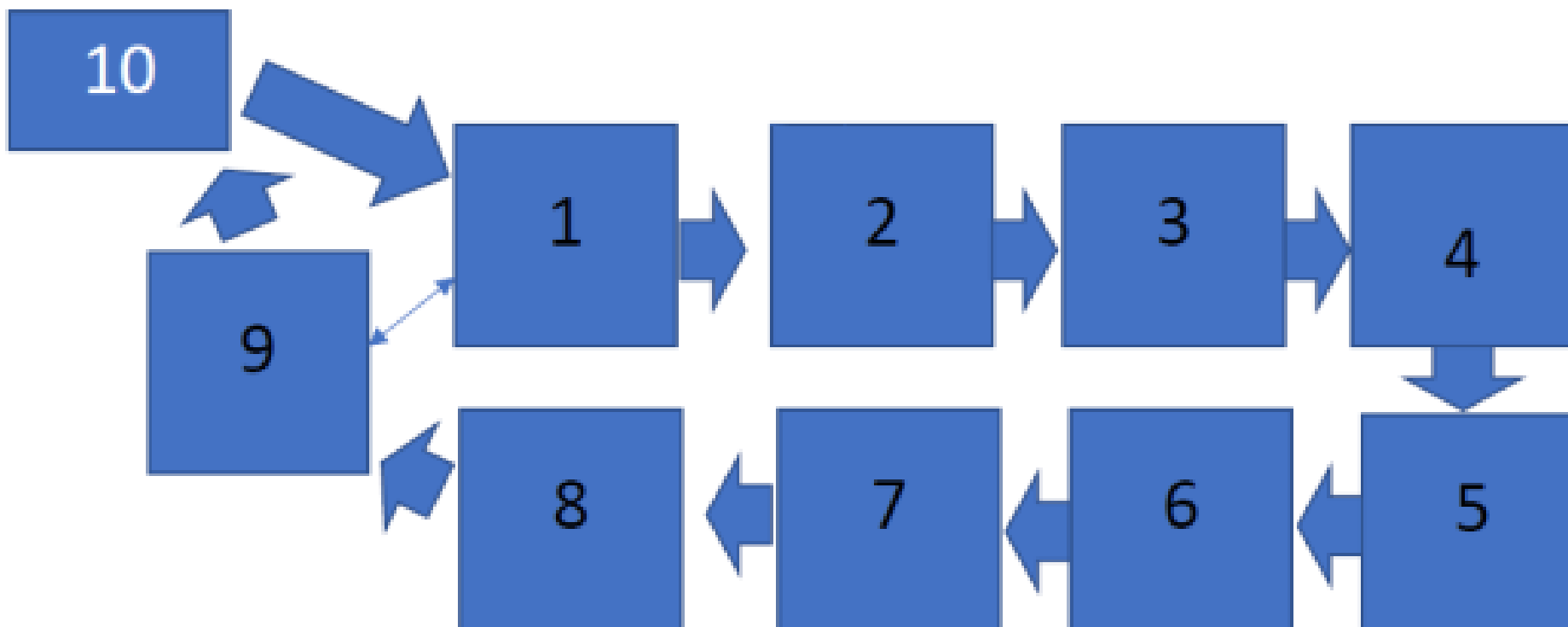
Appendices & Hesitations

- Used to deal with awkward numbers
- There are many variations but two will be illustrated
- You have 7 tables and want to run a Mitchell but your club members always expect to play 24 boards. A Standard Mitchell yields either 21 or 28 boards – no one will be happy
 - SOLUTION – A 7 table Hesitation Mitchell
- Same club but this time 9 ½ tables show up. You could run a Share & Relay Mitchell curtailed to 8 rounds but that's horrible!
 - SOLUTION – A 1 ½ Table Appendix Mitchell (aka Bowman)

7 Table Hesitation Mitchell

- Look at it from E/W's perspective:
- T1 -> T2 -> T3 -> T4 -> T5 -> T6 -> T7 -> T7 as N/S
- So you play 8 rounds x 3 boards/round = 24
- Relay between Tables 3 & 4
- Arrow Switch Last Round (except T7)
- One Winner

1 ½ Appendix Mitchell (24 boards, 9 ½ tables)



Howell Movements (Full)

- You designate a “Pivot Pair”. They sit N/S at the highest numbered table. Say there are 10 pairs. The pivot pair sit throughout and every other pair come and play against them. That requires 9 rounds.
- The movement is designed so every pair plays every other.
- It’s well balanced and produces one winner.
- The movement is awkward and there are several variants.
- There’s only 1 sitting pair.
- The number of rounds = $2T-1$, so 9 here, so 18 or 27 boards.

Reduced Howell Movement (Three Quarter)

- You can introduce one or more extra sitting pairs by converting a moving pair to a sitting pair
- For every sitting pair you introduce, you drop a round so;
- 8 Table Full Howell has 15 rounds, 1 sitting position, 15 or 30 boards
- 8 Table $\frac{3}{4}$ Howell has 14 rounds, 2 sitting positions, 14 or 28 boards or 13R, 3SP, 26B or 12R, 4SP, 24B8R, 8SP, 24B (AKA??)
- The more extra sitting positions, the more unbalanced it becomes
- The notion that Howells are “superior” to Mitchells is a gross oversimplification. $\frac{3}{4}$ Howells can be Very Unfair and Deceptive

2 Section & 2 Session Pairs Competitions

- 2 Sections – With Duplicated Boards you can merge the sections
- 2 Sessions
 - Typically run a Mitchell in the first session (Omit round one if an odd number of tables)
 - In second session, the NS compete among themselves in a Howell, ditto the EWs, so you run two Howells
 - In practice, there are movements available to achieve this using one set of boards. For even number of tables, they tend to be called Dual Howells. For odd number of tables, they are often called Jannersten Interwoven Howells

Teams and Individual Movements

- Mirrored Movements
- Swiss Teams

- American Whist (Odd number of teams)
- New England Relay (Even)
- Thurner (6, 8, 12, 14)

- Rainbow Individual Movements (Prime)

End of Movements Section

- Any Questions?

13 Time s	12 Time s	11 Time s	10 Time s	9 Time s	8 Time s	7 Time s	6 Time s	5 Time s
24	22	20	18	16	14	12	10	8
22	20	18	16	14	12	10	8	6
20	18	16	14	12	10	8	6	4
18	16	14	12	10	8	6	4	2
16	14	12	10	8	6	4	2	0
14	12	10	8	6	4	2	0	
12	10	8	6	4	2	0		
10	8	6	4	2	0			
8	6	4	2	0				
6	4	2	0					
4	2	0						
2	0							
0								
156	132	110	90	72	56	42	30	20

• Scoring a Pairs Competition

- Put the scoresheets in order and make sure you have them all.
- Count the number of times each Board was played as this will determine the TOP score.
- Remember all scoring is done from North/Souths perspective and in manual scoring we will award a TOP to the highest N/S score and that becomes a BOTTOM for the East/West Pair. Therefore if the TOP of 24 is awarded to number 7 N/S it follows that the E/W against whom they were playing will get 0.

• How to calculate the TOP

- If Board is Played 13 Times the top is 24 $(13-1) \times 2$
- If played 9 times the top is 16 $(9-1) \times 2$

N/S	E/W	Contract	By	N/S	E/W	Match	Points
1	13	3H+1	N	170		4	
2	15	4H	N	620		12	
3	17	4H+1	N	650		19	
4	19	4H-1	N		100	2	
5	21	3NT+2	S	660		22	
6	23	3NT+1	S	630		16	
7	14	3S	E		140	0	
8	16	2NT+2	S	180		6	
9	18	5D*-3	W	500		8	
10	20	4H	N	620		12	
11	22	4H	N	620		12	
12	24	4H+1	N	650		19	
						132	

- Because this board was played 12 times the top is **22** $(12-1) \times 2$
- You start off with the highest N/S score, in this case 660 so pair 5 get 22.
- The next highest is 650 but there are 2 of them so they share the 20 and 18 which gives them 19 each.
- Next comes 630 so pair 6 gets 16.
- Now we have 3 pairs scoring 620 so they must share 14, 12 and 10 $(36/3)$ giving them 12 each.
- Pair 9 who scored 500 are next so they get 8.
- Now pair 8 got 180 so they get 6.
- Pair 1 got 170 so they get 4.
- Now we come to the minus scores where the lowest minus is the best so
- Pair 4 who scored -100 get 2.
- Pair 7 who scored -140 get the Zero.
- Total the points and they should come to 132 which is the number of times played multiplied by number of times played minus 1 (12×11)

N/S	E/W	Contract	By	N/S	E/W	Matches	Points
1	13	3H+ 1	N	170		4	18
2	15	4H	N	620		12	10
3	17	4H+ 1	N	650		19	3
4	19	4H-1	N		100	2	20
5	21	3NT +2	S	660		22	0
6	23	3NT +1	S	630		16	6
7	14	3S	E		140	0	22
8	16	2NT +2	S	180		6	16
9	18	5D* -3	W	500		8	14
10	20	4H	N	620		12	10
11	22	4H	N	620		12	10
12	24	4H+ 1	N	650		19	3
						132	132

- If you are scoring a Mitchell Movement you don't need to bother calculating the East/West scores because you will use 2 Recap sheets and will award the prizes to the **highest** N/S and to the **lowest** E/W.
- When scoring a Howell movement you will use only one Recap Sheet so you **must** enter the East/West score on the **traveller** otherwise you will have difficulty completing the recap sheet.
- You calculate the East/West score by deducting the North/South score from the TOP(In this case 22)
- You will notice that what is a TOP for N/S is a bottom for E/W and vice versa.

N/S	E/W	Contract	By	N/S	E/W	Match	Points
1	1	1NT	W		90		
2	3	1NT-1	W	50			
3	5	2H-1	W	50			
4	7	2H	W		110		
5	9	2S	S	110			
6	11	1NT	S	90			
7	2	2H-1	W	50			
8	4	3S	S	140			
9	6	3S	S	140			
10	8	2S	S	110			
11	10	2H-1	W	50			

Team Scoring

The system of scoring most commonly used in Ireland is The International **M**atch **P**oints **S**ystem usually referred to as IMPS.

To score using the IMPS table you must first ascertain the difference (if any) between the two scores for each board. The team which scored higher is awarded the appropriate number of IMPS (Plus score) according to the table. Obviously the other team gets a minus score. When all the matches have been played the IMPS are totalled and the difference is the margin by which one team beats another.

These IMPS are then converted to Victory Points to determine the result of the match. The conversion rate depends on the number of boards played in the Match. In Club team competitions there are likely to be 3 or 4 Board Matches but in League Matches there will be many boards – 20 or 24 would be

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Make sure you have the corresponding sheets from the 2 teams involved.

- If scores are in the same column on both sheets **subtract** one from the other.
- Convert the difference using the International Match Point **(IMP)** Scale
- If both scores are in the N/S column give the plus to the sheet with the higher score,
- If both score are in the E/W column give the plus to the sheet with the lower score.

Team Scoring (cont.)

- If scores are in opposite columns **add** them together.
- Convert the total using the IMP Scale.(Page 37 in the Diary)
- Give the plus to the sheet that has the score in the N/S column.

- **Total the IMPs**
- Convert the IMP total using the Victory Point (VP) conversion scale.
- The column you use depends on the number of boards in the Match.

NORTH - SOUTH SCORE					NORTH - SOUTH SCORE				
N.S. Team	1	E.W. Team	2		N.S. Team	1	E.W. Team	2	
Rnd	Contract	N.S +	N.S. -	IMPS	Rnd	Contract	N.S +	N.S. -	IMPS
1	3NT (N)	400			1	3NT-1 (N)		50	
2	3NT(N)	400			2	3NT(N)	400		
3	4S+2 (N)	680			3	6S-1 (N)		100	
4	4H+2 (E)		480		4	4H (E)		420	
5	1NT (N)	90			5	Passed	0	0	
6	2S (E)		110		6	2S+1 (E)		140	
7	6NT (E)		990		7	3NT+3 (E)		490	
8	1NT+2 (E)		150		8	1NT (E)		90	
9	4S (S)	420			9	2S+2 (S)	170		
10	2H (N)	110			10	2H (N)	110		
11	5C-2 (N)		200		11	5C (N)	600		
12	4NT+2 (E)		660		12	4NT (E)		630	

NORTH - SOUTH SCORE					NORTH - SOUTH SCORE				
N.S. Team	1	E.W. Team	2		N.S. Team	1	E.W. Team	2	
Rnd	Contract	N.S +	N.S. -	IMPS	Rnd	Contract	N.S +	N.S. -	IMPS
1	3NT (N)	400		+10	1	3NT-1 (N)		50	-10
2	3NT(N)	400		-	2	3NT(N)	400		-
3	4S+2 (N)	680		+13	3	6S-1 (N)		100	-13
4	4H+2 (E)		480	-2	4	4H (E)		420	+2
5	1NT (N)	90		+3	5	Passed	0	0	-3
6	2S (E)		110	+1	6	2S+1 (E)		140	-1
			Total:	+25					-25
				18/2					2/18
7	6NT (E)		990	-11	7	3NT+3 (E)		490	+11
8	1NT+2 (E)		150	-2	8	1NT (E)		90	+2
9	4S (S)	420		+6	9	2S+2 (S)	170		-6
10	2H (N)	110		-	10	2H (N)	110		-
11	5C-2 (N)		200	-13	11	5C (N)	600		+13
12	4NT+2 (E)		660	-1	12	4NT (E)		630	+1
				-21					+21
				3/17					17/3

WBF - Simple Victory Point Scale - as and from January 2013

VPs	Number of Boards															VPs
	3	4	5	6	7	8	9	10	12	14	16	20	24	28	32	
10-10	0	0	0	0	0	0	0	0	0-1	0-1	0-1	0-1	0-1	0-1	0-2	10-10
11-9	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-3	2-4	2-4	2-4	2-5	2-5	2-6	3-7	11-9
12-8	3-4	3-4	3-4	3-4	3-5	4-6	4-6	4-6	5-7	5-8	5-8	6-9	6-10	7-11	8-12	12-8
13-7	5-6	5-6	5-6	5-7	6-8	7-9	7-9	7-9	8-11	9-12	9-12	10-14	11-15	12-17	13-18	13-7
14-6	7-8	7-8	7-9	8-10	9-11	10-12	10-12	10-13	12-15	13-16	13-17	15-19	16-21	18-23	19-24	14-6
15-5	9-10	9-11	10-12	11-13	12-14	13-16	13-16	14-17	16-19	17-21	18-22	20-25	22-27	24-29	25-32	15-5
16-4	11-12	12-14	13-15	14-17	15-18	17-20	17-21	18-22	20-24	22-26	23-28	26-31	28-34	30-37	33-40	16-4
17-3	13-15	15-17	16-19	18-21	19-23	21-25	22-26	23-27	25-30	27-33	29-35	32-39	35-43	38-46	41-50	17-3
18-2	16-18	18-21	20-24	22-26	24-28	26-30	27-32	28-34	31-37	34-40	36-43	40-48	44-53	47-57	51-61	18-2
19-1	19-22	22-26	25-30	27-32	29-35	31-38	33-40	35-42	38-46	41-50	44-53	49-60	54-65	58-71	62-76	19-1
20-0	23+	27+	31+	33+	36+	39+	41+	43+	47+	51+	54+	61+	66+	72+	77+	20-0

- When you have totalled both sheets the totals should of course match.
- For example
 - if 1 playing 2 shows +17
 - then 2 playing 1 should show -17
- Now go to Victory Point scale (page 38 in the Diary)
- We are talking about 6 board matches here so go across the top to 6 Boards and come down that line to 17. (In this case 14-17)
- Now go **left** along that line to get the result 16/4
- Obviously the team with the + score gets the 16.

Which sheet gets the Plus?

- If both scores are in the **N/S** column
 - **Subtract** one from the other
 - Convert using table
 - Put the Plus on the sheet with the higher score
- If both scores are in the **E/W** column
 - **Subtract** one from the other
 - Convert using table
 - Put the Plus on the sheet with the lower score
- If the scores are in **opposite** columns
 - **Add** one to the other
 - Convert using table
 - Put the Plus on the sheet that has the **N/S** score

Manual Scoring

- Any Questions?

Manual Scoring

Board 3 - E/W Vul							
N/S	E/W	Contract	By	N/S	E/W	N/S rank	MPs
1	7	3NT	N	400		2	10
2	2	2H+1	S	140		4	6
3	4	3NT-1	S		50	=5	3
4	6	4H-1	N		50	=5	3
5	1	3D	E		110	7	0
6	3	3NT+1	N	430		1	12
7	5	2H+2	N	170		3	8
						Check Sum	42

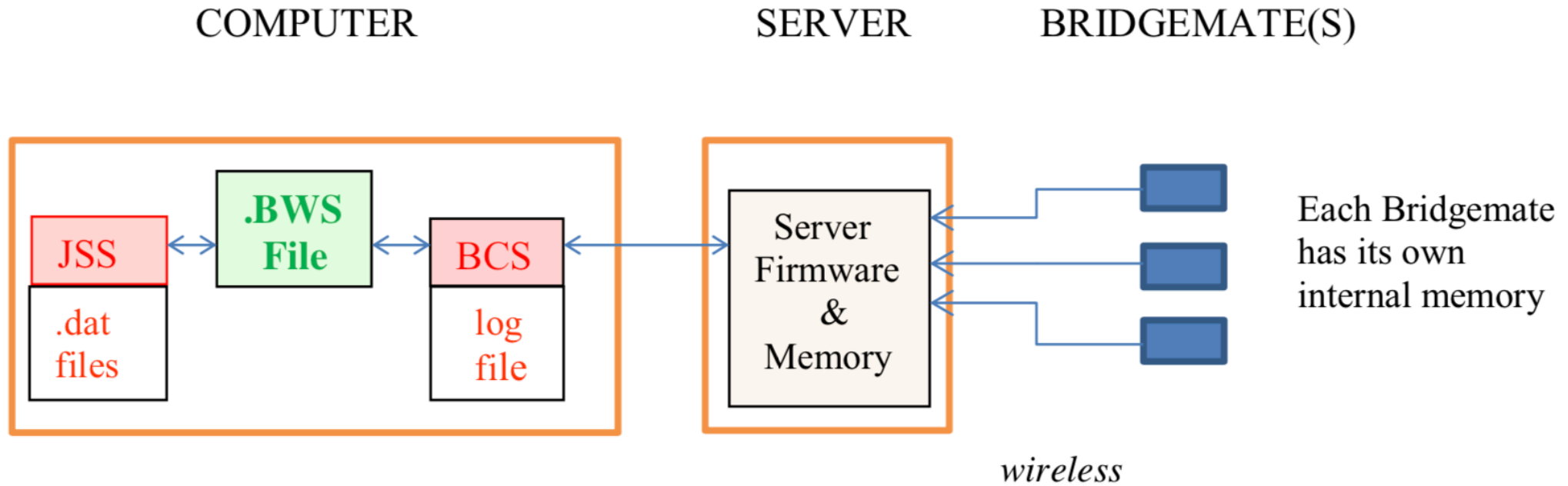
With an Average

Board 3 - E/W Vul							
N/S	E/W	Contract	By	N/S	E/W	N/S rank	MPs
1	7	3NT	N	400		2	9
2	2	2H+1	S	140		3	7
3	4	3NT-1	S		50	5	5
4	6	4H-2	N		100	6	3
5	1	3D	E		110	7	1
6	3	3NT+1	N	430		1	11
7	5	Av/Av	N	50%		Average	6
						Check Sum	42

The Neuberg Formula

- Match Points = $((M \times E) + (E - A)) / A$
 - M is match points considered in isolation
 - E is the Expected number of Scores
 - A is the Actual number of Scores

Wireless Scoring - How it Works



SOP

- Double Check you are Connected to the Mains
- Launch Scoring Program
- Create Event
- Select Movement
- Launch Bridgemate Control Software
- Hopefully, forget about it until end

Let's Do It!

What can go Wrong?

- You put in the Wrong Movement
 - Poor communication with TD
 - Forget it's a Single Winner Mitchell
 - You put the movement in too early
- Someone Arrives Late
- What do you do to cure it
 - Delete the event
 - Re-enter
 - Create New Database
 - Players must re-enter their numbers and early scores

During Competition

- Wrong Name or Name Omitted – Fix at any table OR record on paper
- Wrong Score – Fix at table using TD menu OR record on paper
 - Simple error in score
 - Omitting Double
 - Playing in Wrong Order
- Assigning Adjusted Scores, Pass Outs, Not Played – Bridgemate
- Accidentally close Scoring Program or BCS
- Hardware Problems

Hardware Problems

- Individual Bridgemate Dies – Replace it with spare
- Computer Dies but Bridgemates are working fine
 - Continue Game. Ensure Server is not turned off at end of session
- Bridgemates Stop Working
 - Go to Paper. The competition up to point of failure should be ok

Change Table or Section (1 of 4)

Start the Bridgemate and press the "Setup" softkey.



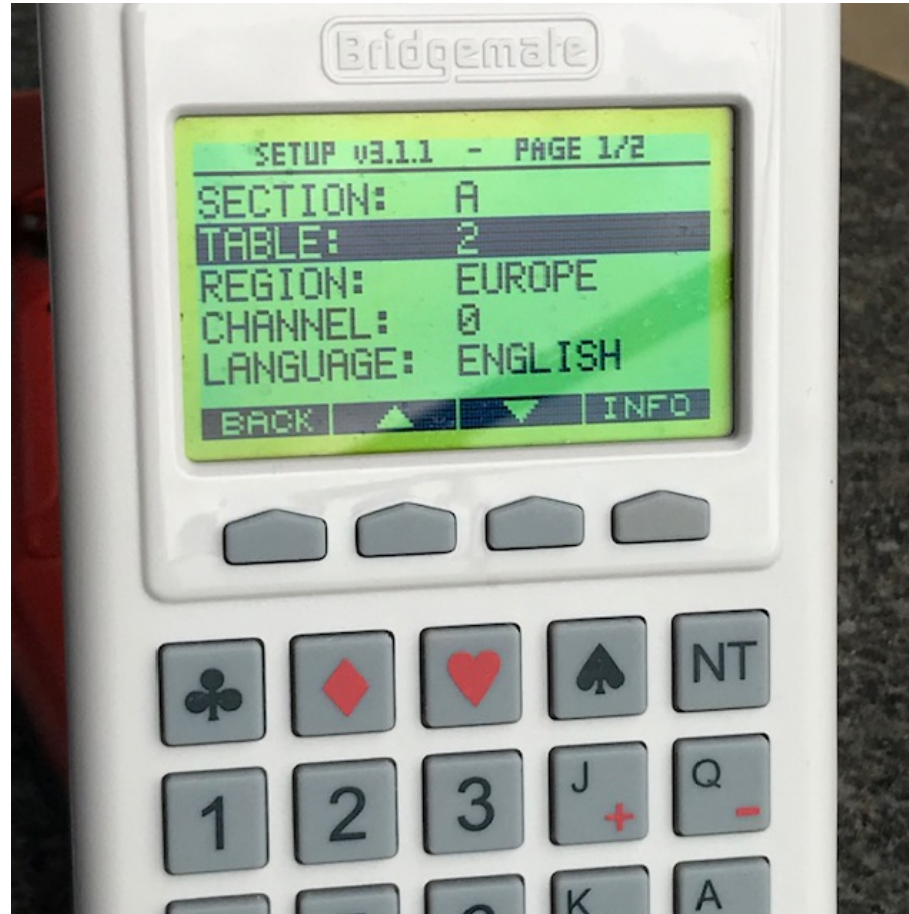
Change Table or Section (2 of 4)

Enter the Setup PIN (749)



Change Table or Section (3 of 4)

Use Arrow Softkeys to navigate the menu and the + and – Hardkeys to change entries. When finished, press the “Back” softkey



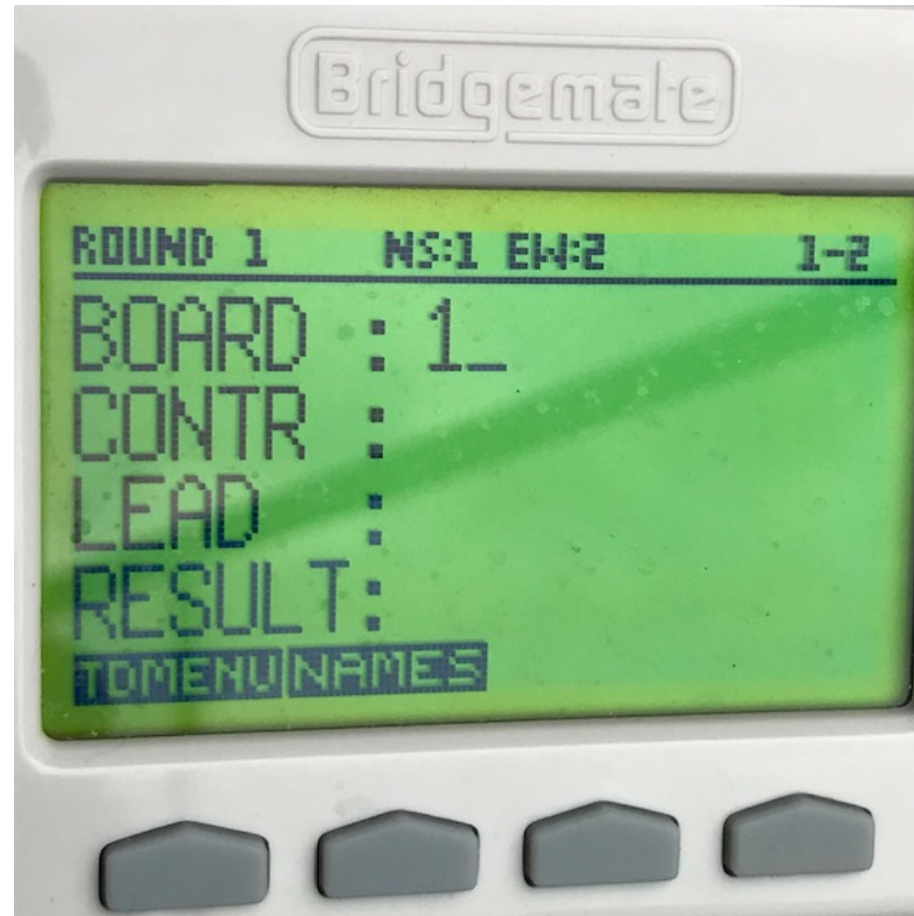
Change Table or Section (4 of 4)

Back to homepage, ready to go.



Changing Names (1 of 3)

From Any Screen with a
"Names" softkey – Press it



Changing Names (2 of 3)

The names of the people currently sitting at the table appear. Press the "Correc" softkey



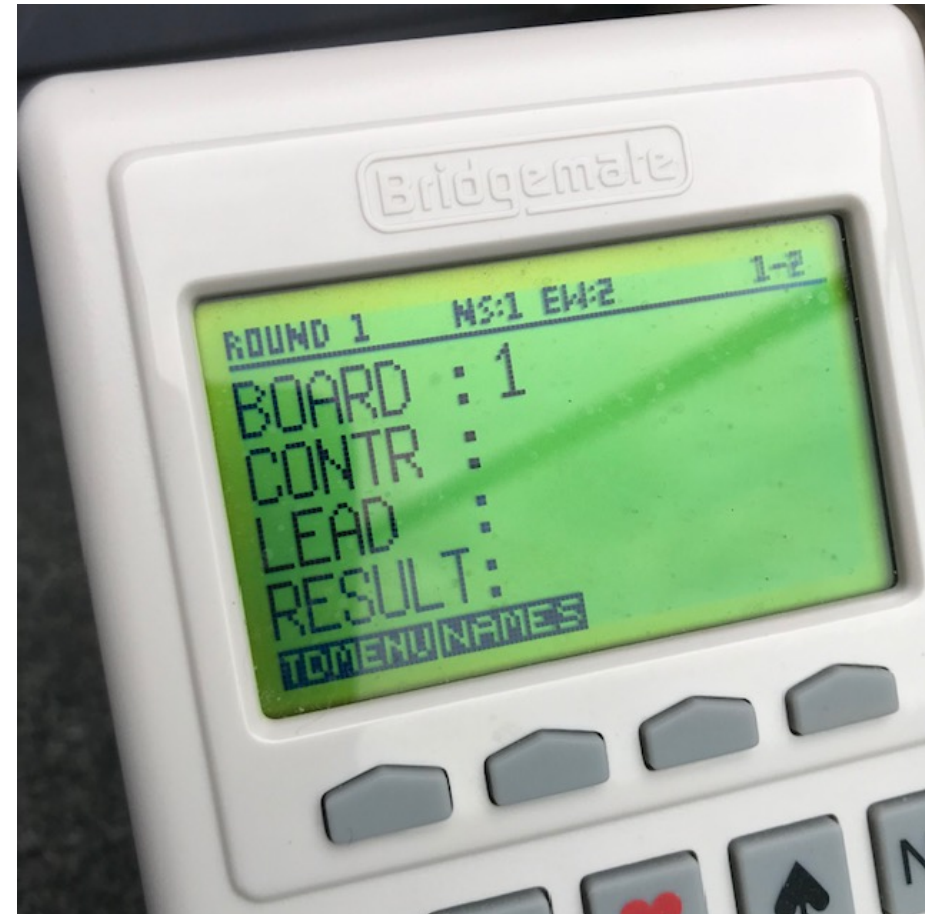
Changing Names (3 of 3)

The Player Number Entry Screen Re- Appears. Enter the correct numbers.



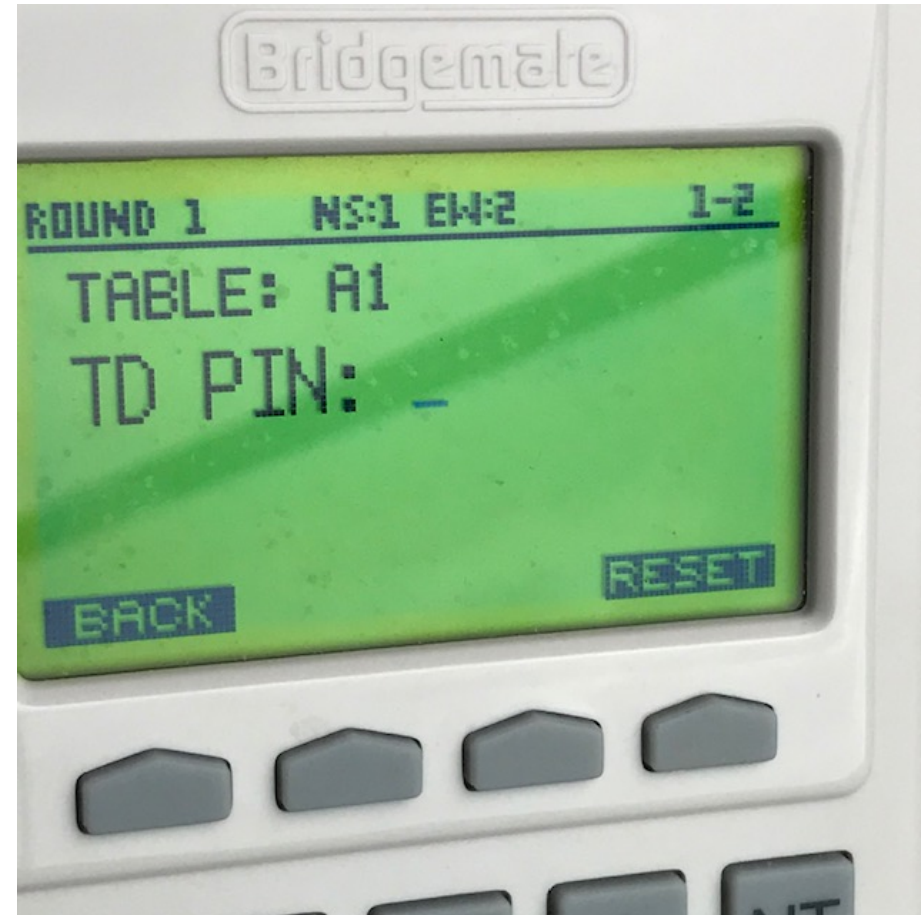
Erasing an Erroneous Entry (1 of 4)

Press the "TDMENU" softkey



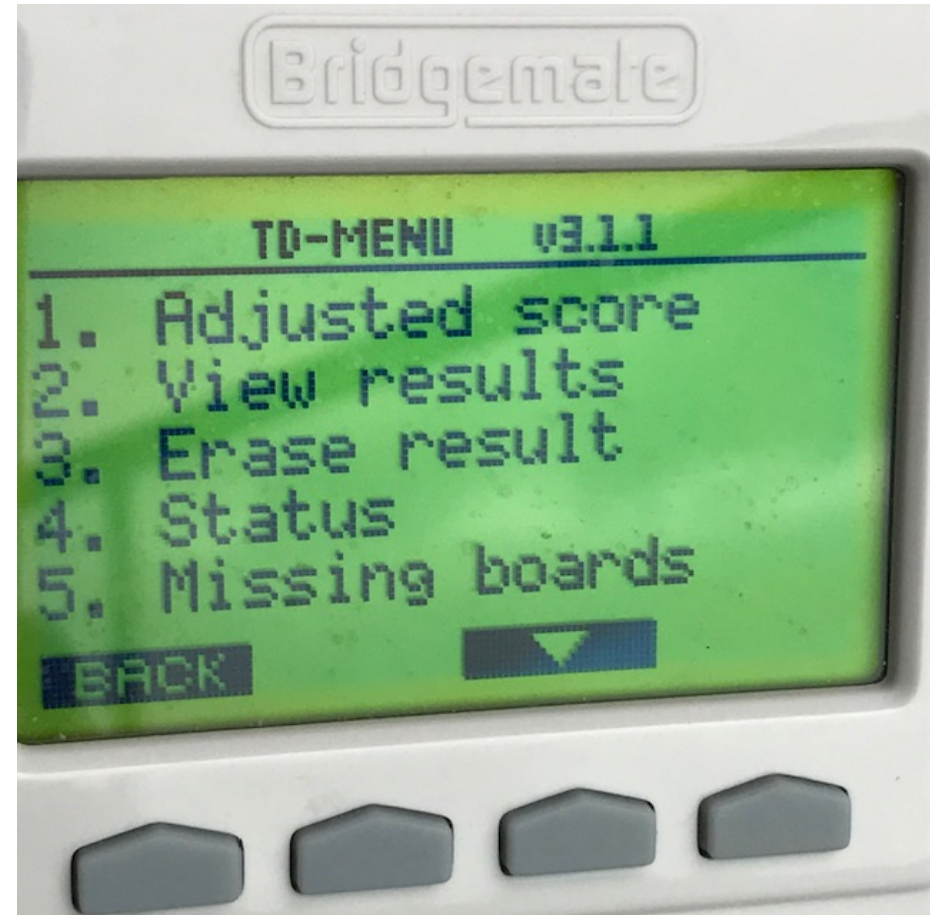
Erasing an Erroneous Entry (2 of 4)

Enter the TD PIN (****)



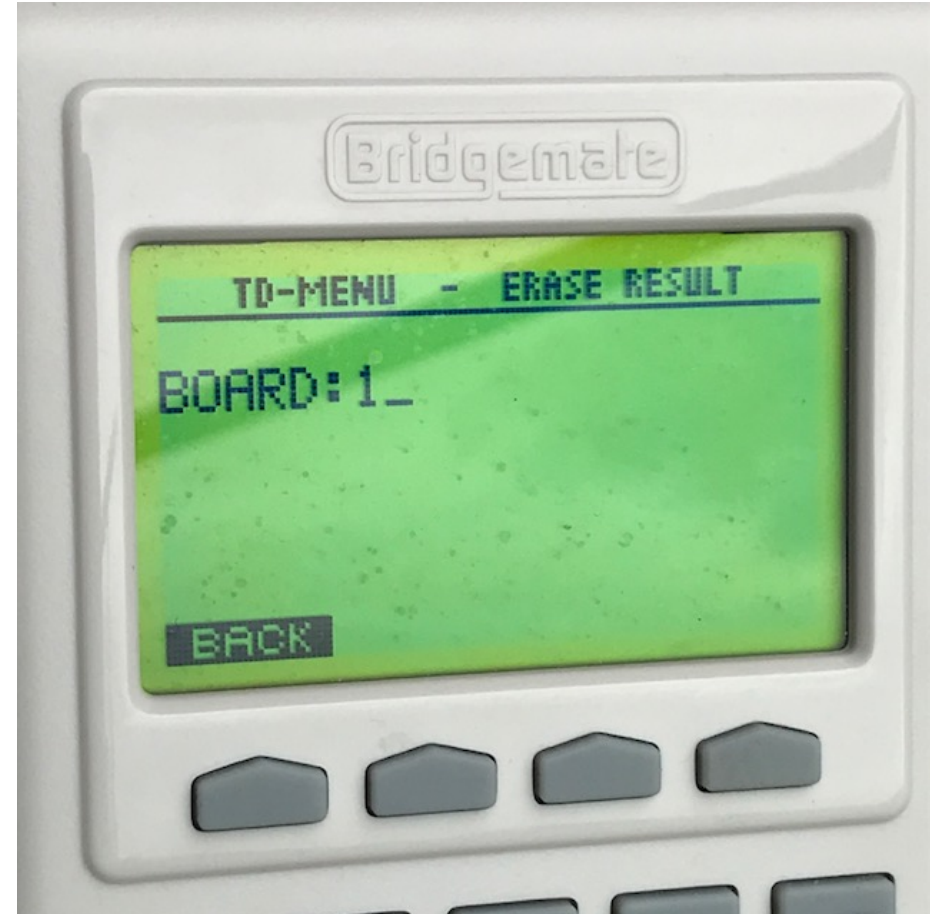
Erasing an Erroneous Entry (3 of 4)

Select Option 3



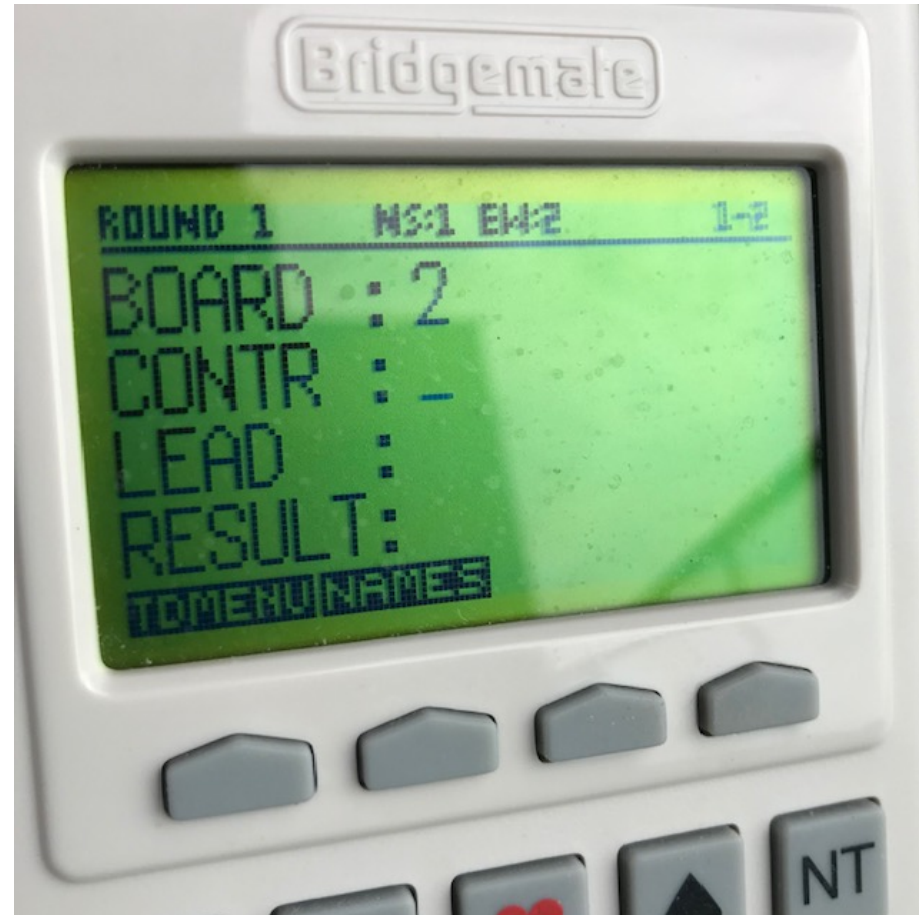
Erasing an Erroneous Entry (4 of 4)

Enter the number of the board you want to erase. Press OK. You will get a brief “Board Erased” message and will be brought back to the TD Menu. Press the back softkey.



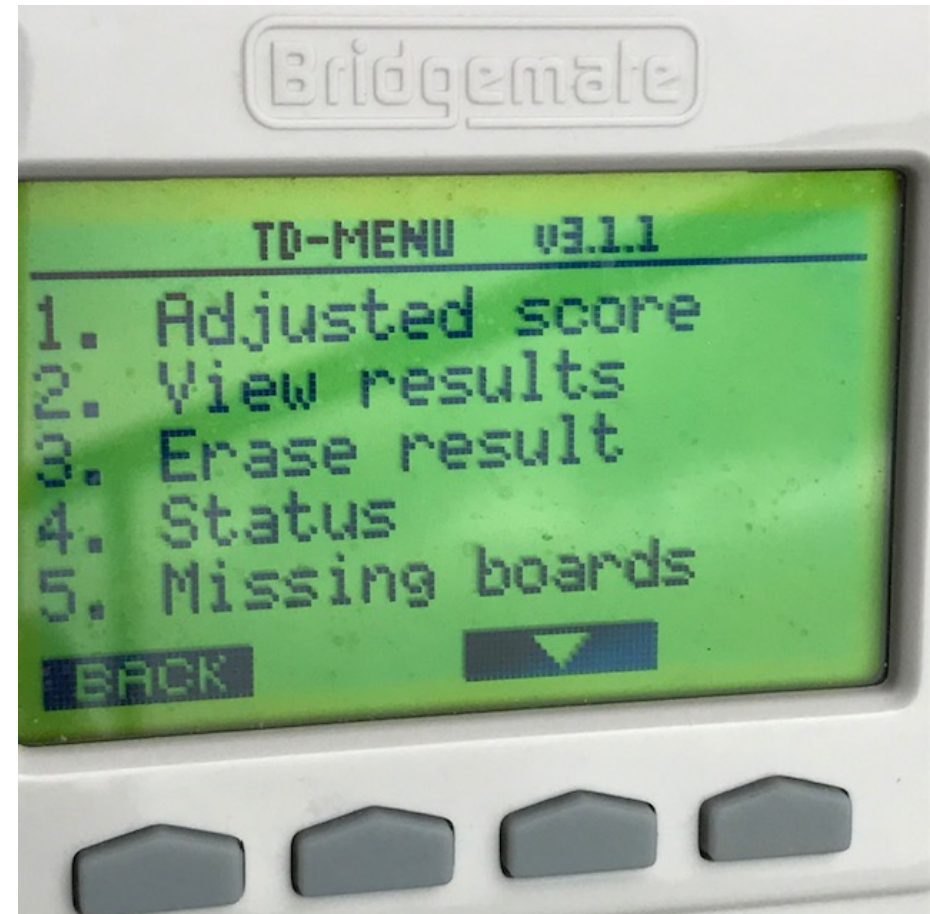
Assigning an Average (1 of 5)

Make sure the cursor is blinking beside
CONTR. THIS IS CRITICAL.
Now press the “TDMENU” softkey and
enter the TD PIN.



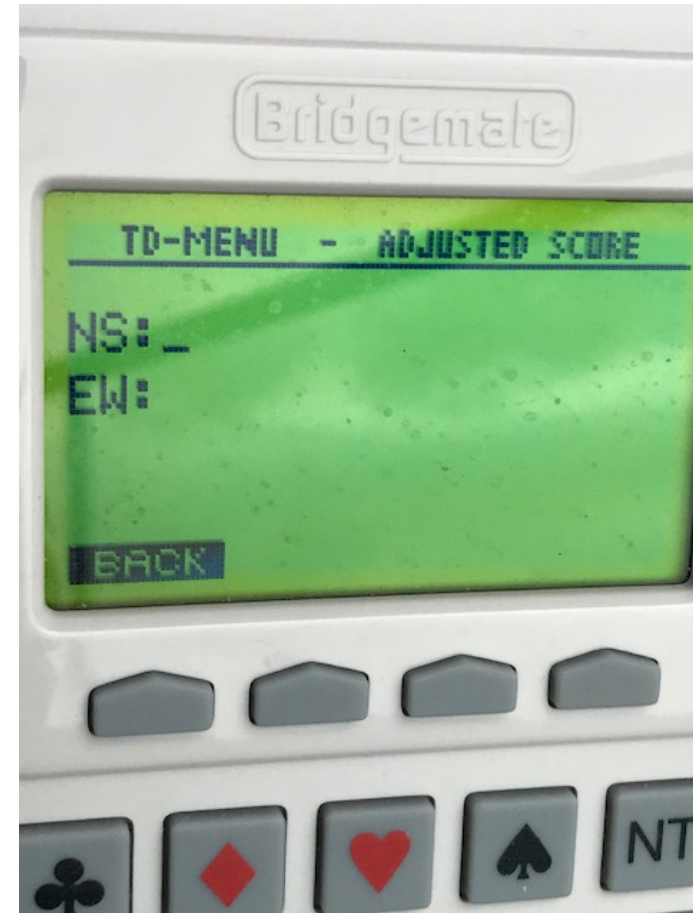
Assigning an Average (2 of 5)

Select Item 1. Adjusted Score



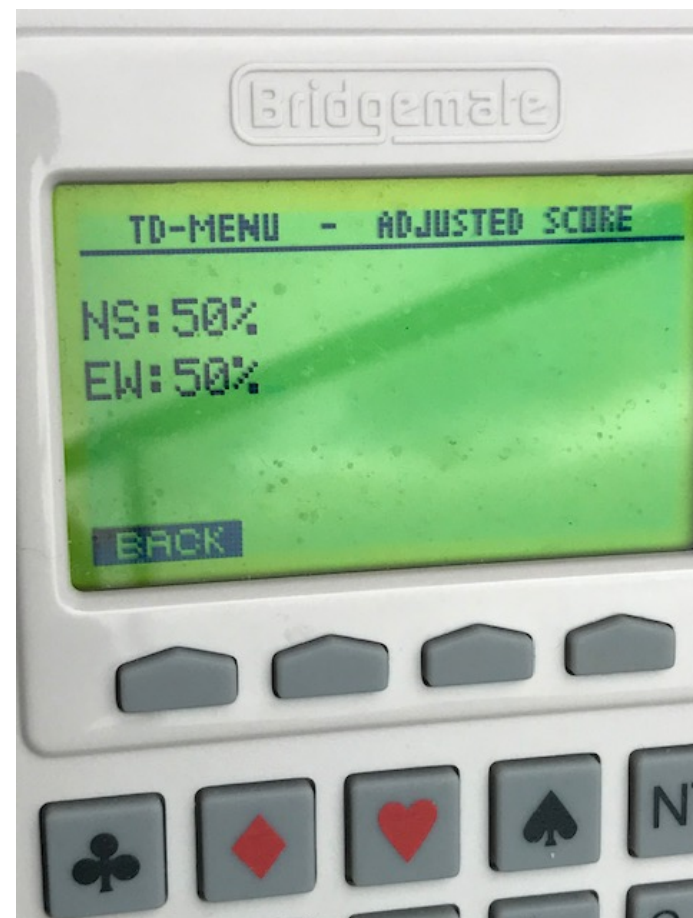
Assigning an Average (3 of 5)

For an Average, enter 5 for NS
For Average +, enter 6
For Average -, enter 4
Repeat for EW



Assigning an Average (4 of 5)

E.G. Press 5 5, then Press OK



Assigning an Average (5 of 5)

The average is assigned and EW accept in the usual way



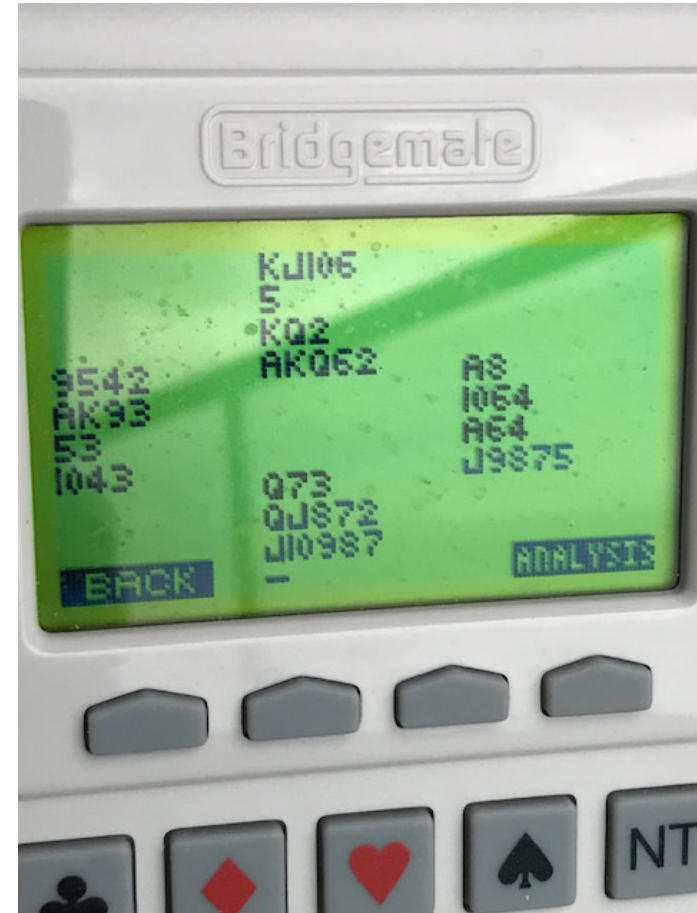
Misboarding (1 of 2)

Go to the TD Menu and select Item 7 "HAND RECORDS". Select 1 to view hand records. You will be asked for the board number.



Misboarding (2 of 2)

The hand record is displayed.
Don't attempt this unless you
have permission to do so. You
also need good eyesight!



EBU TD Videos

- This is a link to the page containing details of the UBU TD Videos
 - <https://www.ebu.co.uk/laws-and-ethics/td-videos>