

Club Level Tournament Direction

Norma Madden

&

Aidan Synnott

Role of the Tournament Director

- Setting Up the Tables, Boards, Bridgemates etc.
- Deciding the number of tables, number of boards to play
- Setting up the Movement
- Dealing with problems e.g. missing cards, mis-boarding etc.
- Ruling in cases of breeches of the laws (WBF) and regulations (CBAI)
- Adjusting scores
- Scoring (Computer or Manual)
- Bridgemates
- Be Nice – especially to novices!

Movement – Absolute Rule

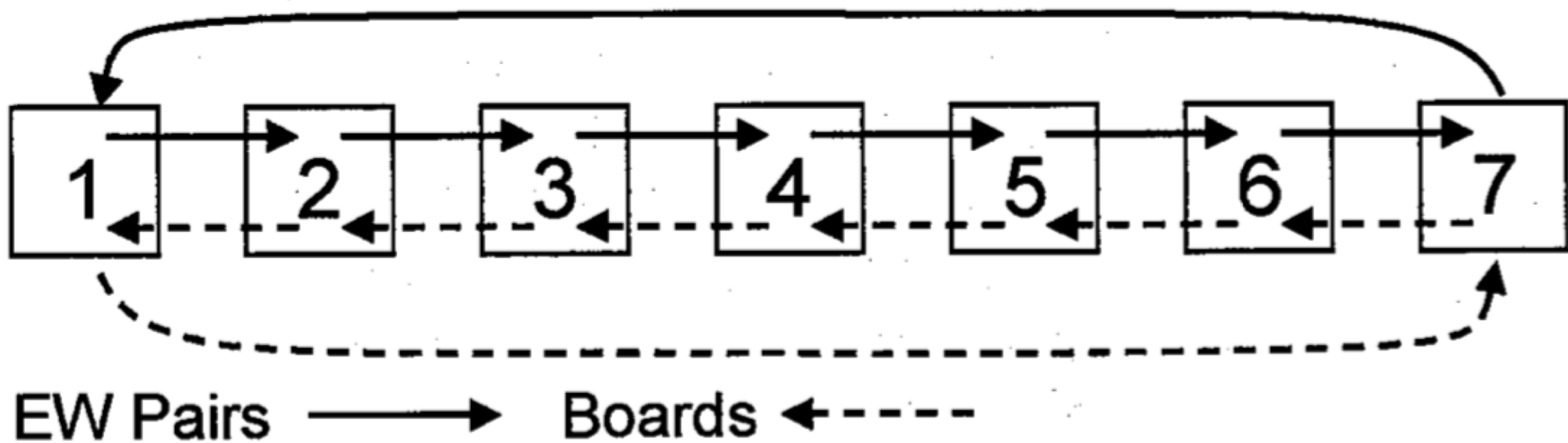
- No player plays the same board more than once.

Movements – Desirable Traits

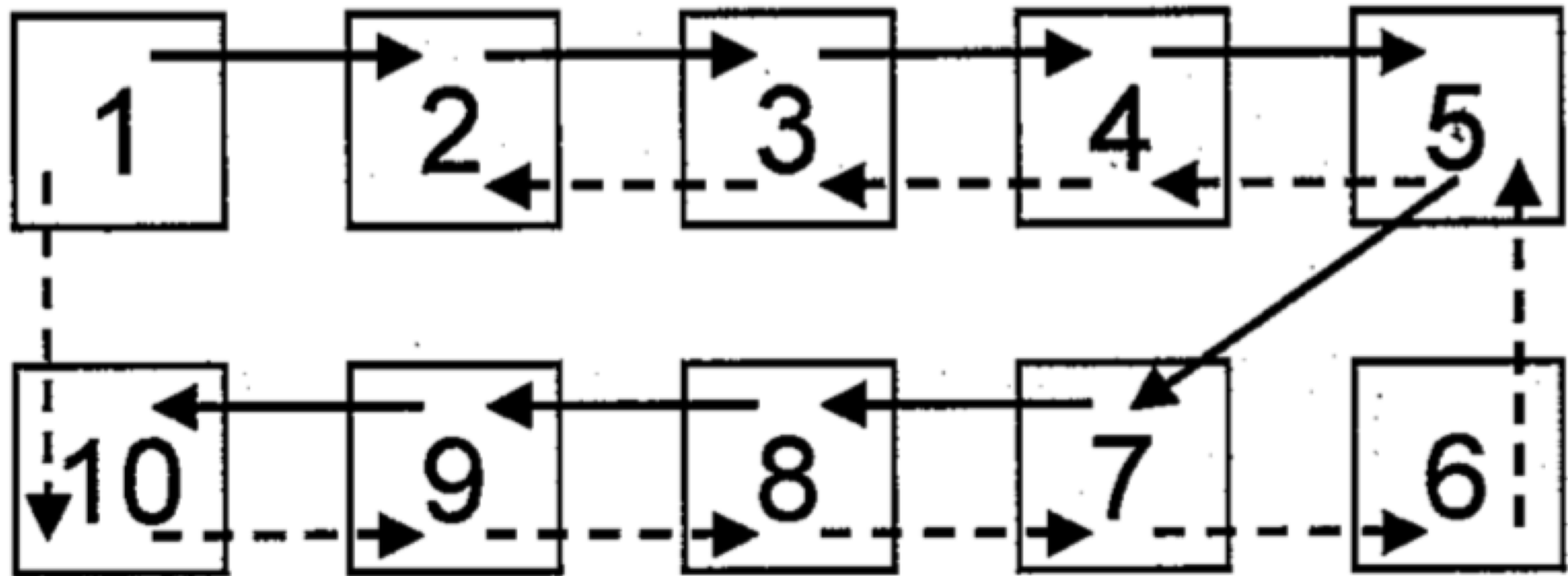
- No pair meets another pair more than once (exit Blackpool and “Playing the Skip”)
- Every Pair play every board
- The movement is reasonably balanced
- The movement is complete

Movements – Practical Considerations

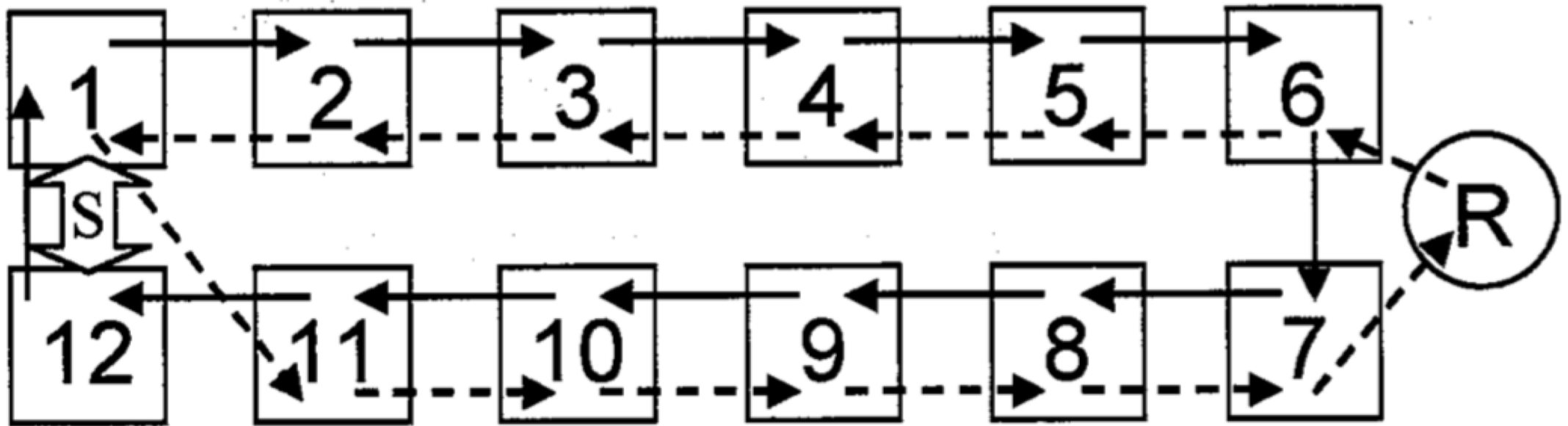
- Plan to play a “reasonable” number of boards (say 24)
- How many Stationary Pairs do you need
- Does the club like/dislike one-winner competitions?
- Other things being equal, use the simplest movement that will get the job done
- Again, other things being equal, play long rounds (3+ boards) rather than 2 boards per round – this saves time
- Avoid (real) sharing



SKIP MITCHELL



SHARE & RELAY MITCHELL



Mitchell Movements

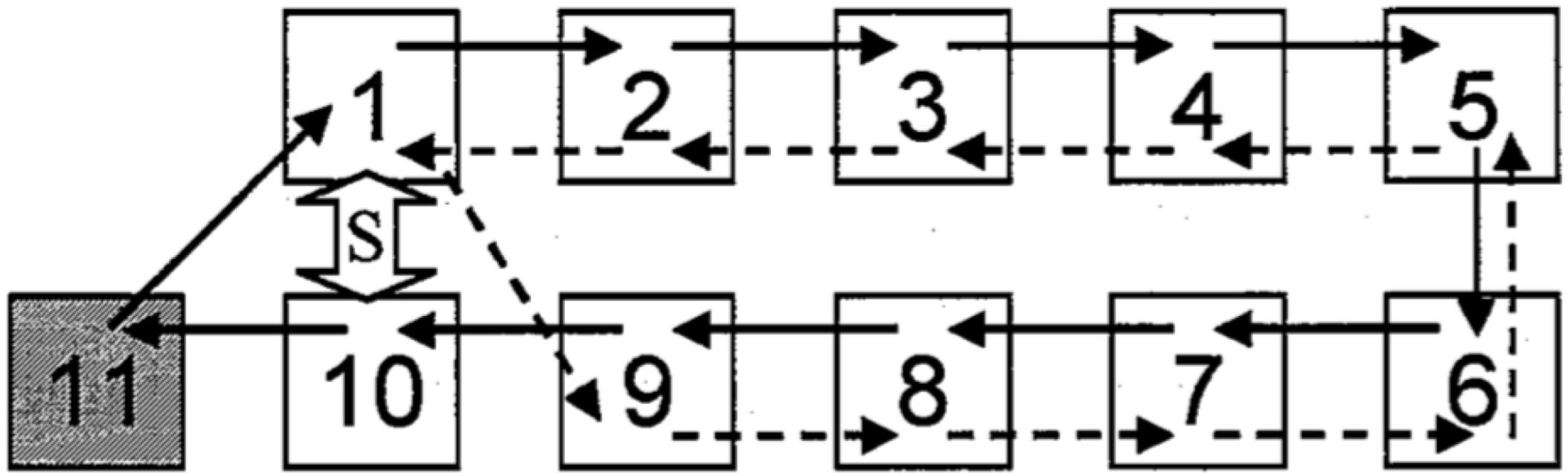
- Easiest to run
- Avoid Skip Mitchells with a half table
- Avoid Shares with 2 board sets
- Phantom Shares work very well. Put the missing pair as N/S on the last table.
- 2 Winner Competitions
- If 1 Winner Competition required, Arrow Switch one eighth of the rounds, generally the last 1 or 2 rounds.

Full Howell Movements

- Complicated – Need Table Cards
- One Winner – Well Balanced
- Every Pair plays every other pair and all boards
- Number of rounds and board sets = $2T-1$
- Sit-out is OK
- Only one Sitting pair (N/S at highest numbered table) called the Pivot Pair

Three-Quarter Howell

- Used where a Full Howell is impractical
- More than one sitting pair
- Pairs do NOT play all other pairs so less balanced
- One winner, there may be some arrow switching to improve balance
- Sit-outs are OK
- The number of rounds played is less than in a full Howell
- For every round not played, there is an extra sitting pair. So with T tables and N stationary pairs, you play $2T-N$ rounds and board-sets



Half Table 

Hesitation Mitchell

- A way of playing extra boards in a Mitchell
- E.G. 7 tables – 21 or 28 boards. You want 24.
- Set up a 7 Table Mitchell as usual but when the E/W pair finish playing at T7, instead of moving to T1 as E/W, they play as N/S at T7 first. Thus they “Hesitate” at Table 7. T7 is called the “Pivot Table”
- Put a relay between tables 3 and 4 thus;
- 7 Tables, 8 Rounds, 8 Board Sets
- Arrow-Switch the last round (all tables except the pivot table)

Teams and Individual Movements

- Mirrored Movements
 - Swiss Teams
 - American Whist
 - New England Relay
 - Thurner
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- Rainbow Individual Movements

Multi-Section & Multi-Session Events

- With two sections, you can run two separate competitions or if pre-dealt boards are available, you can merge the sections.
- If running a two session pairs event, you typically run the first session as a Mitchell. For the second session, you typically run two Howells, one for the N/S pairs from the Mitchell session, the other for the E/W pairs. There are movements available to enable you to run the two Howells seamlessly together (Interwoven Howells). To get the final result, you combine the sessions.

Laws Governing Position of Boards & Auction

- Greet Opponents, Describe System (CBAI)
- Board in centre of table, correctly orientated (Law 7A)
- Count cards, face down (Law 7B2)
- Sitting Players are primarily responsible for proper procedure(Law 7D)
- If a hand is passed out “there shall be no redeal” (Law 22B)
- Don’t play with bidding boxes. A bid is made when the card is placed on the table (CBAI)
- Tempo

Auction Period (2)

- Unintended calls (due to mechanical error) may be fixed up to the point that your partner makes a call (Law 24A 1) regardless of how you discovered the error (Law 24 A 3)
- BUT UI and LAs rear their ugly heads
- If you misinformed, call director before end of Clarification Period
- If partner misinformed, call director after final pass if declarer or dummy; at end of game if defender.

Announcements & Alerts

- Announce
 - Range of 1NT opening (e.g. 12-14)
 - Transfer to Hearts or Transfer to Spades
 - Could be 2 (or whatever) on partner opening a prepared minor
- Alert Conventional Bids
 - Including forcing 1♣ opening
- Don't Alert
 - 5 card majors
 - Stayman (but alert puppet, non-promisary etc.)
 - Acol 2♣ opening (but is it really?)



Alerts of Doubles and of bids above 3NT

- All doubles during the first two rounds of natural suit bids at the 1 or 2 level are assumed to be for take-out. All other doubles are assumed to be for penalty. Any variations from this must be alerted.
- No bid above 3NT, made in the second or subsequent rounds, should be alerted until the end of the auction. Instead, declaring side alerts such bids after the last pass and before the opening lead is selected. Defenders alert such bids after the opening lead is selected but before it is faced.

The Stop Card

- Used before ANY (and all) skip bids
- Purpose is to impose a pause in Tempo
- Put it on the table and immediately make your bid
- Count to 10 in your head and lift the stop card from the table
- It's nothing to do with the alert card, partner must still alert if the jump bid was conventional
- Widely mis-used e.g. never lifted from table
- It's not used to wake up partner (even if it often has that effect!)

Unauthorised Information (UI) Law 16

- Any information you have other than that acquired by lawful bidding/play and inferences. Use the latter at your own risk!
- Examples include information from;
 - Exposed Cards
 - Overheard auctions & discussions
 - Reactions of partner
 - Actions or lack of actions from partner
 - Hesitation
 - Alerts or Failure to Alert

Logical Alternative

- If UI is possible (e.g. after a hesitation), you can't make a call or play that is demonstrably suggested over another call or play by the UI, if the other call or play is a logical alternative.
- A Logical Alternative is a call or play which a significant proportion of players of like grade would consider and might select.
- The platitude that if partner hesitates, you must pass is quite wrong. It is frequently the case but not always.

Minor Penalty Cards Law 50 b & c

- A card exposed accidentally during auction or play below the rank of an honour
- A T or higher can't be a minor penalty card
- You can't have more than one penalty cards
- Disposition
 - Play at first legal opportunity but only mandatory if you have no honour
- Lead Penalties/Restrictions on Partner?
 - No
- UI? Maybe

Major Penalty Cards – Law 50

- Any honour card any card purposely exposed
- Only Defenders can have Penalty Cards
- Must be played at the first legal opportunity
- If penalty card holder's partner gets on lead, declarer may
 - Forbid the lead of that suit (penalty card picked up) while he retains the lead
 - Require the lead of the suit (penalty card picked up)
 - Tell him to do as he wants (penalty card remains on the table)
- Info from penalty card on table is authorised but once played or replaced, becomes unauthorised

Insufficient Bid – Law 27

- Insufficient Bidders LHO may accept the bid (purposely or not)
- If bid not accepted, the insufficient bidder may make the lowest sufficient bid or make a comparable call. In either case, all is forgiven
- If insufficient bidder can't or won't do either of the above, he may make any other call (including pass). In such cases, partner is silenced for the rest of the auction. There may be lead penalties.
- Another platitude – “If you make an insufficient bid, you must make it good”. NOT TRUE. It's often the best thing to do but you have options.
- 27D allows rectification if the infracting pair benefited.

Comparable Calls – Law 23

- A call is comparable to the call it is replacing if it has;
 - The same or similar meaning as that attributable to the withdrawn call OR
 - Defines a subset of the possible meanings attributable to the withdrawn call OR
 - Has the same purpose (e.g. an asking bid or relay bid) as that attributable to the withdrawn call.
- In making a judgement, the TD may need to enquire the meaning of the calls in question in the offending pairs system.
- Where an illegal call is replaced by a comparable call, there is no further rectification (BUT see Law 23 C)

Pass out of Rotation

- If not accepted, and it was offender's RHOs turn to call, RHO calls and offender must pass again.
- If it was offender's partner or LHOs turn to call, offender's partner may make any legal call. When offender is next due to call, he may
 - Make a comparable call, in which case all is forgiven.
 - If he makes any other call, partner is silenced for 1 round and there may be lead penalties
- What does pass mean (in normal systems)
 - Lack of opening values, says nothing about suits held.
 - So any call with that meaning is comparable e.g pass, simple raise, limit raise, pre-emptive raise, 1 level overcall (?2), weak jump-shift (?strong), 1NT (?2NT)

Bid out of Rotation – Law 31

- If LHO or Partner was dealer, LHO may accept. If not bidding reverts to dealer and partner may make any legal bid.
- At offender's turn, he may make a comparable call
- If RHO was dealer, LHO may accept. If not, call reverts to RHO.
- If RHO passes, you must repeat your bid out of turn.
- If RHO bids, you must find a comparable call or partner is silenced for 1 round
- As usual; lead penalties, UI and possibility of adjusted score are on.

Opening Lead out of Rotation

- East Declarer, North leads out of rotation
- E has 5 options which must be chosen without consulting partner.
- E may Accept the lead & put his hand down as dummy. W plays it.
- E may accept the lead but play it himself so S plays to his partner's lead. Having seen south's play, east plays and then W puts down his hand as dummy. E now plays it.
- E may reject the lead which now becomes a major penalty card. The lead reverts to S. E may now require the lead of the penalty card, forbid it or tell S to do as he pleases.

The Revoke – Laws 61-64

- Established when offending side plays to the next trick
- If the revoke card won the trick, one transferred
- If the offending partnership win a subsequent trick, one transferred
- A revoke of the 12th trick must be corrected
- The director may award an adjusted score

Claims & Concessions – Law 68

- If a claim/concession is disputed and everyone agrees, the hand is played out and the director is not called
- If there is failure to reach such an agreement, the director is called and he assigns an adjusted score. The hand is not played out.

Wrong Board Played – Law 15

- Provided neither partnerships have seen the board before, it is played out and the score stands
- The director may require both pairs to subsequently play the correct board.
- This law change can cause problems for computer scoring systems.

Inspection of Tricks – Law 66

- It is now lawful for either players in a partnership to inspect a quitted trick, provided neither have played to the subsequent trick.
- In doing so, they must NOT expose the quitted trick.

Mistaken Explanation – Law 75

- It is now an infraction to state that a partnership agreement may exist when it doesn't
- If you are asked to explain partner's call and you can't, just say so. You are allowed to be confused about your system. That's not unlawful unless UI or mis-information arises out of it.
- You are NOT allowed speculate e.g. don't say something like "I'm taking that to be a forcing bid"