



WHITE BOOK 2010

EBU Tournament Directors' Guide

Edited by David Stevenson

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I INTRODUCTION

Miscellaneous

0.1 General

This Guide (the "White Book") consists of EBU regulations and interpretations. It is written for the 2007 Laws and applies to later Law Books until this edition is superseded.

The White and Orange Books are adjuncts to the Laws and each other. The Orange (and Tangerine) Books contain the material that might interest the players: more technical matters are here in the White Book.

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 and alerting policy.

The Laws of Bridge are written and promulgated by the World Bridge Federation's Laws Committee [WBFLC]. 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 own advice to be followed. Some minutes from WBFLC meetings before the 2007 Laws still apply, in which case they are included but the Law references are updated.

At around the time of publication of the 2007 Laws a Commentary was written by Ton Kooijman. Whilst it was not an official WBFLC publication, Ton is the Chairman of the WBFLC. Parts of the Commentary are reproduced here with Ton's permission: these sections are labelled **[Ton]**.

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 Tournament Organiser or not. Much of this book applies in all competitions.

0.2 Acknowledgements

This White Book is produced by the L&EC, its members, its Chairman, its Secretary, and the Editor acting on their behalf. However, there are also some other people who have given freely of their time to assist in such things as proofreading, checking for accuracy and making suggestions.

Notably this includes Peter Eidt and Gareth Bartley of Germany, Eitan Levy of Israel, Liz Stevenson, Jeffrey Allerton and Robin Barker of England. The success of this publication depends very much on their assistance for which we thank them.

0.3 Other Tournament Organisers

For events not sponsored by the EBU, the regulations are recommendations only, and the Tournament Organiser 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.

0.4 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 and Tangerine Books and updates thereto, 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.

0.5 Numbering system

Chapters from two to eleven are numbered as the numbering in the former Law Books. It was decided to retain these chapters despite them being deleted from the current 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.

0.6 Abbreviations

The following are used throughout:

DIC	Director-in-Charge
EBL	European Bridge League
EBU	English Bridge Union
L&EC	Laws & Ethics Committee
MP	Matchpoint
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

0.7 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 1998-08-24#8]

0.8 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: Artificial Call

0.9 Denomination

The reference “or last named” refers to passes, doubles or redoubles.

0.10 Canapé [WBFLC]

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

[WBFLC minutes 1998-08-24#5]

Definitions: Infraction

0.11 Infract and infringe [WBFLC]

‘Infract’ - to violate or break (a law etc), to infringe.

‘Infringe’ - to violate (esp. a law), to neglect to obey.

[WBFLC minutes 2009-09-08#10]

Definitions: Irregularity

0.12 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 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.
- (c) In Pivot Teams, where a change of partnership is required at certain times.

However, the authority lies with the TD to interpret the Tournament Organiser'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. Normal ways of dealing with it are:

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 the number is wrong. 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.

7.2 Shuffling at end of play and putting them back in the board

It is now a requirement that players shuffle their cards before putting them back into the board. Like most other matters of procedure the TD will not look for breaches but should make clear this is a requirement if asked.

Law 7C includes the clause ‘restore them to the pocket’ which means that cards should be returned to the board face down.

7.3 Law 7C: Shuffling at end [Ton]

After play the cards should be shuffled before putting them back into the board. This is to avoid transmitting unauthorized information about the order in which the cards were played.

7.4 Responsibility for table: the role of North

Possibly because of some very old Laws there is an impression amongst some players that only North is allowed to do anything. They assume he has to score, look after the boards, put the board on the table correctly, move the boards and so on. Some people ascribe further responsibilities to North, such as looking after speed of play, deciding whether the board should stay in the centre of the table, and so on. How much of this is true?

According to the Law Book, only moving the boards is the specific responsibility of North [Law 8]. However, custom and practice, plus some local regulations, mean that scoring is normally done by North or South, and checked by East or West.

A contestant who remains at the table is primarily responsible for maintaining proper conditions of play. With a Howell-type movement, that could be North-South: it could be East-West: it could be neither. Anyway, the word ‘primarily’ means that the other side is not absolved from responsibility. If the board is put on the table so that the North cards are taken out of the board by the East player, both sides are at fault.

IV GENERAL LAWS GOVERNING IRREGULARITIES

Law 9 Procedure Following an Irregularity

9.1 Late rulings

The TD should be summoned as soon it seems possible that an irregularity has 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 alleged irregularity when 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 was 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 or Regulations 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 belated 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.

However, when a ruling is requested with agreed facts and the time delay is not too great the TD will often feel there is no reason to refuse to give a ruling. Suppose there is an agreed hesitation, and a player asks for a ruling about three boards later. He says he was thinking about it. There seems no possibility of abuse, and the final scores are unknown. So it would be normal to give a full adjustment if the hand justifies it.

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.

9.2 'The Director should be summoned'

It will be noticed that the above wording has changed in the 2007 Laws from 'must' to 'should'. But this does not mean a player is not required to: it merely suggests he will not be immediately penalised if he does not. Since this particular Law is regularly breached it is a sensible change.

9.3 Explain all choices

In several of the Laws the next player [or either defender in one case] is given the chance to accept the infraction, for example a bid out of turn may be accepted by the next player. TDs have been known to explain this and then ask the next player whether he wants to accept the bid out of turn. But this is wrong: the TD is required to explain all the options open to everyone before any player takes any action (see Law 9B2). While TDs may feel it saves time, the player may decide not to accept the bid if he hears all the options.

9.4 Law 9A3: Dummy draws attention to irregularity [WBFLC]

Dummy may draw attention to an irregularity once play has been completed.

[WBFLC minutes 2009-09-08#8]

9.5 Law 9A3: Preventing irregularity [Ton]

The laws now explicitly allow any player to try to prevent a player from committing an infraction or irregularity. But once the irregularity has occurred (during the play period) the dummy has no right to draw attention to it.

Law 10 Assessment of rectification

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 could 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.

10.2 Damage in various ways

Suppose as in the last section there is apparently damage from both misinformation and unauthorised information, and the TD decides to adjust. Under which does he adjust? If the non-offending side would do better under one adjustment than the other, the TD should pick that one, ie the one that gives the non-offenders the better score.

Similarly, suppose there is a fielded misbid, which would give the non-offenders Ave+, and damage from unauthorised information. He should calculate what adjustment he would give from the unauthorised information, and then see whether that is better. If so, he adjusts that way: if not, he gives them Ave+ for the fielded misbid.

Law 11 *Forfeiture of the right to rectification*

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 here are 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 the lead restrictions. The offending players often had no idea that they could have worked to alleviate 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 corrects a mistaken explanation without the TD being called. The opposition accepts this, which is not permitted (see Law 20F4).

Play then proceeds. If it now happens that this leads to an advantageous position for the side which made the mistaken explanation then an opponent might call the TD to try to get back what was lost. Dependent on his view of the players' knowledge of the legal position, the TD might apply Law 11A and let the board continue, giving no adjustment. See #21.1.

Law 12 Director's discretionary powers

12.1 Types of score adjustment

See #12.20 for Ton's explanation of various types of score adjustment.

12.1.1 Artificial adjusted scores

If a board is unable to be completed then an artificial adjusted score is given under Law 12C2, but see #12.11. For example, if a player has heard a result from a neighbouring table, or has looked at the wrong hand, and the TD decides the board cannot be played (see Law 16C) then he will give each side an artificial adjusted score.

Such a score is Average Plus (Ave+) if the side is not at fault, Average (Ave) if the side is partly at fault and Average Minus (Ave-) if the side is fully at fault. See #12.12 for what partly at fault means. This usually translates into 60% or +3 imps for Ave+, 50 % or 0 imps for Ave, 40% or -3 imps for Ave- (see #12.4 for other forms of scoring). However, in a matchpointed Pairs event, if a pair's session average is greater than 60% then they get their session average for Ave+. Similarly, if a pair's session average is less than 40% then they get their session average for Ave-. A similar approach is used at imps, eg a pair that is averaging +4 imps gets +4 imps for Ave+, and a pair that is averaging -4 imps gets -4 imps for Ave-.

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 'Ave+' 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 'Ave-' adjustment is decreased similarly.

Note *In Head-to-head Teams Ave+/Ave- 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 Ave- to N/S, Ave+ 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. Ave-/Ave+ or Ave/Ave- are not acceptable.

When using BridgeMates the TD enters such a score with his key, pressing 1 from the menu ["Arbitral score"]. He will then enter the percentage for each side separately.

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 Ave+/Ave+ (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 Ave-/Ave- (A4040). However, if he decides there are extenuating circumstances he can give Ave/Ave (A5050), or Ave+/Ave- (A6040) if only one side is at fault. But he should not give Ave+/Ave (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 agreement, 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 Ave+. The score given is Ave+/Ave– (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.

#12.19 and #12.20 contain further comments on this subject.

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 12C1. For example, if a N/S pair defend 3♥ because they were misinformed, and the TD judges that if correctly informed they would have bid 3NT vulnerable and made eleven tricks, then he assigns a score of +660 for N/S to both sides. See #12.1.4 for Weighted scores: it is not expected now to give a single assigned score, and it should only be done when the TD is confident he knows how the auction and play would have gone without the infraction.

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 12C1F refers to the fact that scores need not balance. There are certain occasions when a TD should give the two sides different adjusted scores.

- (a) 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 opponents' infraction so is not fully adjusted. However, the score for the offending side is adjusted in the normal way. See #12.8/9 for the non-offending side's score.

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' redress is reduced by the amount the double cost, ie the difference between 4♠ made and 4♠ doubled and made.

- (b) It is possible that a player will make a call or play after an infraction by his opponents which is considered so bad as to be wild or gambling, or is considered a serious error (unrelated to the infraction), even if there is no suggestion of a double shot. As in (a) this player will not get full redress, but the score will be adjusted fully for the opponents. See #12.8/9 for the non-offender's score.

Example A pair is misinformed as to the meaning of a bid of 2♠ in response to 1NT, but do not realise until dummy appears. The TD will adjust the score against the offending side if there is damage.

However, the other side, after getting doubled in 3♥, freely bid 4♥ and lose 800! There can be no question of the double shot since they did not know there was an infraction. Nevertheless, full redress will be denied for their side since the 4♥ bid is ruled as 'wild or gambling'

- (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 is then 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 could assign 4♥ making to this player but 3♥ plus one to his opponents. More normally, he will weight the scores given to each side – see (f).

- (d) When an artificial adjusted score is given – see #12.1.1 – the scores for the two sides need not balance.
- (e) One of the effects of split scores is that in an event scored by Victory Points the final VP scores need not balance. So if the TD adjusts as in (c) above the final score in a VP match with top 20 might be 16-6. Similarly with an artificial adjusted score as in (d).
- (f) 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 12C1C allows a TD to give weighted scores to reflect the probabilities of a number of results. From the introduction of the 2007 Laws this is now the norm, and a TD who gives a single adjustment rather than a weighted score should be confident he knows what the outcome would have been without the irregularity.

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

Note *TDs and Appeals Committees have both been permitted to give such adjustments since 2000 but do not seem to use this power as much as might be expected.*

On many occasions the L&EC has commented on the failure of TDs and Appeals Committees to use weighted scores: despite it being the normal procedure to use them, TDs and Appeals Committees seem reluctant to do so.

The Laws allow for an alternative approach via Law 12C1E. The Regulating Authority has decided that Law 12C1C applies and not Law 12C1E in the English Bridge Union.

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 12C1C a weighted score would 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".

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. If fractions arise, see #78.5.1.

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 simply be able to input it. Such software is now readily available.

Examples

(a) It is matchpoint 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)

Assuming good software which calculates weighted scores is not available, 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 E/W 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".

#12.18 and #12.20 contain further comments on this subject.

12.1.5 Split and Weighted scores

- (a) In #12.1.3 (a) and (b) we saw that if a non-offender commits 'wild or gambling action' then his side gets a reduced adjustment, sometimes their actual table score, but the score is still adjusted for the offenders. Of course this adjustment could be a weighted score.
- (b) 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.

Example The Editor sat on a Swedish Appeals Committee which decided that the TD had failed to apply the law properly, so ruled under Law 82C. It was clear that if the law had been applied properly one side would have reached a heart contract and made ten tricks, but which contract? The Committee finally ruled:

For N/S:

75% of 4♥ =, NS +420
 + 25% of 3♥ +1, NS +170

For E/W:

25% of 4♥ =, NS +420
 + 75% of 3♥ +1, NS +170

- (c) Suppose the TD is not called after an infraction and the result is a mess that could easily have been avoided. Since both sides are at fault the TD might assign, treating each side as offending. The assignments will often be weighted, thus leading to a split and weighted assignment.
- (d) It is not normal to have an adjusted score that is both split and weighted except in these three situations, ie when the non-offenders get part of their redress reduced, when both sides are treated as non-offending, and when both sides are treated as offending.

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. Better software is readily available which allows 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 ['Victory Points' – see #161.7], and the weighting then 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	VPs	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 VPs to 2.9 VPs.

12.1.8 *Method of calculating weighted scores at cross-imps scoring*

When a weighted score is given at cross-imps scoring, the calculations should be done on a per comparison basis.

12.2 Score adjustments

A score is adjusted if an infraction damages the non-offenders. A TD or 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. See #12.8/9 for the procedure.

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. The same applies to a ruling on a withdrawn agreement in a claim under Law 69B2. See #69.4.

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

A standard procedural penalty ["fine"] would be the "standard amount" shown, and a standard disciplinary penalty would be twice the "standard amount" shown.

See also #90.2.

12.5 "Standard amounts" for various methods of scoring

Method of scoring	Standard adjustment	Minimum unit of scoring
Matchpoints	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-imps	2 imps per comparison	0.0001 imp
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 VP	0.1 VP

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 86D.

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 are entitled to an assigned adjusted score under Law 86D. However, it is not the case that the offending side get an adjustment under this Law when they got the good score and caused it not to be played at the second table.

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. An assigned adjusted score may be given to reflect team A's good result.
- (c) At the first table team A bid and make an unlikely slam. Playing with duplimate boards, the board is unplayable at the second table because a member of team B took the wrong hand out of the board and looked at it. An assigned adjusted score may be given to reflect team A's good result.
- (d) 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 slam bidders, team A. No assigned score is given and the board is cancelled.
- (e) At the first table team A bid and make an unlikely slam. Playing with duplimate boards, the board is unplayable at the second table because a member of team A took the wrong hand out of the board and looked at it. No assigned score is given 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 12C1C 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 When to deny redress

See also #12.16, #12.17 and #12.20.

12.8.1 Introduction

Under Law 12C1B, the non-offending side does not receive relief for any damage caused, subsequent to the infraction, by “a serious error (unrelated to the infraction)” or by its “wild or gambling” action.

12.8.2 “Wild or gambling action”

Wild or gambling action is considerably worse than bad bridge. Note the following:

1. A wild or gambling action may be related to the infraction.
2. A wild or gambling action is usually a deliberate action or positive decision by the non-offending side. A serious error is, by its nature, generally an action that the player regrets immediately ie a ‘slip of the brain’.
3. The standard for denial of redress should be wild or gambling action by the non-offenders, without any reference to the possibility of a double shot being required. However, if there is an element of a double shot in the non-offenders’ action, it is normal to conclude that the action is wild or gambling.
4. The standard is ‘wild or gambling’, ie only one of those is required. It is often incorrectly quoted as ‘wild and gambling’.
5. An error in the play in or defence to a contract which was only reached as a consequence of the infraction should be treated especially leniently.
6. A failure to take advantage of privileges provided by the Laws, such as not asking the meaning of a clearly alerted call or waiving a penalty, would often be considered ‘wild’.

12.8.3 “Serious Error”

It should be rare to consider an action a ‘serious error’. In general only the following types of action would be covered:

- Failure to follow proper legal procedure (eg revoking, creating a major penalty card, leading out of turn, not calling the TD after an irregularity).
- Blatantly ridiculous calls or plays, such as ducking the setting trick against a slam, or opening a weak NT with a 20-count. Such errors should be considered in relation to the class of the player concerned; beginners are expected to make beginners’ errors and should not be penalised for doing so.
- An error in the play in or defence to a contract which was only reached as a consequence of the infraction should be treated especially leniently.

For clarity, the following would usually not be considered to be a ‘serious error’:

- Forgetting a partnership agreement or misunderstanding partner’s call.
- Any play that would be deemed ‘normal’, albeit careless or inferior, in ruling a contested claim.
- Any play that has a reasonable chance of success, even if it is obviously not the percentage line.
- Playing for a layout that detailed analysis would show is impossible, such as for an opponent to have a 14-card hand.

12.8.4 *“Unrelated to the Infraction”*

It can be argued that if the final contract is only reached as the consequence of an infraction then any error in the play or defence must be related to it and cannot be penalised. This is considered too extreme a view and a serious error has to be more directly related to the infraction to be given redress. Note that a wild or gambling action does not need to be related to the infraction.

In misinformation cases it is sometimes possible to work out from the sight of dummy or the first few tricks that there must have been either MI or a misbid during the auction. Some people might not correctly draw that conclusion, even if it would be considered obvious to more experienced players. This is related to the infraction and should not be penalised as a “serious error”.

12.8.5 *General*

If the TD has been called to the table during or after the auction there may be discussion, possible disagreement or argument. In spite of the TD’s best efforts, it is common for less experienced players now to feel upset, be distracted, or under pressure to play quickly. Errors in such circumstances should only rarely be considered ‘serious’.

If the TD is considering ruling an action to be any of wild, gambling or a serious error unrelated to the infraction it is worth asking the player concerned why they played or bid that way. They may have a valid bridge reason, for example they may be playing an unusual system or carding methods from which unexpected inferences can be drawn.

12.8.6 *Artificial adjusted score*

Where an artificial score is given it is still possible to deny redress where the non-offending side has committed a serious error (if unrelated to the infraction) or wild or gambling action.

Example One player psyched and his partner was adjudged to have fielded it. Under EBU rules this would normally be Ave+ to the non-offenders, and Ave- and a penalty to the offenders. However, if the TD judges that the non-offenders’ final double was wild, he can reduce their score accordingly [see #12.9] while letting the offenders keep their Ave– and penalty.

12.9 How to deny redress under Law 12C1B

See also #12.16, #12.17 and #12.20.

12.9.1 General

Consider a case (with only N/S vulnerable) where N/S allow 4♥ doubled to be played by E/W because they were misinformed, and the TD judges that if they had not been misinformed they would have bid and made 4♠+2. Let us suppose that 4♥ doubled is always 3 down except that N/S commit a serious error (eg a revoke) and the result is only 2 down. Let us say that the result in the other room was NS +680. How do we apply Law 12?

E/W, the offending side, get the score for NS +680 (0 imps) under Law 12C1C.

Applying Law 12C1B to the non-offending side, we have to calculate the part of the damage that was self-inflicted. The self-inflicted damage is the difference in score between NS +500 and NS +300 = $\text{imp}(500-680) - \text{imp}(300-680) = -5 - (-9) = 4$ imps. So do N/S get the adjustment for the offending side less the self-inflicted damage = -4imps? Yes, because this is better than their score at the table $\text{imp}(500-680) = -5$ imps. This reflects the real damage and the self-inflicted damage.

If this had been matchpoint Pairs, and 4♠ making scores 15 MPs, +500 scores 8 MPs, and +300 scores 5 MPs, then E/W get the reverse of 15 MPs, but N/S get 15 MPs less the difference between 8 MPs and 5 MPs, so they get $15-3=12$ MPs.

Now, compare this. Let us suppose that the contract is always 4 down except that N/S commit a serious error (eg a revoke) and the result is only 3 down. How does this affect it? E/W, the offending side, get the score for NS +680 (0 imps) under Law 12C1C.

If we apply Law 12C1B literally to the non-offending side, then we have to calculate the part of the damage that was self-inflicted. The self-inflicted damage is the difference in score between NS +800 and NS +500 = $\text{imp}(800-680) - \text{imp}(500-680) = 3 - (-5) = 8$ imps. So should N/S get the adjustment for the offending side less the self-inflicted damage = -8imps? Obviously not, because this is worse than their score at the table $\text{imp}(500-680) = -5$ imps.

This is because all the damage was self-inflicted, as we would have said previously. There was no damage as a consequence of the infraction, the damage was all subsequent (caused by the revoke). The upshot is that N/S keep their table score, -5imps.

This is a general conclusion from the application of Law 12C1B. When the damage is all self-inflicted (without the serious error the non-offending side should have done better with the infraction) then the non-offending side keep their table result.

If this had been matchpoint Pairs, and 4♠ making scores 15 MPs, +500 scores 8 MPs, and +800 scores 20 MPs, then E/W get the reverse of 15 MPs. Under the initial calculation, N/S would get 15 MPs less the difference between 8 MPs and 20 MPs, so they might get $15-12=3$ MPs. In fact we let them keep their 8 MPs, and rule all the damage was self-inflicted.

12.9.2 *An article by Robin Barker*

There is still some strange wording in Law 12 covering what was previously described as the distinction between "consequent" and "subsequent" damage; "subsequent" damage could have been due to wild or gambling action by the non-offending side, by their serious error, or just "failure to play bridge". However, I think the effects are clear: for the offending side (OS) we adjust if they obtain a table result better than they would have done without the infraction; but the non-offending side (NOS) do not get an adjustment for damage which is self-inflicted, defined as due to a serious error (unrelated to the infraction) or wild or gambling action (WoGA).

In practice there are four cases: all damage is self-inflicted, some is self-inflicted, no self-inflicted damage, or no damage at all. There are scores we have to consider

- A. the score for the Actual table result (including any serious error or WoGA)
- B. the score for the result Before infraction (assigned by Law 12C1C or Law 12C1E)
- C. ($\geq A$) the score for the result that Could have been scored, with the infraction but without serious error or WoGA (this might be weighted)

The overall damage can be divided as

- Real damage: $D[R] = B - C$
- Self-inflicted damage: $D[S] = C - A$

Starting from $C \geq A$ there are four cases

- $C \geq A > B$: no advantage, no damage, no adjustment;
- $C \geq B \geq A$: all damage self-inflicted, no real damage $D[R] \leq 0$ (virtual damage), NOS get A, OS get B;
- $B > C = A$: no self-inflicted damage, $D[S] = 0$, NOS get B, OS get B;
- $B > C > A$: real damage and some self-inflicted.

In the final case, the OS get B and the NOS get $A + B - C$. The adjustment for the non-offending side can be seen as either

- actual score + real damage: $A + D[R] = A + (B - C)$; or
- adjusted score – self-inflicted damage: $B - D[S] = B - (C - A) = A + B - C$.

12.9.3 *Some examples by Robin Barker*

NS bid to 4♥ and EW "use UI" to compete to 4♠, which is doubled. In defending 4♠X, NS might revoke (a serious error) and lose a trick they would otherwise score. The result in the other room is 4♥=, NS +420. This is the normal result in 4♥, so B (the result before the infraction) is 0 imp. The type of adjustment depends on the table result.

4♠X-1 NS With neither side vulnerable, **+100. Revoke**

$A = \text{imp}(100-420) = -8$ imp. Without the revoke: 4♠X-2 NS +300. $C = \text{imp}(300-420) = -3$ imp.

Real damage $D[R] = 3$ imp, self-inflicted damage $D[S] = 5$ imp.

Offending side (team of EW) get 0 imp, non-offending side (team of NS) get $0 + (-8) - (-3) = -5$ imp.

4♠X-2 NS +300. Revoke

A = -3 imp. Without the revoke: 4♠X-3 NS +500. C = imp(500-420) = +2 imp. No real damage (D[R] < 0).

Offending side get 0 imp, non-offending side get -3 imp (table result).

4♠X-2 NS +300. No revoke

A = C = -3 imp. No self-inflicted damage (D[S] = 0). Both sides get 0 imp.

4♠X-3 NS +500.

A = +2 imp. No damage. Table result for both sides.

12.10 Score while suspended

A player was suspended for the remainder of a session but readmitted to the competition for the remaining sessions. In such a case the player's side should receive 40% for each unplayed board at matchpointed Pairs. In addition there was a disciplinary penalty, the amount of which was at the discretion of the DIC.

12.11 Assign scores when possible

The Law requires assigning scores when possible. This means there may be rare cases where the TD will assign even though no result was obtained.

Example Declarer was playing 6♠ doubled which was clearly going four off when she felt unwell because the room was very warm. She had to take a break for about ten minutes. It is legal for the TD to assign a score of 6♠ doubled minus four.

It is legal to apply an artificial adjusted score if the possibilities are numerous or not obvious. Except where the EBU has regulations based on this Law to help TDs [see #90.4.2] the TD should only use this Law as a last resort. Assigning is strongly preferred.

12.12 Partly or directly at fault

When an artificial score is given, what is 'directly at fault', and what is 'partly at fault'? If the actions of a player cause the board to be cancelled, and if he had not done what he did then it would not have been cancelled, then he is 'directly at fault'. However, if it took the actions of both this player and someone else for the board to be cancelled then he is 'partly at fault'.

Who is "at fault" if there are circumstances beyond the players' control, for example illness or a delay on the roads? Technically the answer is the player who was not present for any reason has caused the board to be cancelled, so is directly at fault.

Examples

- (a) A player played a hand with 14 cards, but only realised at trick 10. The TD decided the board had to be cancelled. The player's LHO only had 12 cards. Are the players 'directly at fault'? Yes: if either had counted their cards correctly at the start the board would have been saved, so each player is completely at fault. So Ave-/Ave- is the normal ruling.

- (b) A table loses a board because of slow play. They only just run out of time and the TD decides both sides are equally at fault. If one side had played a little more quickly the slowness of their opponents would not have lost the board, so both sides are only partly at fault. So Ave/Ave is the normal ruling.
- (c) A player is taken ill and misses three boards. How should they be scored? The other side is not at fault, of course, but the player who is ill is 'directly at fault' for the boards being cancelled, so the correct ruling is Ave+/Ave-. In real life, few will argue if the TD gives Ave+/Ave.

12.13 'Not played'

Computer software usually has a possibility of inputting 'not played' for a table on a specific board. Some TDs or scorers use this when a table loses a board for slow play, late arrival or other similar reasons but this is illegal. At such a time the TD should decide whether to give Ave+, Ave or Ave- to each side as is required by Law 12C2A.

'Not played' should only be used when a board is not played as part of the general movement. Suppose the TD sets the computer up to play nine three board rounds, but because the evening is slow decides to stop after eight rounds. He should now enter 'not played' for all the scores for round nine that the computer is expecting.

Suppose a movement is set up for nine tables, but there are only eight and a half. When a pair sits out 'not played' is entered because this is part of the movement.

12.14 Law 12C: Awarding an adjusted score [WBFLC]

When a Law refers to awarding an adjusted score it means either an assigned score or an artificial score as suitable. If an assigned score is possible then it should always be given.

Note that if an incomplete board has reached a stage where the result can be decided then any adjustment should be assigned, since "No result can be obtained" does not apply.

[WBFLC minutes 2008-10-10#3]

12.15 Law 12C1: Assigned adjustment - general [WBFLC]

When adjusting a score after misinformation the basis is what might have occurred if the non-offending side had been given correct information. Depending on the situation they might or might not be aware that a misunderstanding has occurred and the adjusted score will reflect the Director's view of this.

[WBFLC minutes 2003-11-09#2]

12.16 Law 12C1B: Wild or gambling action [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 full redress if they have been damaged through their own “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 “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 full redress, and keep their score. However the offenders get an adjustment back to 2♠ making ten tricks.

Note *This is the WBFLC’s interpretation from 1998 suitably modified. The basic principles remain: the details have changed.*

[WBFLC minutes 1998-08-30#2]

12.17 Law 12C1B: Serious error [WBFLC]

A “serious error” should be judged according to the calibre of player.

[WBFLC minutes 2008-10-10#3]

What is commonly termed a ‘double shot’ is a gambling action within the meaning of Law 12C1B.

The standard for judging a ‘serious error’ must be extremely high and the calibre of the player is also relevant.

[WBFLC minutes 2009-09-08#6]

12.18 Law 12C1C: Assigned adjustment - weighted [WBFLC]

In England, TDs have been allowed to use this Law for some time, 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 4♥, 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 12C1E, a Director would have to decide whether 6♠ making was likely: if so he would assign that, if not he would assign 4♠+2. With Law 12C1C the Director assigned:

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

This is called a weighted score, as against a split score [see Law 12C1F] 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 N/S 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:

10% of +100 +680	= 10% of +780	= 10% of +13 imps	= +1.3 imps
+ 20% of -650 +680	= 20% of +30	= 20% of +1 imp	= +0.2 imps
+ 40% of -680 +680	= 40% of 0	= 40% of 0 imps	= 0.0 imps
+ 30% of -1430 +680	= 30% of -750	= 30% of -13 imps	= -3.9 imps
	Total		= -2.4 imps

East-West would get + 2.4 imps. It is up to Tournament Organisers 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]

12.19 Law 12C2: Artificial adjustment [WBFLC]

In a matchpoint tournament, Average Plus is defined as 60% or session average, whichever is greater [see Law 12C2]. 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 84D may apply.

[WBFLC minutes 2000-08-30#9]

12.20 Law 12: Redress for damage [Ton]

An infraction may create damage for the non-offending side. Redress is given only for damage caused by that infraction, not for damage as a result of a subsequent serious error. This includes wild or gambling actions, and, for example, the loss of an extra trick as rectification after a revoke.

The TD splits the damage caused by the infraction (consequent damage) from the subsequent damage and compensates the consequent damage.

Examples:

A) Teams; N/S vulnerable

N/S (team A) play in 5♥ doubled after a competitive auction, where the opponents (team B) bid to 4♠ (N/S having bid 4♥) after a significant break in tempo. They make 9 tricks. The TD decides that bidding 4♠ was not allowed and that 5♥ was a gambling, not normal action. He further decides that the play in 4♠ (undoubled) would have resulted in 8 tricks and the play in 4♥ in 9 tricks. The result at the other table is 3♠ -1 for E/W.

- With normal play, team A would have received, after the infraction, 2 imps (+100/-50).
- Without the infraction, it would have received -4 imps (-100/-50).
- The TD decides that team A is not damaged by the infraction, so he does not adjust its score. Therefore, team A receives -11 imps (-500/-50).
- Team B receives a score based on the expected result had the irregularity not occurred: +4 imps (+100/+50).

B) The facts are comparable except that 4♠ would have been made (result at the other table is 3♠+1). Then the calculation becomes:

- With normal play, team A would have received, after the infraction, -6 imps (-420/+170).
- Without the infraction, it would have received +2 imps (-100/+170).
- The TD decides that the damage caused by the infraction is 8 imps, so the score for team A is increased by 8 imps, resulting in - 8 (-500/+170) +8 = 0 imps.
- Team B receives -2 imps (+100/-170).

Average plus

An artificial adjusted score on a board in a Pairs event should be awarded only if a pair at the start of a session was scheduled to play that board, but for some reason could not obtain a normal result. A bye in a session should not result in an average-plus score; the pairs concerned play one or more boards fewer. Our advice is to restrict by regulation the number of boards on which an average plus score is given, for example, to two boards in a session. If there are more boards without a result obtained by normal play those boards are not scored.

Weighted scores

In Teams, if a contestant receives a score on a board based on more than one of the possible results, the result on the board in imps is the sum of the various weighted outcomes in imps of the results involved.

Example:

- The adjusted score for team A on a board is 2/3rds of 4♠ made (+620) and 1/3rd of 4♠-1 (-100). The result at the other table is 3♠ just made (+140).
- Team A receives 2/3rds of 10 (+620/-140) plus 1/3rd of -6 (-100/-140) = +4 2/3 imps.

In Pairs, the weights of the results involved in the adjusted score need to be added to the frequencies on the board and dealt with as described in law 78A.

Example:

- Pair A receives an assigned adjusted score on a board: 1/3rd of 3NT making (+400), 1/3rd of 3NT-1 (-50), 1/6th of 4♠ making (+420) and 1/6th of 4♠-1 (-50).
- The frequencies, not including this result, show 4 times +420, 2 times +400, 1 time +170, 1 time +150 and 3 times -50.
- The TD-decision changes these frequencies to +420, 4 1/6th times; +400, 2 1/3rd times; +170, 1 time; +150, 1 time and -50, 3 1/2 times. This awards matchpoints: 18 5/6, 12 1/3, 9, 7, 2 1/2. For pair A, the relevant matchpoints have to be multiplied by the probability factor:

$$1/6 * 18 \frac{5}{6} + 1/3 * 12 \frac{1}{3} + 1/2 * 2 \frac{1}{2} = 8 \frac{1}{2} \text{ MPs.}$$

Serious error

In bridge, it is normal to make mistakes; they are part of the game. When considering the damage related to an infraction, a player should not be punished for making such a mistake unless this is considered to be really unacceptable.

Example 1:

Dealer South. N/S Vulnerable

♠ K 8			
♥ K			
♦ A Q 6 2			
♣ A K 10 8 6 3			
		N	♠ J 9 7 6
W		E	♥ 10 8 7 4
		S	♦ J 9 7
			♣ 5 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	3♣	Pass	3NT
Pass	4♦	Pass	4♥
Pass	4♠	Pass	4NT
Pass	5♠	Pass	6♦
Pass	7♦	All Pass	

- N/S play 5-card majors with better minor. 5♠ shows two aces and the ♦Q. South has broken tempo before bidding 6♦.
- The lead is ♥Q taken by ♥K in dummy; ♣A and ♣K follow; then ♣3.
- The grand slam seems unbeatable, South will overruff. So East discards a heart, but with South holding ♦K 8 4, East can defeat the contract if he ruffs with ♦9 or ♦J, as this promotes West's ♦10(xx).
- If the TD decides that Pass is a logical alternative to 7♦, he should regard the possible misplay by East as being within the range of normal bridge, and adjust the score for both sides to 6♦+1.

Example 2:

Dealer North. All Vulnerable

♠ K 7			
♥ 5 3			
♦ A 9 6 4			
♣ A K J 10 2			
		N	♠ J 5 3 2
♠ 10 9 6	W	E	♥ J 10 7 2
♥ A 8 4		S	♦ 10 3
♦ K Q J 7 5 2			♣ 9 4 2
♣ Q			
		♠ A Q 8 4	
		♥ K Q 9 6	
		♦ 8	
		♣ 8 7 6 5	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1NT	Pass	2♣
Pass	2♦	Pass	3♣
Pass	3♦	Pass	3♥
Pass	3♠	Pass	4♣
Pass	4♠	Pass	5♣
Pass	6♣	All Pass	

- South has asked for majors and minors with broken tempo before bidding 5♣.
- West starts ♦K for ♦A. A small heart for ♥K and ♥A and another diamond from West ruffed by declarer. He plays two rounds of trumps and leads another diamond from dummy for his 12th trick. East does not realize that his trump ♣9 will defeat the contract and discards, after which declarer fulfils his contract.
- This should be considered a serious error, which means that the difference in result between 6♣-1 (the expected result after the infraction) and 6♣ made (as the actual result) is treated to be subsequent damage.
- If the TD decides that Pass, instead of 6♣, is a logical alternative for North, he will adjust the score for N/S. However, he should also decide that the damage to E/W is not caused by the infraction committed by North, but that it is the fault of East who could easily have defeated the contract.

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. Note that the effect of any card moved to its correct place is unauthorised for the partner of a player with the wrong number of cards.

Sometimes the deal can be played, or is cancelled but can be redealt. The TD can let the deal be finished and decide then whether to let the result stand. 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 Ave–, and gives a non-offending side Ave+, but does not apply a penalty on a first occasion.

13.3 Law 13: 14 cards [WBFLC]

At trick ten a player found he had started with 14 cards. This Law must be applied: the board may not be redealt.

[WBFLC minutes 2009-09-08#3]

13.4 Law 13F: Surplus card [WBFLC]

A surplus card is dealt with under this Law and not Law 67. Clearly a player who had 13 cards, with no two cards identical, is in no way at fault.

[WBFLC minutes 2008-10-10#3]

13.5 Law 13F: Surplus card [Ton]

The general solution when the surplus card has already been played is to award an adjusted score. If at the moment of discovery one of the players still has an extra card it is not easy to solve the problem. The WBFLC has decided that Law 67 is not applicable for such irregularity. But when the player with 14 cards still has a card identical to the one he has already illegally played (which is very unlikely), it may be removed (strictly speaking, exchanged with the illegal card). Generally speaking, however, if the TD decides that the play of the illegal card does not make a difference with the similar card still in hand he may decide to uphold the table result.

Law 14 Missing card

14.1 Knowledge of card unauthorised

When a missing card is replaced in a player's hand, the knowledge it was missing is unauthorised for the partner of the player who was missing a card.

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 Play of wrong board discovered during auction: attempt to cancel

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.

This Law also forbids a player from taking action so as to get the board cancelled, for example, what if one of the new pair decides to open 7NT which he guesses will be a change from the earlier auction? This is unacceptable, and the Law says an adjusted score and procedural penalty may follow.

Law 16 *Unauthorised Information*

16.1 *Unauthorised information not from partner*

16.1.1 General

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, the TD may allow the board to be played, and decide at the end whether the result can stand or whether to apply an adjusted score. 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).

16.1.2 Not telling the TD

The L&EC considered an incident where a player in possession of unauthorised information did not call the TD until the end of the hand.

The Committee confirmed that not to call the TD was a serious breach and, notwithstanding what else the TD might do, a standard procedural penalty was appropriate. Some Committee members felt that twice the standard procedural penalty was appropriate.

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. This may include later actions.

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 by North 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 4♠ call 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. See #16.12 for Ton's view.

- (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.

- (d) East bids 2NT, which shows both minors, but he has forgotten and has 21 points and a balanced hand. His partner alerts, LHO asks, and his partner describes it as the minors. Now the auction continues, with N/S passing, 3♦ from West (not alerted), 3NT from East, pass from West, nine tricks being on top in 3NT, but only nine tricks being available in 4♥.

The 3NT bid is disallowed being a blatant use of unauthorised information. The TD adjusts as though the auction continued 2NT – 3♦ – 3♥ – 3NT, and then decides that opener would have bid 4♥ over half the time.

Now it depends on whether passing 3NT is a legal action, ie would he have allowed a pass with the same unauthorised information if he had been asked to rule when the auction went 2NT – 3♦ – 3♥ – 3NT – pass? If he would have allowed it, he might rule 33% of 3NT making, 67% of 4♥ – 1.

But if he judges a pass would be illegal then he cannot give any weighting based on passing 3NT, so he would rule it as 4♥ -1.

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, he 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

16.6.1 *Is an action a logical alternative (an LA)?*

When deciding whether an action constitutes an LA under the 2007 Laws, the TD should decide two things.

1. He should decide whether a significant proportion of the player's peers, playing the same system as the player, would seriously consider the action.

What is a "significant proportion"? The Laws do not specify a figure, but the TD should assume that it means at least one player in five.

If fewer than about one player in five of a player's peers would consider the action then it is not an LA.

2. If a significant proportion would consider the action, then the TD should next decide whether some would actually choose it.

Again the Laws do not specify a figure for “some”, and the TD should assume that it means more than just an isolated exception.

If no one or almost no one would choose the action having considered it, the action is not an LA.

Serious consideration is more than a passing thought.

16.6.2 *Method*

Asking players for opinions is helpful in deciding whether an action would be considered and chosen, but the questions should be carefully presented.

For example, in a hesitation case players should be given the problem without reference to the hesitation. The TD should ask them what they would call after the given sequence, telling them the methods employed. If their answer is not the action under consideration, they should be asked what alternatives they considered.

Such polls will help to give the TD an idea of whether an action is an LA. If a TD takes a poll and then it goes to appeal he should write the results of the poll on the form.

16.6.3 *General*

These definitions are modified somewhat if there are several possible alternatives. For example, if there are six or seven apparent actions, and it would be expected that each would have people making such calls 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 considered and found by a similar number of the player’s peers, so all are logical alternatives.

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. An adjustment under Law 16 is only permitted when the successful action could demonstrably have been suggested by the unauthorised information.

16.8 **Did anyone hesitate?**

When a TD is called for an alleged hesitation he should immediately try to ascertain, as a matter of fact, whether a hesitation has taken place. To make a ruling that a hesitation has, or has not, occurred by looking at the hand away from the table and judging whether the player concerned had anything to think about should be a last resort.

When there is a Stop bid, the mandated ten seconds pause by left hand opponent is free thinking time. Any alleged pause is above and beyond that time.

16.9 Statement or question

A TD seems to have considered that a statement or question by a player automatically passed unauthorised information. This is not correct. It is likely to have done so, but if he decides that partner spoke before he looked at his hand, and that the player realised this, then the conclusion that there was no relevant unauthorised information on this occasion seems right.

16.10 Law 16A1D: Permitted information [WBFLC]

A player is allowed to use his knowledge and memory of Laws and regulations, but not to refer to them during the auction and play. So he is not permitted to look at regulations, Law Books, or anyone's scorecard or the backs of bidding cards.

[WBFLC minutes 2008-10-10#3]

16.11 Law 16B: 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]

16.12 Law 16: Is unauthorized information an infraction? [Ton]

Normally the TD will not act when a player makes available unauthorized information, for example by a hesitation or by an unexpected answer for his partner to a question from an opponent. Such cases are, generally speaking, not (automatically) infractions. The infraction occurs when the partner chooses from among logical alternatives one that could have been suggested by the hesitation or the unexpected answer. The unexpected answer itself becomes an infraction if it is not in accordance with the system the partnership has agreed upon.

If the partner does not choose an action that could be suggested by the irregularity no infraction has occurred and no decision by the TD regarding the score is required.

Law 16B uses the words: '...may not choose...'. This leads to the conclusion that when the TD decides to award a weighted adjusted score instead of the actual result he should not take into account any percentage of that result, unless he considers that contract also possible in a legal auction.

V THE AUCTION

Law 17 *The Auction Period*

17.1 Law 17D2: Cards from wrong board [Ton]

The auction continues normally only when the call with the right hand is the same as the call with the wrong hand and the hand reasonably fits that call. In addition, only LHO may have made a call after the irregularity. When for example a player bids 1NT (15-17) with a wrong hand he may bid 1NT with 14 or 18 points without destroying the board; he may repeat 1♥ when the agreement is that it shows at least 5 hearts and he has only 4 (and the strength meets more or less the systemic requirements).

17.2 Law 17E: Pass out of turn not depriving player of his turn [WBFLC]

Passes following the pass out of rotation are not infringements.

Note The Law suggests otherwise, saying Law 16D applies, so this apparently constitutes a change of Law rather than a mere interpretation.

[WBFLC minutes 2008-10-10#3]

17.3 Law 17E: Pass out of rotation does not deprive player of his turn [Ton]

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass		Pass

If the TD is called he should give West the option to accept the Pass Out Of Turn. When he does and passes again, the bidding goes back to East (the calls made by S and W are removed, South's Pass Out Of Turn being an infraction). This should be carefully explained to West. If West does not pass but bids 1♦ (for example) the auction continues normally.

If the auction goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	Pass	Pass
	Pass	Pass	

this law still applies, with the first Pass of East being the call after which three passes have been made (one of them out of rotation). The fact that East (in this example) passes after the Pass Out Of Rotation does not make him an offender, he is allowed to accept that Pass Out Of Turn.

Law 20 Review and Explanation of Calls

20.1 Asking about individual calls

This is permitted by Law 20F3, though unauthorised information may result. The dangers of doing so are considered in the Orange Book.

20.2 Questions asked for partner

Questions may not be asked just for partner's benefit. Law 20G1 states that it is improper to do so.

20.3 Law 20F: 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 without the Director's presence to the player who made the call. 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 20F5.

[WBFLC minutes 1998-09-01#14]

When a player asks about the meaning of calls, he is entitled to an explanation only of calls actually made, relevant available alternative calls not made, and any partnership understanding as to inferences from the choice of action among the foregoing. (An “alternative” call is not the same call with another meaning – for example, if the reply to an opponent is that “5♦ shows diamond preference”, any reply to a further question “what would it mean if 4NT were Blackwood?” is given voluntarily and not as a requirement of this Law.)

A correct explanation may disclose that partner’s prior explanation was mistaken, but it still is correct to make such an explanation.

[WBFLC minutes 2008-10-10#3]

When a player realises his own explanation was wrong he calls the TD under Law 20F4. The opposing players may use both the incorrect and the corrected explanation.

[WBFLC minutes 2009-09-08#12]

20.4 Law 20: Explanation different from holding [Ton]

This law tells us that players have the obligation to explain their partnership agreements to their opponents. The fact that the explanation might not necessarily concur with their actual holding might create confusion. Let us take the following example:

West	North	East	South
1♥	3♣*	Pass	3♠**

North has ♠Q6 ♥6 ♦953 ♣AQJ8652 and intended to show a weak hand with long clubs. But the agreement is that it shows diamonds and spades, so 3♣ is a mistaken bid. This is not an infraction. South alerts 3♣ and bids 3♠. Without having seen the alert it is likely that North will interpret 3♠ in accordance with his understanding of his 3♣-bid: showing long spades. But having seen the alert he realizes his mistake and knows that 3♠ shows preference for that suit over diamonds. It is his obligation to alert the 3♠-bid and to explain it as such. This means that he has put himself in the awkward position that he has received unauthorized information which limits his choices in the auction, but which also helps him to give the right information about the partnership agreements. In that respect the knowledge about his mistake is not considered to be unauthorized.

We take the same start of the auction but now North has ♠KJ874 ♥94 ♦ AQ1083 ♣6 and South does not alert his 3♣-bid. That is an infraction, but North is not entitled to draw attention to it explicitly: by telling the opponents that partner should have alerted the 3♣-bid. It might be unavoidable that his partner is informed about his mistake in which case probably their opponents become aware of it as well. (If South bids 3♠, North should alert that call and explain it as showing a preference for spades; that certainly will awake partner who receives unauthorized information).

Suppose the auction continues:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	3♣	3♥	4♣*

Given the absence of alert on 3♣, North might assume that South supports his supposed club holding, but according to the agreements 4♣ shows a strong hand with trump support in either diamonds or spades. So he should alert it and, if asked, explain it as such. This obligation supersedes the demand described in Law 20F5(a) not to indicate in any manner that a mistake has been made. That sentence tells the player to conform to Law 73A1: ‘communication between partners during the auction and play shall be effected only by means of calls and plays’.

This implies that giving alerts and answering questions is not considered to be a way of communicating with partner but solely with the opponents.

Nonetheless partner hears what is said and then has an obligation to call the TD and to tell him that he mistakenly explained the 3♣-bid. After which he should forget what he heard; more precisely: he should not choose from among logical alternatives one that could be suggested by the unauthorized information.

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 when it is probable that the call was made as a result of the misinformation, unless the opening lead 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 the last call that can be changed he can rely on an adjustment that will give him the benefit of the doubt.

The TD may adjust the score if damage has occurred, regardless of when he was called. But the TD may still judge that a player who knew, or should have known, that he had a responsibility to call the TD might have been attempting to gain an advantage by delaying the call, and therefore deny him redress.

Note *The following example occurred before August 2006 when a Sputnik double of an overcall required an alert, but a penalty double did not.*

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 call with a weak hand, club support, distribution, but at adverse 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, and he believed the player was experienced enough to know this. If North had been inexperienced then the TD would have been more inclined to adjust the score.

21.2 Misunderstandings

Players often have a misunderstanding over their system, including giving misinformation to opponents. When a TD adjusts because of the misinformation he will consider what opponents would do if correctly informed, but he will not normally assume they also know that there is a misunderstanding.

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

[WBFLC minutes 2000-01-12#5]

Corrections under Law 21B1 and adjustments under Law 21B3 are only given when the TD judges that a call might well have been different if in possession of the correct information. Such corrections and adjustments are inappropriate if they would only happen if a player had both correct and incorrect information.

[WBFLC minutes 2009-09-08#12]

Law 22 Procedure after the Auction and the Auction Period have Ended

22.1 Clarification period

The auction ends with the final pass: the auction period ends with the opening lead being faced. The period in-between is called the Clarification Period. Declarer or dummy may consult their own System Cards [ie Convention Cards] during this period. Furthermore, any player may consult their opponent's System Card during this period.

Law 23 Awareness of Potential Damage

23.1 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 23 – see #12.1.

23.2 Law 23: Applies to play [WBFLC]

This Law is a general Law. It should not be inferred from its position in the Law Book that it only applies to the auction.

[WBFLC minutes 2009-09-04#6]

Law 24 Card Exposed or Led Prior to Play Period

24.1 Card Exposed during Auction

Any such card becomes a penalty card if the player becomes a defender, but the TD has to decide whether the penalty card is classified as major or minor. Unless it is a single card not prematurely led and below the rank of an honour, the offender's partner will have to pass at his next turn to call [which may mean Law 23 applies].

24.2 Law 24: Exposed card [WBFLC]

A card exposed during the auction period but before the auction has commenced is dealt with under this Law and not Law 16C1.

[WBFLC minutes 2009-09-08#2]

Law 25 Legal and Illegal Changes of Call

25.1 When does Law 25B apply?

Law 25B should only be applied if a player has substituted a call and the TD determines Law 25A does not apply. The option to change a call should not be offered otherwise.

25.2 How to determine whether Law 25A applies

If a player attempts to change his call the TD must determine whether there was a change or attempted change without pause for thought, although he will rarely decide otherwise. Usually a call for the TD or the like may be considered an attempted change.

The main problem is whether the call made is unintended. It is not recommended that a TD should look at a player's hand except as a last resort because he will give information about the hand. Best is to ask the player questions. Assuming bidding boxes, the most important question is "What did you intend to call at the moment your hand reached out to the bidding box?" Usually this question will elicit the information as to whether the player had made an unintended call, which may be changed, or whether he had pulled out his originally intended call and then changed his mind, which may not be changed.

25.3 Change of call using bidding boxes

A call is made using bidding boxes when it is removed from the box 'with apparent intent' [see Orange book]. The term 'apparent intent' is to cover such situations as when a box is accidentally knocked over. Once the call is taken out of the box the call is made and if out of turn it is too late to put it back, If the player has taken the wrong card out it may be changed under Law 25A but not otherwise.

25.4 Law 25A: Correction of an unintended call [WBFLC]

The attempt to correct must immediately follow 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 his call without penalty [Law 25A4]. The withdrawn call is unauthorised to the side that originally made the wrong call but authorised to the other side [Law 16D].

[WBFLC minutes 2000-08-30#6]

25.5 Laws 25A and 45C4B: What is unintended? [WBFLC]

What is unintended? 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 unintended 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]

25.6 Law 25A: When is a call unintended? [Ton]

Intended calls may no longer be changed. The old Law 25B has been removed. Only when a player has substituted his intended call do the provisions in B1 apply; the TD should not give a player the opportunity to change an intended call.

This leaves us with unintended calls, a regular phenomenon when playing with bidding boxes, where a wrong card is pulled out of the box and put on the table. As long as partner has not made a call after such irregularity the mistaken bidding card may be put back and replaced with the intended call. Such action in itself cannot create unauthorized information since the wrong card doesn't carry bidding information. But if LHO has already made a call thereafter he may retract his bidding card. The information related to that call is unauthorized for his opponents and authorized for his partner.

Four passes would normally close the auction, but it must be continued if the third or fourth Pass is unintended and the player making that call wants to change it. This possibility ends when all four hands are put back in the board (L 22 B2).

It is not easy to determine whether a call is unintended or not. The TD should decide it is unintended only if he is convinced that the player never, not even for a split second, wanted to make that call. An example of a call that certainly is a big mistake but nevertheless was intended is the following:

North opens 1♥, Pass by East and South bids 4♣, a splinter showing slam interest in hearts. West passes and North thinks for a while, eventually deciding that he is not going to encourage partner to bid a slam. But he forgets that they are not yet even in game and passes; he discovers his mistake immediately and calls the TD.

North will tell the TD that he never intended to pass, but the TD should not accept this statement. For a split second North thought that Pass was closing the auction in 4♥. He never intended to play in 4♣, that is a for sure, but it is also irrelevant. Another argument to support this decision is that the Pass did carry information; the player told his partner that he was not interested in slam.

Apart from this criterion there is another one. There should not be a pause for thought. This means that the player needs to know what he wants to do before he makes his mistake. It does not mean that he needs to change his unintended call immediately. That condition applies from the moment he discovers his mistake.

A player who absent-mindedly pulls a bidding card from the box surprising even himself without having decided what call to make, is not allowed to change that call. But it is almost impossible for the TD to decide that things happened that way. A change of mind is not allowed either but the TD, not normally being a mind reader, is not always able to discover such a situation. It is part of his job to judge the facts and circumstances and to decide what has happened.

Law 26 Call Withdrawn, Lead Restrictions

26.1 Reference from other Laws to Law 26

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

This a "stand-alone" Law: it does apply even if there is no reference from another Law.

26.2 Interpretation of "for that turn"

"For that turn" is interpreted such 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 restrictions [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 restrictions and calls out of rotation [WBFLC]

Does Law 26 ever apply when another Law has not referred the Director to it? 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]

26.5 Law 26B: Suit prohibited [WBFLC]

When offender's partner first gains the lead, declarer chooses a suit to prohibit: this choice is not governed by whether the suit was bid legally or not.

[WBFLC minutes 2009-09-04#9]

26.6 Law 26: Lead restrictions [Ton]

This is a law which deals with all cases of withdrawn calls that have a meaning (not with 25A cases). This means that when a law tells us that Law 26 does not apply lead rectifications may not be given. The fact that a reference tells that it does apply is helpful but not really necessary. Let us take Law 25B as an example. A reference to Law 26 is not given but in both B1 and B2 Law 26 applies.

Law 26 is not changed, though some words are. When a withdrawn call relates to just (a) known suit(s), Law 26A applies. Calls showing balanced hands, for example NT–openings, or doubles, whether for take out or for penalty, are not considered to relate to suits. A negative double promising the other major suit does relate to that suit, as there are other kinds of doubles related to a suit.

Let us consider the following situations:

North is dealer, but East opens a Multi 2♦, not accepted by South. North opens 1♠ and now East overcalls 2♥. Suppose E/W become defenders, does Law 26 apply? To know what reply we should give, we need to decide if 2♥ is a different call from 2♦. Of course it is: 2♦ shows one of the majors while 2♥ shows just hearts. So, yes: Law 26 applies and since 2♦ does not show a specified suit the TD uses Law 26B. This means that with West on lead for the first time declarer can prohibit the lead of any suit, even hearts.

North is dealer, but East opens 2♥ showing 5 hearts and a minor, weaker than a one-level opening. South does not accept 2♥ and North opens 1NT. East overcalls with 2♥ having the same meaning as his withdrawn call though it could be stronger now. If agreed that this call does not have a much different meaning there are no lead restrictions.

Same situation but now the legal 2♥ does show hearts. In that case the meaning differs greatly. The withdrawn call is not related to just known suits, so Law 26B applies and

again declarer may forbid the lead in any suit when West becomes defender and is on lead for the first time. The fact that he has shown hearts in the legal auction is not relevant when applying Law 26B.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
	1♣	Pass	1♥
Pass	2♣	1NT	
		2♦	3♣
Pass	Pass	Pass	

1NT shows the unbid suits ♦+♠ and is not accepted. East replaces it with 2♦. East leads ♦Q, South ♦K, for the Ace in West. The withdrawn call was related solely to specified suits, so Law 26A applies, since East did not show the spades in the legal auction. North may prohibit or require the lead of a spade at trick 2.

Law 27 Insufficient Bid

27.1 Corrected before the TD arrives

Sometimes players attempt to correct an insufficient bid before the TD arrives [or even after he arrives if the TD has not yet told all players the choices available]. It is not unknown for the correction to be to another insufficient bid.

If the correction is to another insufficient bid, after the TD has explained everything to the players, the next player may accept either the original or the corrected insufficient bid. Otherwise Law 27B3 applies, that is the player who made the insufficient bid may correct it to a sufficient bid or a pass but partner will be silenced throughout and there may be lead restrictions.

If the correction is to a pass, double, redouble or a sufficient bid, after the TD has explained everything to the players, the next player may accept the original insufficient bid. Otherwise the correction is assumed to be the player's choice, and Law 27B applies, that is the applicable rectifications apply to the chosen call.

27.2 Corrected to another insufficient bid

If the insufficient bid is corrected to another insufficient bid after the TD has explained the choices, the next player may accept either insufficient bid. Otherwise Law 27B3 applies, that is the player who made the insufficient bid may correct it to a sufficient bid or a pass but partner will be silenced throughout and there may be lead restrictions.

27.3 How to deal with an insufficient bid

Assuming the next player does not accept the insufficient bid [or either insufficient bid, see #27.1/2] and assuming the player who made the insufficient bid waits to hear his choices, there are three possibilities:

- (a) If neither the insufficient bid nor the lowest sufficient bid in the same denomination is artificial, the insufficient bid can be corrected to that bid with no penalty and the bidding continues without rectification.
- (b) If there is a call [Pass, double and redouble are possible] that shows a more precise hand than the insufficient bid does, ie any hand shown by the corrected call would also be shown by the insufficient bid, the insufficient bid can be corrected to that call with no penalty and the bidding continues without rectification.
- (c) If any other bid or Pass is chosen, then partner is silenced throughout and there may be lead restrictions.

Unless the auction is very simple, it is usually best for the TD to take the player away from the table and check on whether (a) or (b) applies, then return to the table and give people the options, without telling the rest of the players why he is allowing a particular call without rectification.

27.4 Liberal approach to Law 27B1B

27.4.1 Basic

The WBF Laws Committee wrote:

“The WBF Laws Committee has noted an increasing inclination among a number of Regulating Authorities to allow artificial correction of some insufficient bids even in cases where the set of possible hands is not a strict subset of the set of hands consistent with the insufficient bid. The Committee favours this approach and recommends to Regulating Authorities that, insofar as they wish, mildly liberal interpretations of Law 27B be permitted with play then being allowed to continue. At the end of the hand Law 27D may then be applied if the Director judges that the outcome could well have been different without assistance gained through the insufficient bid (and in consequence the non-offending side has been damaged).”

The EBU Laws and Ethics Committee have agreed to adopt this approach.

27.4.2 Examples

Here are four examples of the more liberal policy in operation which it is hoped will help clarify the issue. (a), (b) and (c) are ALLOWED. (d) is NOT ALLOWED.

(a) W N E
 1♣ 1♠ 1♥ (not having seen the 1♠ overcall)

1♥ without the overcall shows 5+ HCP and 4+ hearts. East has the replacement call of ‘double’ available which also shows 5+ HCP and 4+ hearts, so superficially all is well. However, a hand with (say) 4♥ & 5♦ would have responded 1♦ to 1♣ had there been no overcall, but would double after the overcall. Therefore, on a strict reading of Law 27 this replacement cannot be allowed as West will be in receipt of the additional information that partner does not hold a longer side suit. With the more liberal approach, this change is OK. In other words the TD need no longer delve too deeply into this sort of subtle negative inferences.

(b) W N E
 1NT 2♠ 2♦ (not having seen the 2♠ overcall)

2♦ without the overcall is a transfer to hearts. East has a replacement bid of 3♥ available which would be natural and forcing, so superficially all is well. However, game forcing hands with 4♠ and 5♥ would have responded 2♣ (Stayman) had there been no overcall. Therefore, on a strict reading of Law 27 this replacement cannot be allowed (without rectification) as West will be in receipt of the additional information that partner does not hold four spades. But with a more liberal approach, this change is OK. Again, the TD is encouraged to ignore this sort of subtle negative inference.

(c) W N E
 1♣ (Precision) 1♠ 1♦ (not having seen the 1♠ overcall)

1♦ without the overcall is a negative bid (0-7 HCP). East has a replacement call of 'double' available to show 5-7 HCP, so superficially all is well. However, hands in the 5-7 range with a 6+ card major would have responded 2♥/2♠ had there been no overcall, but would be constrained to having to double after the overcall. Therefore, on a strict reading of Law 27 this replacement cannot be allowed, as West will be in receipt of the additional information that partner does not hold a 6+ card major. But with a more liberal approach, this change is OK.

(d) W E
 2NT 2♣

East thought that he was responding to 1NT (in which case 2♣ would be Stayman). East has a replacement bid of 3♣ available which is also Stayman. An extremely liberal approach might allow this change. However there are many hands which would use 3♣ Stayman but wouldn't have used 2♣ Stayman. Because of the possible difference in point ranges, the change IS NOT ALLOWED.

27.4.3 A complex real example

West: 1♦ North: 1♣

It was obvious to everyone that North intended to bid 1♣ (ie not a mis-pull) and thus thought he was opening 1♣.

The North-South methods were that a 1♣ opening was either natural, or 12-14/18-20 balanced without a five card major and without four diamonds. As 1♣ can be a 2-card suit (4-4-3-2 balanced) it is artificial. The N/S overcalling style is for simple overcalls to be constructive ie close to opening values and (in this auction) usually a 6-card suit. They play a 3♣ overcall as natural and weak.

The question was whether North should be allowed to replace 1♣ by 2♣ with no further rectification. The argument was that the overcall is therefore more precise than a 1♣ opening.

On the literal interpretation of the law, the answer is no, because the following hands would overcall 2♣ but not open 1♣:

♠ Kx ♥ KQx ♦ Jx ♣ AQ10xxx and similar hands would open 1NT

♠ x ♥ xx ♦ Qxxxx ♣ AKQ10x would open 1♦

♠ Axxx ♥ x ♦ xx ♣ AJxxxx would probably pass

However, if we are being generous, it seems fair to say that 1♣ shows opening values with either long clubs or a balanced hand. A 2♣ overcall shows long clubs and roughly opening values. Therefore it is allowed.

27.4.4 Summary

There is not yet sufficient precedent to allow an exact definition of where the line is between replacement calls allowed with 27B1B under the more liberal regime and those still not permitted. A guiding principle is that if there is a small number of very specific hands included in the replacement call that were not part of the original then the substitution should usually be allowed without penalty (examples #27.4.2 (a), (b) and (c) above). If however the replacement call gives significant additional information about the general strength or distribution of the hand then a correction under 27B1B should not be permitted.

The Director can focus solely on the basic meaning of the calls and allow the change without penalty if the replacement call has the same basic meaning as, or a more precise meaning already fully incorporated within, the original call. He does not need to delve into the multitude of potential subtle negative inferences that may be available. But this stretch does not extend so far as to allow things that are plainly different, for example in respect of suit length or point range - these are still subject to the strict interpretation of Law 27 as written in the Law Book.

27.5 Law 27B: Insufficient bid corrected [WBFLC]

An adjusted score is awarded under Law 27D when it is probable that the result on the board would not have been obtained if the insufficient bid had not occurred and the non-offending side is thereby damaged.

[WBFLC minutes 2002-08-27#1, revised 2002-08-30#2]

Regulating Authorities may permit mildly liberal interpretations of Law 27B allowing play to continue, subject to Law 27D.

In Laws 27B1A and 27B1B ‘the auction proceeds without further rectification’ is interpreted as ‘the auction and play continue without further rectification’.

[WBFLC minutes 2008-10-10#3]

27.6 Law 27B1: Correcting insufficient bids [Ton]

The laws allow a normal auction in the old-pre-2007 situation: both calls natural in the same denomination (lowest level) but (new – from 2007 on) also when the substituted call has a more precise meaning than the insufficient call and is contained in the insufficient call. (A call showing 18-19 balanced is more precise than a call showing 15-17 balanced but is not contained in it.)

The intention of the change is to allow the auction to continue normally if the insufficient bid does not carry disturbing unauthorized information. Such a situation arises when all possible hands shown in the legal auction are included in the meaning of the insufficient call (under the intention the player had when he made it). We have to look at it with a mathematical view: the sample of hands described in the sufficient call has to be a partition of the hands described with the insufficient call. This relates to suits but also to strength.

- *If this is the case the auction continues with the information arising from the insufficient call being available for both sides. Law 16D does not apply, neither in B1(a) nor in B1(b).*
- *If this information appears to be essential for the offending side related to the contract being reached, or for the result of the contract, Law 27D tells the TD to adjust the score.*

Both B1 (a) and B1 (b) use: 'the auction proceeds without further rectification', which leaves the question of what to do with possible lead restrictions if this side becomes defenders. The WBFLC has decided that in any case when applying law 27 where the TD allows the auction to be continued normally, Law 26 does not apply. And if this leads to an advantageous result for the defenders Law 27D helps the TD to adjust it.

Let us look at some examples (West opening the auction):

- 1) 1♣ - 1♠ - 1♥ (showing 4 or more hearts and 6+ HCP; not accepted). The TD accepts the replacement by double which either has the same meaning or, in other partnership agreements, shows hearts and diamonds and then it is contained in the meaning of the 1♥-bid, just showing hearts. He also accepts 2♥ under B1(a).
A take-out double normally does not show specified suits. When West opens 1♠ and North follows with 1♥, not accepted, the replacement by a double does not allow South to take part in the normal auction, while 2♥ instead allows for a normal continuation. (If the convention card shows that such a double promises 4 hearts, it is acceptable if the 1♥ opening call – which North thought of making – can be made with a 4-card suit, not if it promises a 5-card suit).
- 2) If West opens 1NT and North bids 1♣ (meant as an opening 16+ HCP), not accepted, the replacement by a double showing the same strength or 16-18 HCP, is in accordance with B1(b).
- 3) 2NT – Pass – 2♣ (acting on the assumption of a 1NT-opening; asking for majors, not accepted). If 3♣ can be bid with, for example, ♠xx ♥KJ87 ♦Q87 ♣xxxx, the TD has to assume that such hand is not included in the sample using 2♣ after a 1NT opening. The auction cannot be continued normally.
- 4) In an irrelevant auction, South asks for aces with 4NT, and West overcalls 5♦. North does not notice this and bids 5♣ which shows 1 or 4 key cards, not accepted. If N/S play the convention that Pass now shows 1 ace, the TD allows the auction to continue without restrictions; both calls by North showing the number of aces, and showing 1 ace being more precise than showing 1 or 4 aces. (With 5♣ showing 0 or 3 key cards, a double now has the same effect.) Notice that a double or redouble is not automatically forbidden anymore.
- 5) 1NT – 2♠ – 2♦ (transfer to hearts, not accepted). If East now bids 3♥ the auction continues normally. 3♥ is a more precise call than 2♦ which shows the same suit. But if the 2♦ transfer can be made only with a weak hand, partner has to Pass now and Law 23 could be involved.
- 6) 1NT – 2♠ – 2♦ (transfer to hearts, not accepted). N/S play Lebensohl which allows East to show hearts by bidding 2NT, asking partner to bid 3♣ after which East bids 3♥. These two bids (2NT and 3♥) do have a meaning similar to that of the insufficient 2♦-bid but the 2NT-bid in itself does not; therefore the condition described in B1(b) is not satisfied.
- 7) 2NT – 2♠ (North based his call on a 1NT-opening; it shows exactly 5 spades and an unknown 4+ minor suit). When 3♠ shows the same holding the auction continues normally, but when it only shows spades partner has to pass throughout.
- 8) 1NT – Pass – 2♦ – 3♣ – 2♥ (replying to the transfer, not noticing the 3♣-bid). If 2♥ is automatic after the 2♦-transfer, it does not carry any information and may be substituted by any legal call, also Pass. But if 3♥ now shows a maximum, while 2♥ denied that maximum there is a problem.
- 9) 1♣ – Pass – 1♥ – Pass – 1♠ – 2♦ – 2♦ meant as '4th suit', not having seen the opponent's call. Bidding 3♦ now should allow the auction to continue normally. It has the same meaning (asking, forcing) as the 2♦ bid. It might be stronger but those hands are also included in the 2♦-call.

The WBFLC has decided to give Regulating Authorities the right to apply the criteria in Law 27B1(b) with a liberal interpretation, which for example could lead to accepting the 3♣-bid in example 3 above. (If both calls 2♣ and 3♣ are considered to be just asking bids they fulfil the requirements given.)

There are more changes: being more lenient in 27B1 the laws are more severe in B3 and C.

An attempt to replace the insufficient call with a bid cannot be ignored any more. It stands if it is legal (unless LHO wants to accept the insufficient bid) and this law should be applied. Doubles or redoubles not allowed in accordance with B1(b) are cancelled and replaced by a legal call; partner has to pass throughout.

27.7 Law 27D: Damage after correcting insufficient bids [Ton]

If the infraction has demonstrably helped the offending side to reach the advantageous contract the TD should award an adjusted score. But in considering such cases, the TD needs to realise that information gained through the insufficient bid is authorized and may be used.

West has ♠AJ1052 ♥AJ ♦Q87 ♣Q64 and the auction develops as follows:

West	North	East	South
1♠	2♥	1NT	

- East had not noticed the overcall. After intervention from the TD, East bids 2NT. With 1NT showing 6-9 HCP, West decides to pass 2NT, though with a partner bidding 2NT at once he would have bid 3NT. Taking this decision he does not infringe the laws in any manner.
- When, on the other hand, he decides to bid 3NT ignoring the 1NT and he makes it, that in itself is no reason to adjust the score either. This lucky result is not influenced by the infraction – on the contrary!
- But this is not the whole picture. The TD also has to answer the question of whether the offending side would have reached the contract without the insufficient bid.

Let us give East ♠87 ♥Q74 ♦K1073 ♣K852. In a normal auction he will double; West will bid 2NT, and this will close the auction. Apparently, a normal contract.

With both East's kings transformed to queens, the double is less obvious. East might pass then, and bid 2♠ on the reopening double. That would make 2NT an impossible contract without the insufficient bid.

This illustrates that, once in a while, some analysis is needed in the case of insufficient bids. It is important to understand that when adjusting the score under this law (27D), the side that made the insufficient bid should not be treated as the offending side. The question to answer is whether without the insufficient bid (in a normal auction) the offending side would have reached the same contract. If the answer is 'probably yes' the result should stand.

Law 28 Calls Considered to be in Rotation

28.1 Law 28B: Call by correct player [Ton]

South is the dealer. West opens the auction with 1♥ after which South bids 1♦. It is obvious that South did not notice the 1♥-bid, or he did not care and wants to use his right to open the auction. The 1♥-bid is withdrawn and it is now West's turn to call, following the 1♦-opening. The information from the withdrawn call is unauthorized for East. But if similar information becomes available via the legal auction, for example by a 1♥ overcall, this removes or reduces the unauthorized information.

Assume that, with South as dealer, East opens the auction with 1♥ and South thereafter bids 1♠. The situation is less clear now. It is possible that South noticed the bid out of turn and made an overcall, but it is also possible that he ignored the 1♥-bid and wanted to open the auction. Both situations are legal options, so the TD has to ask South about his intentions. With an overcall the auction just continues, otherwise the 1♥-bid is withdrawn and creates unauthorized information for West.

When South is dealer and East opens the auction with a Pass after which South bids 1♦, the situation is not different. If the TD is called, he has to find out whether South's intention was to open the auction or not, which leads to removing the Pass or not.

The TD has to understand that Law 29A does not prevail over Law 28B.

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 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]

29.2 Law 29C: Artificial calls out of rotation [Ton]

A reminder of its existence, see Law 31A2 for an example.

Law 30 Pass out of Rotation

30.1 Law 30A: Second pass out of turn [Ton]

With North dealer the auction goes:

West	North	East	South
	Pass		
	Pass		

West passes out of turn. Law 29A dictates that North should get the opportunity to accept this Pass (and might bid 1♥ now to show his borderline Pass). If North does not accept this call, Law 30A applies (the Pass by North is not a bid), and West is obliged to pass at his first legal turn. Had North opened 1♦, Law 30B2 would have applied: West would have to pass continually during this auction, and it would have been a potential Law 23 case.

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

31.2 Law 31A2: Repeating the denomination [Ton]

In the auction:

West	North	East	
1NT		2♦	(bid Out Of Turn meant as a transfer for hearts, not accepted)
	2♦	2♥	(showing hearts)

West now has to pass once (A2(a)), which is important information for East. With game values, he had better bid game instead of 2♥. When bidding 4♥, A2(a) is still applicable; bidding 3NT brings us to A2(b).

The approach is similar to that in Law 26.

West is the dealer; North opens 2♦ Multi, not accepted. The auction continues:

West	North	
1♠	2♥	[North does not repeat the denomination he described with 2♦, so Law A2(b) applies]

But if West opens 1NT:

1NT	2♦	[Multi-Landy, showing either long hearts or long spades, Law 29C tells the TD to apply A2(a)].
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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 restrictions may apply.

Law 40 Partnership Understandings

40.1 Psychic calling

See also #40.6

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 further 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 auction 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 and 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*

A psychic strong artificial 2♣ opening is permitted (see Orange Book) but 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 agreements in the Orange Book but is understood by the player to be a 2♣ opening then the player may have used an illegal agreement.

Example A player opens 2♣ because he has eight semi-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 Ave– (unless he does worse than that on the board – see #90.4.2)

Note *From 1st August 2006 the prohibition on psychic artificial 2♣ openings was withdrawn (see current Orange Book).*

40.1.7 *Opening 1NT with a singleton*

The L&EC expects an opening 1NT with a singleton which departs from the partnership's methods 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, and 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.

40.1.8 *Opponents' views on psyche*

When a TD is asked to record a psyche, he is expected to classify it. However, when classifying it he should take notice of experienced opponents' opinion if they state that they do not consider that there is any question of fielding. The TD could note the opponents' opinion on the form, as part of the reason for his classification.

40.1.9 *What is frivolous?*

The L&EC concluded that it was a matter of judgment for TDs, and did not wish to give any guidance beyond noting that a psyche should not normally be considered frivolous if the TD considered that the player had been genuinely (even if misguidedly) attempting to improve his own side's score.

40.1.10 *Psychic tendencies*

The L&EC said that it was correct to disclose psychic tendencies but a player could not use the knowledge for his own use. It should also be disclosed if one opponent psyched but the other did not.

40.1.11 *A 'Blue' psyche*

All psyches are officially classified as Red, Amber or Green [see Orange Book] dependent on partner's actions. However, there is an unofficial term 'Blue' psyche which refers to an apparent attempt by a player to field his partner's psyche, when in fact he has not psyched.

Example A player passes with 12 points. His partner opens 1♠ third in hand not vulnerable against vulnerable, RHO bids 1NT, and this player passes. If his partner has psyched this will be adjudged to be fielded – a 'Red' psyche.

However, if it turns out his partner has not psyched [perhaps RHO has psyched!] then it is a 'Blue' psyche – no adjustment.

At first sight this does not appear to be illegal, but it is evidence of a Concealed Partnership Understanding. While unlikely to provide sufficient evidence for an adjustment, it should be recorded in case further evidence is obtained.

40.2 Disclosure of methods

40.2.1 *General*

The regulations for System Cards [Convention Cards], Alerting and the general approach to disclosure are included in the Orange Book.

40.2.2 *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.

40.2.3 *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.

40.2.4 *Very unusual methods*

Players should understand their responsibilities when playing very unusual methods (such as leading low from doubletons or the middle card from three to an honour) and should take particular care to explain their methods fully. They should also take particular care to ensure that convention cards are exchanged at the start of each round. It will often be preferable to refer an opponent who asks a question to the convention card as well as answering the question. Answering the question might begin 'We play unusual methods and'.

40.3 **Illegal agreements**

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

If a pair deliberately uses an agreement knowing it to be illegal this is considered very serious, and disqualification may be considered.

Suppose a pair uses an illegal agreement and does 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 agreement. 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 Ave+ 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 they are 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 **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.

40.6 **Laws 40A3 and 40C1: 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 Tournament Organiser 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 may 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.

Note *This would not apply to a pair that had a disclosed agreement to play very light third-hand openers.*

[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]

If psyches in a partnership are frequent enough for a player to be aware that his partner may 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.

Until a further review of the policy in the matter has taken place, and a new statement is issued, this decision by the WBFLC has been withdrawn.

[WBFLC minutes 2000-08-30#8. amended 2002-08-27#4]

40.7 **Law 40B: Regulation of special partnership understandings [WBFLC]**

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

[WBFLC minutes 2000-01-20#6]

'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 penalised routinely for getting their 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]

A Regulating Authority has unrestricted powers to regulate understandings 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]

40.8 Law 40B2: Written defences [WBFLC]

A Tournament Organiser 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]

40.9 Law 40B2: Consulting system cards [WBFLC]

Subject to any regulations, a player may consult his own system card and other aides-mémoire between hands.

[WBFLC minutes 2009-09-08#8]

40.10 Law 40: Control of partnership agreements [Ton]

The Regulating Authority has now more opportunities to control partnership agreements; it may define special partnership understandings and regulate (also forbid) their use. It also may restrict the use of any psychic artificial call.

An interesting possibility is described in B3: disallowing anticipation in the system (varying the agreements) in case of questions asked, answers given or irregularities occurring. With the new Law 27 a pair could, for example, decide to use a double as the substituted call in the case of any insufficient bid, and give this double the same meaning as the insufficient bid! That would result in the auction’s continuing normally. The Regulating Authority has the power to prevent such ‘clever solutions’. A partnership of course should always be allowed to vary its agreements depending on the meaning of an opponent’s call. And if a player makes an artificial call out of turn, causing his partner to pass throughout, he should not be forced to repeat that bid in the normal auction. A pair does not need a partnership agreement to understand each other.

Example:

With West the dealer, East starts the auction with a pre-emptive 3♣, which shows long diamonds. If this bid is not accepted, Law 31B dictates that West has to pass throughout. Suppose that North also passes. Of course East should be allowed to open 3♦ now, though in the E/W system this is a transfer for hearts.

What comes close to cheating is to ask a question only when the holding of a player raises surprise. Well known is the following case:

West	North	East	South
Pass	1♦	3♣	

3♣ is not alerted, but South has ♣KJ1073 and no majors. He suspects that East meant to show a 2-suiter in the majors, and asks for the meaning. A player only has to do this twice and his partner will understand the situation. This is not allowed. A player may not pass information about his hand by means of a question to his opponent.

In B5 the approach regarding non-allowable agreements is described. Apart from a possible procedural penalty, the score is adjusted if the TD judges that the opponents are damaged. This means that the TD should not give an automatic artificial adjusted score but wait for the actual result and then adjust it, if necessary.

VI THE PLAY

Law 41 Commencement of Play

41.1 Face-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 face-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 unauthorised information 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 face-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 plausible 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.

41.4 Clarification period

This is a new term with the 2007 Laws and refers to the period after the last pass of the auction and before the opening lead is faced. During this period the declaring side only may consult their own System Cards [Convention Cards].

41.5 Law 41: Review of bidding [Ton]

The last moment for declarer to ask for a review of the bidding is just before he plays a card from dummy to the first trick (lead from LHO). He may ask for explanations about a call whenever he has to play a card, either from dummy or from his own hand.

41.6 Law 41C: Wrong explanations [Ton]

Law 41C states that once the opening lead has been faced up, it is impossible to return to the auction. Wrong explanations given by declarer's side have to be dealt with after the end of play.

41.7 Law 41D: Putting down dummy [Ton]

Law 41D has been made more specific about the way dummy spreads his hand. Not just towards declarer in lengthwise columns but also in descending order.

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]

42.2 Law 42: Dummy's rights [Ton]

The laws now explicitly allow any player to try to prevent a player from committing an infraction or irregularity. But once the irregularity has occurred (during the play period) the dummy has no right to draw attention to it.

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], 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.*

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

If, having lost his rights, dummy draws attention to a defender's revoke during the play, no penalty tricks are transferred. However, the Director restores equity.

[WBFLC minutes 2008-10-10#3]

43.2 Law 43B3: Adjusting after lost rights [WBFLC]

When referring to Law 12B1 the Director treats both sides as offending and a split adjusted score is awarded.

[WBFLC minutes 2008-10-10#3]

43.3 Law 43B3: Dummy acts after losing rights [Ton]

The description is somewhat cryptic. The reference to Law 12B1 means that the defenders should not profit from their irregularity. But since there is no innocent side in this case the score for declarer's side should not be increased, which results in a split score.

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 that he has played dummy this way for thirty years.

45.2 Correction of an unintended designation

There was a case where declarer held singleton queen in hand and king-and-small in dummy. This suit was led from his left and he said "king". A few seconds later he tried to change it to a small card. The TD and Appeals Committee did not allow the change because they said there had been a "pause for thought". It was accepted that the few seconds were before declarer realised what had happened.

The L&EC said that the Law was misinterpreted. The pause for thought is from the realisation of the mistake [as with bidding boxes] so it was in time.

However, neither TD nor Appeals Committee seem to have considered whether it was unintended. Since it appeared that declarer had only tried to change the card from dummy when he realised he had the singleton queen, this was a change of mind so despite being in time no change should be allowed because it was not an unintended designation.

45.3 Law 45C4B: What is unintended? [WBFLC]

See reference to Law 25A in #25.5.

45.4 Law 45: Unintended designation [Ton]

The words ‘designates’ and ‘designation’ in Law 45C4 are used to distinguish the play of a card as described in A and B (second sentence) from playing it in another way. A card manually played by declarer from dummy or by a defender cannot be replaced if it is a legal card. Only in the case of a card played in another way, by naming it for example, is it possible to change it. This law states that such designation needs to be unintended and that the player already knew which card he wanted to play at that moment.

45.5 Law 45F: Dummy indicates card [WBFLC]

The TD should not adjust the score if the player would have played the indicated card anyway, though dummy is liable to a procedural penalty.

[WBFLC minutes 2008-10-10#3]

45.6 Law 45D: Card misplayed by dummy [Ton]

This Law states that it is possible that 5 cards may have to be withdrawn if dummy plays a card that declarer did not designate to be played. If declarer leads from dummy and a wrong card is played, the trick may be completed and the lead to the next trick put on the table. If declarer now notices the mistake, he is allowed to play the intended card from dummy. The TD should carefully explain to RHO that if he does not change his card declarer is not allowed to change his card either. LHO is allowed to change his anyway.

45.7 Law 45F: Dummy indicates card [Ton]

In this Law, last sentence, the TD should not decide that the defenders are damaged if the suggested card would have been played by declarer anyway.

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 73F may 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]

46.3 Law 46: Incontrovertible [Ton]

It is important to notice and understand the sentence between brackets in the heading of B: ‘except when declarer’s different intention is incontrovertible’.

An example to show the meaning:

♣KJ6

♠6

♣73

Declarer (South) is in 4♠ and has already won 8 tricks, the last one in his hand. ♣A and ♣Q have not been played yet, while there are 5 outstanding clubs with the defenders. Declarer continues with a small club from his hand and West contributes the ♣8. Declarer now thinks for a while, shrugs his shoulders and says: ‘I don’t know, play one’. The defenders ask the TD to apply B5, giving them the choice of card to be played from dummy, which, obviously, will be ♣6. That is not a reasonable ruling. It is completely obvious that South is going to play either ♣J or ♣K to fulfil his contract. So that should be the choice the TD should offer to the defenders. Of course, the remark by declarer is stupid, as it reduces the chance of the contract being made from 50% to 25%!

Law 47 Retraction of Card Played

47.1 Retraction of played card after correction of misinformation

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.

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 23. 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 50E: Knowledge of 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]

A distinction must be made between the requirement that the player must play this card and information that the player has the card. Initially the underlead from K Q J x to partner's A x is allowed, but subsequently the TD may decide that 50E3 applies.

The player must convince the TD that he has not gained from the information that the player possesses the card.

[WBFLC minutes 2008-10-10#3]

50.3 Law 50E: Knowledge of a penalty card [Ton]

The knowledge that a penalty card has to be played at the first legal opportunity is admissible information for both sides and has a remarkable consequence. Declarer is playing 4♥. If LHO holds ♠KQJ5, RHO has ♠A as a penalty card (first lead from the wrong side) and declarer does not forbid a spade lead, LHO is allowed to play ♠5 - but he is not allowed to use the information that his partner seems to have ♠Ax. If this results in an extra trick for the defending side, the TD should use his discretionary powers, as described in Law 12A1, to adjust the score.

50.4 Law 50D: Penalty cards for both defenders [Ton]

Note that in the case of penalty cards for both defenders, the possible lead restriction on partner takes priority over that caused by the player's own penalty card.

Example:

LHO is to lead while he has ♠J as a penalty card; at the same time, his partner has ♠7 as a major penalty card. Declarer forbids the spade lead. This means that ♠7 must be put back in hand, while LHO cannot lead his penalty card for as long as he retains the lead.

- *If declarer demands a spade lead, ♠7 goes back and LHO has to play ♠J.*
- *If declarer does not exercise his options related to ♠7 being a penalty card, LHO has to play ♠J and RHO ♠7. It is mandatory that the TD explains these consequences.*

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 53 Lead out of Turn Accepted

53.1 Law 53: Declarer's lead out of turn accepted [Ton]

In the case of a lead from the wrong hand by declarer, both defenders may accept that lead and they do so by making a statement to that effect. But if no such statement is made, the TD offers the player next in turn to the seat from which the wrong lead was played the opportunity to accept it.

53.2 Law 53C: Lead by player whose turn it was [Ton]

In this Law, the TD follows the same procedure as in Law 28B. If North leads while it was the turn of East to lead, then, if East plays a card, the TD has to find out whether he followed or wanted to lead. The case becomes quite obvious if North leads Out Of Turn and West, on lead, plays a card thereafter. The TD may exclude the possibility that West added a card to the trick started by North. And this law does not apply in cases where both partners play a card, the first out of turn and the second by the right player. In that case the TD starts by offering the LHO of the player who led out of turn the choice of accepting that lead. If he does, the other card becomes a major penalty card. If he does not accept it, the first played card becomes a major penalty card and the second becomes the lead to that trick.

Law 55 Declarer's Lead out of Turn

55.1 Law 55A: Who decides? [Ton]

In this Law, a sentence has been added, which most probably leads to a new approach. Whilst it is assumed that most TDs followed the wish of the defender who chose first, they are now told to follow the choice of the LHO whenever the defenders expressed different opinions.

55.2 Law 55B/C: Lead out of turn not accepted [Ton]

In these Laws the assumption is that the application of Law 55A has led to the conclusion that the lead out of turn is not accepted.

Law 56 **Defender's Lead out of Turn**

56.1 **Law 56: Defender's lead out of turn [Ton]**

The reference to Law 54 is meant to indicate that any lead out of turn by a defender is treated the same way as the opening lead out of turn by a defender.

Note *This may be the reason. In fact, it just looks to be a confusing reference, and would be better to cite Law 53A.*

Law 58 **Simultaneous Leads or Plays**

58.1 **Visible**

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

58.2 **Minor penalty card if two cards visible?**

When two cards are both visible the player designates the card he proposes to play. This does not need to be the card he originally intended. If he is a defender the remaining card is a penalty card but it is only a minor penalty card if it is not the card he originally intended, and if it is not an honour.

58.3 **Law 58: Two cards visible [Ton]**

Assume that LHO, being on lead, 'produces' two cards on the table, both small. The TD asks him what his intention was and he says that:

- 1. while picking another card which he wanted to play, these two cards dropped. Strictly speaking both cards become major penalty cards and declarer chooses the one to be played.*
- 2. he wanted to play one of these two cards, and the other dropped simultaneously. The TD lets him play the card he wanted to play and the other becomes a minor penalty card.*

Practically speaking the TD should not get into position (1) by assuming that the player wanted to play one of the cards dropped. This also prevents the possibility of creating unauthorized information.

Assume that the same happens but with an honor card and a small card. Now the TD should tell LHO that if he plays the honor card, the remaining card will become a minor penalty card, while if he chooses the small card, he will be left with a major penalty card.

Note *The advice here is not identical to #58.2, which is the EBU's position.*

Law 61 Failure to Follow Suit – Inquiries Concerning a Revoke

61.1 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.

61.2 Partner may have revoked

Defenders may ask each other whether they have revoked. TDs should note the possibility of unauthorised information. Notably, they should be suspicious of a defender who only asks when he is surprised: this tells his partner that declarer has more cards of the suit than might be expected. Players who always ask each other are unlikely to have unauthorised information problems.

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

61.3 Law 61B3: Asking partner whether he has none [Ton]

The default position has become such that it is allowed to ask partner-defender about a possible revoke. But the Regulating Authority may prohibit this question. If it does so, it would also need to decide what should happen if a player asks about a possible revoke. Contrary to the previous edition of the laws, this is not regulated any more. It seems reasonable to describe a procedural penalty and not to convert such an infraction into an established revoke.

The laws mention the possibility of creating unauthorized information by asking partner. This normally will not be the case; it might happen when the object of the question is not to avoid a revoke but to draw attention to an unexpected situation, while declarer still has cards in that suit, for example.

One of the problems created by this change is that a message of surprise may be given when the question: ‘no “suit” partner’ is only asked once in a while.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Pass</i>	<i>Pass</i>	<i>Pass</i>	<i>1NT</i>
<i>Pass</i>	<i>2♥</i>	<i>Pass</i>	<i>2♠</i>
<i>Pass</i>	<i>3NT</i>	<i>Pass</i>	<i>4♠</i>
<i>Pass</i>	<i>Pass</i>	<i>Pass</i>	

West starts with ♦Q; dummy has ♠K9873 ♥K94 ♦632 ♣A9. When RHO discards a club, West asks: ‘no diamonds partner?’ Do not be surprised if declarer appears to have something like ♠A64 ♥A7 ♦AK10854 ♣J6

Law 62 Correction of a Revoke

62.1 Law 62C2: Consequences of withdrawing card [Ton]

The TD should explain the consequences of withdrawing a card by a non-offender: it allows the player next in turn to withdraw his card too and replace it with another card. The withdrawn card becomes a penalty card.

62.2 Law 62D2: Revoke at trick 12 [Ton]

Once again, the word ‘suggested’ is used. It is meant to say that a player has a choice and his partner may help him to make the right one. If the play is obvious, the fact in itself that partner suggested it does not jeopardize his partner’s right to choose it.

Law 63 Establishment of a Revoke

63.1 Laws 63 and 69: Agreement [WBFLC]

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

[WBFLC minutes 2000-01-12#4]

Note *Where a revoke is concerned see next section.*

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

A defender revokes, declarer claims, but the defender or his partner does not accept the claim. Agreement 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 agreement: Law 69A suggests that agreement 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?

If the answer to (b) is 'partner' then (c) is unnecessary.

If declarer revoked and the players answer "declarer" to (b) it is wise to ask "In which hand?". The players often fail to see the difference between declarer and dummy.

64.2 Both sides revoke

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. Law 64B7 makes it clear there are no rectification tricks. See #64.4.

64.3 Two revokes by same player

A player revokes, and then again in the same suit. If Law 64C comes into play then the Director calculates the equity position after the first revoke if there had been no revoke, and then adds a trick for the second revoke. See #64.4.

64.4 Law 64C: Two revokes [WBFLC]

If there are two revokes on the same board by the same side the equity in the case of the second revoke is determined by reference to the position after the first revoke.

[WBFLC minutes 2008-10-10#3]

When both sides have revoked on the same board each revoke is examined separately in assessing the equity when that revoke occurs. In effect the TD acts as as though there had been no revoke by either side.

[WBFLC minutes 2009-09-08#7]

64.5 Law 64: Penalties for established revokes [Ton]

The penalty for an established revoke has been changed. It is only a two-trick penalty if the player instead of following suit ruffs and wins the trick. In all other cases the penalty is one trick. Naturally, it is always to be assumed that the offending side won at least the number of tricks that are to be transferred under the revoke law.

This change means that Law 64C has to be used more often than before. Not following suit once in a while causes more damage than just one trick, for which compensation needs to be given.

There is a case added where no rectification is made: when both sides revoke on the same board. As made clear in the heading of Law 64B, this is only true if both revokes have become established.

A special situation arises when there is a second revoke by the same player in the same suit. It asks for application of Law 64C if the result on the board would have been better, for the non-offending side, without that second revoke.

Example:

♠10 7 4	♠A K Q 5	♠J 9
	♠8 6 3 2	

South is declarer in a NT contract. He plays to the ♠A, East does not follow suit: one trick penalty. He continues with the ♠K and East revokes again. Later East wins a trick with the ♠J.

If East had not revoked a second time, declarer would have made 4 spade tricks and an extra trick as rectification for the revoke. Due to the second revoke he only makes three spade tricks. Applying Law 64C, the TD adjusts the score by giving him the tricks he would have received with only one revoke made (4 plus 1).

Law 65 Arrangement of Tricks

65.1 Law 65B: Wrongly pointed cards [Ton]

A player, other than declarer, may draw attention to a wrongly pointed played card until the lead has been made to the next trick. Thereafter, doing so creates unauthorized information. Declarer may draw attention to a wrongly pointed played card at any time he likes.

If, for example, declarer plays 3NT and has made 7 tricks, with a finesse still available to win his ninth trick, and dummy warns him, too late, that he has a card wrongly placed (as if won), the TD has to consider the fact that declarer may have thought he had eight tricks already and might not wish to risk his contract by taking a finesse. In Teams, this seems an almost automatic decision; in Pairs it may be more complicated.

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 rectification.

67.2 Law 67: Is there a revoke? [Ton]

Creating an abnormal trick by not playing a card to it is treated as an established revoke costing one trick if the mistake is discovered after both sides have played to the next trick.

If a player played too many cards to a trick, this may also create a revoke: for example when the restored card should have been played following suit after the infraction, see B2(b).

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 his opponent's invitation to do so. A contested claim is solely a matter for the TD – but see #68.2. However, if players do play on after a claim, while such play is voided by the TD, he may use that play in determining the players' probable plays after the claim.

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 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.

Cards exposed by the player attempting to concede are not penalty cards but they are unauthorised to partner. To avoid creating unauthorised information unnecessarily it is recommended that a defender who wishes to concede should only allow declarer and not partner to see his cards until everyone has accepted his concession/claim.

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 68: Defender's concession [Ton]

A claim and/or concession is an initiative to curtail play. It is the task of the opponents to agree or not with such claim/concession. Play ceases with one exception: if a defender concedes one or more tricks (claiming the others, if there are any) and his partner immediately objects, the TD will decide that play continues. And he will warn the conceding player that he may not use the information that his partner expects him to win more tricks than he had thought. Any logical alternative play by the conceding player that leads to fewer tricks will lead to an adjusted score. This case shows another exception in the creation of penalty cards. Cards exposed by defenders to support or contradict the claim/concession can be taken back and do not become penalty cards. The information arising from exposing those cards is authorized for declarer and unauthorized for partner-defender.

68.5 Law 68: Uncompleted trick [Ton]

The footnote to this law refers to cases like the following:

Dummy: ♠KJ8 (possibly with cards in other suits too)

Declarer plays ♠5 to this holding in dummy and pauses to think. If RHO now puts down ♠AQ, he just wants to tell declarer that he will play the appropriate card to win the trick. These cards do not become penalty cards, but it might be wise to play both ♠A and ♠Q in this and the next trick since the possession of these cards is unauthorized information for LHO; if declarer succeeds with a play that avoids losing a second trick in the suit, (LHO getting the lead and having a logical alternative), the TD could be asked to adjust the score.

Law 69 Agreed Claim or Concession

69.1 The difference between a concession and an agreement

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 agreed in principle. While this may be withdrawn later the benefit of any doubt shifts in favour of the claimer.

69.2 Law 69: Agreement [WBFLC]

See reference to Law 63 in #63.1.

69.3 Law 69A: Establishment of revoke and agreement [WBFLC]

See reference to Law 63A3 in #63.2.

69.4 Law 69B: Agreement withdrawn [WBFLC]

If a TD considers that a player has agreed to lose a trick his side would likely have won then he decides to transfer such a trick, or not. Such a decision may not be weighted.

[WBFLC minutes 2009-09-04#9]

69.5 Law 69: Withdrawing agreement [Ton]

The laws have become more lenient towards the agreeing side which later discovers that it conceded a trick too easily (that the claiming side got a trick too easily). If the TD decides that it is likely that the agreeing side would have won this trick had play been continued he restores the situation.

Example 1:

♠ -		
♥ 8		
♦ 6		
♣ -		
♠ 8		♠ 7
♥ J		♥ -
♦ -		♦ 8
♣ -		♣ -
	♠ 9 6	
	♥ -	
	♦ -	
	♣ -	

Playing a spade contract, South leads ♥8 from dummy and claims the last two tricks without showing any card (he knows that West is unable to overruff as he has ♥J). East assumes that South has ♠98 in trumps, so everybody is happy and they move to the next board.

Only later, when seeing the hand records, East realizes that South had made an invalid claim. The TD should assume that, had play continued, East would have ruffed, thus promoting West's trump; so the TD should award a trick to E/W.

Example 2:

	♠ K Q J 6	
	♥ --	
	♦ --	
	♣ --	
♠ 5 2		♠ A 3
♥ 3		♥ 8
♦ 7		♦ --
♣ --		♣ 2
	♠ 7	
	♥ A	
	♦ A	
	♣ A	

South is declarer in NT. When he leads ♠K from dummy, he shows his three aces claiming three tricks.

Case 1: Both defenders accept the claim. But if one of them discovers, before their side makes a call on the next board, that ducking ♠A squeezes declarer, Law 70A applies and the claim should be denied.

Case 2: After play, but within the correction period, E/W discover that declarer's winning three tricks is not automatic. The TD should decide that it is too late to change the result. Had play continued, it is clear that E/W would not have won any extra tricks if East failed to see this play at the table.

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”, ie not normal as defined by the footnote to Law 70C3. If so the Appeals Committee should have held that, in effect, the line should be permitted.

70.3 Revoke

If 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 agree, 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 70E: Unstated line of play in claim [WBFLC]

Sometimes the deal would become clear if it were 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]

70.9 Law 70: Validity of claims [Ton]

When judging the validity of a claim it is important to follow and understand the reasons for the claim at that specific moment.

♠ 10 9 6

♠ A K J 8 7

The only problem on this board for declarer is to find ♠Q. He plays ♠10 from dummy, RHO follows suit, ♠7 from hand and LHO discards. Reaching for ♠9 and claiming four more tricks without further explanation might not be what the Laws prefer but should not be penalized by awarding a trick to the defenders. If declarer does not play ♠9 and does not have an entry to dummy, claiming now is sloppy.

It regularly happens that play continues after a claim/concession. The Laws say that evidence arising from such play may be used to decide the result. But they do not say in what way. If the claiming side ‘succeeds’ in conceding an extra trick, that seems a good reason not to allow the claim. But if declarer succeeds in winning an extra trick the TD should be reluctant to award that trick. Often the opponents will try to find a way to escape from the loss of an announced trick, which instead leads to the loss of an extra trick. That should not go to the claiming side.

Hopefully superfluous, but doing no harm, D2 states that a claim by a defender which only succeeds when partner-defender plays the right not the obvious cards should be denied.

VII PROPRIETIES

Law 72 General Principles

72.1 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 overall success in the event. If a Tournament Organiser wishes to prevent such tactics then the competition should be designed 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 2009 said:

“The WBF expects all teams and partnerships to play to win at all times and in all circumstances.”

Law 73 Communication

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 73F.

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.

73.3 Requirements of players in receipt of UI

It is appropriate to reiterate the existence of Law 73C. In a particular case a highly experienced player seems to have been looking for reasons to justify taking action, rather than carefully avoiding taking any advantage.

The L&EC confirmed that, although rare, procedural penalties could be applied in aggravated circumstances where players ignored their requirements.

73.4 ‘Unauthorised panic’

It is noted that players who make an artificial bid which partner misunderstands and describes differently have a habit of immediately bidding their longest suit at the lowest level. This is illegal, and clever arguments as to why it was the ‘obvious call anyway’ should be treated with scepticism.

Similarly, when a player overcalls a natural 2NT which partner describes as artificial, and then bids 3♣ or 3♦ which is presumably Stayman or a transfer there is an unfortunate and illegal instinct always to rebid 3NT. Arguments as to why this is the ‘obvious call’ should be discounted.

Law 75 Mistaken Explanation or Mistaken Call

75.1 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. Law 75C requires the TD "to presume mistaken explanation, rather than mistaken call, 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 System Card) and this implies that 3♥ is forcing he has produced evidence, and the TD may feel that the player has produced sufficient evidence to accept it was a misbid.

75.2 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 12C1C to reflect their uncertainty. They must make a decision one way or the other, remembering that Law 75C requires them to presume Mistaken Explanation rather than Mistaken Bid in the absence of compelling evidence to the contrary.

75.3 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.

75.4 Law 75B: 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]

75.5 Law 75C: Mistaken call [WBFLC]

The phrase “They have no claim to an accurate description of the N/S hands” first appeared in the 1975 Laws of the game. It was accompanied then as now by the injunction forbidding the TD to alter the table result. It was entered primarily to establish beyond doubt that the partnership agreement must be described accurately in response to lawful enquiry and that the explanation given must not aim to describe what the explainer believes as to the contents of either hand. It was continued in those terms in the 1987 Law Book, while for 2007 NBOs were invited to say whether the example or the wording should be updated. Among replies received there was a general consensus for retaining them as they had been previously, whilst moving the statements from a footnote into the body of the Law.

[WBFLC minutes 2008-10-10#3]

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.

76.3 Basic rules for kibitzers

Law 76 now includes several basic rules that apply unless local regulations say otherwise.

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 most but not all of the software available to TDs deals with split or weighted scores correctly. Where modern software is not available, the earlier 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 correct way*

With good 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:

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

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

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

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	6	
-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

$$\text{N/S get NS } -100 = 5.0$$

$$\text{E/W get NS } +650 = 1.0$$

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.

78.1.3 *The original way*

If good modern software is not available, then the original way has to be followed. First the score is replaced 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:

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

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

$$\begin{array}{r} \text{N/S total} \\ \text{E/W total} \end{array} \quad \begin{array}{r} 7.28 \\ 2.72 \end{array}$$

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:

$$\begin{array}{l} \text{N/S} + 2.28 (7.28 - 5) \\ \text{E/W} - 2.28 (2.72 - 5) \end{array}$$

- (b) Second, the split score:

$$\begin{array}{l} \text{N/S get NS } -100 = 6.2 \\ \text{E/W get NS } +650 = 0.2 \end{array}$$

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

$$\begin{array}{l} \text{N/S} + 1.2 (6.2 - 5) \\ \text{E/W} - 4.8 (0.2 - 5) \end{array}$$

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.

78.2 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 matchpointed Pairs an assigned adjusted score has not occurred on the board, then the matchpoints 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 matchpoints assigned to an intermediate score are the matchpoints 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 matchpoints 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 re-score the board completely. 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 still sometimes entered manually because modern software is not always available. 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 = matchpoints earned by the pair considering only the group itself
- E = total number of scores expected on the board
- A = actual number of scores obtained on the board

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

Note *Other Tournament Organisers 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 #0.4 in Chapter I.*

Good modern software usually does this for the scorer, who does not even need to have heard of Neuberg!

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

#78.3 applies to matchpointed 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 matchpointed 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. Modern software is often available to do this for the scorer.

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

78.5.3 *Cross-imps*

When cross-imp scoring is to be converted to VPs, the imps for a match are calculated, totalled and divided by a figure as detailed in #161.4. The total is then rounded to the nearest imp, with exact halves rounded away from average, so there is no necessity to consider swings falling between the gaps in the VP scale.

78.5.4 *Swiss Pairs*

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

It is also recommended that Swiss Pairs events be organised to avoid sub-fields as far as possible, possibly by using several operators, computers and printers for the same field.

78.6 **General approach to scoring**

While there are certain statements of how scoring should be done the 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. EBU software does follow all the recommendations.

It is recommended that Tournament Organisers be consistent in their choice of software.

78.7 **Law 78D: Availability of conditions of contest [WBFLC]**

While conditions of contest such as alternative scoring methods must be available to contestants, that does not mean the conditions may be referred to during the play of the hand.

[WBFLC minutes 2008-10-10#3]

Law 79 Tricks Won

79.1 **Time limits - correction period**

The EBU regulations for correction periods are given in Section #146. The Tournament Organiser 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.

79.3 Law 79: Scoring error [Ton]

A scoring error is defined as a registered result which is not in accordance with the agreed upon result (normally related to the number of tricks won and lost, (re)doubled or not). Examples are: score entered in the wrong direction, wrong vulnerability, wrong contract, or a mistaken correction of an adjusted score.

The correction period for both a scoring error and a miscounted number of tricks, won or lost, is normally the same: 30 minutes, unless decided otherwise. But Law 79 allows for a distinction to be made and the period for correction of a scoring error to be extended. Regulations need to explain how to handle this possibility. It includes the approval of the tournament organizer.

Note See #92.1 for the EBU approach to Correction Periods.

IX TOURNAMENT SPONSORSHIP

Law 80 Regulation and Organisation

80.1 Competition regulations, authorities and organisers

Unless a WBF or EBL event is played in England, for all events in England the EBU is the Regulating Authority. For events run by the EBU, it is also the Tournament Organiser. See Also #80.10.

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 Diary, on the website, in its advertising and in the literature sent out to each team captain.

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 Tournament Organiser 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 (eg concerning choice of DIC and provision of accounts), there are many areas where the licence holder has freedom (for example, permitted agreements and dress codes). See #0.2

Other Tournament Organisers 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, Simultaneous Pairs organiser and commercial organisation.

80.2 EBU regulations

There are various regulations published by the Laws & Ethics Committee. System Cards [Convention Cards], Disclosure of System, Alerting, Psychic bidding, Stop bids, Bidding boxes, Appeal Procedures and Permitted Agreements 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. Unusual Systems Permitted Agreements and Carry-forward formulae 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 Tournament Organiser, 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 #0.4 in Chapter I.

The complainant must not discuss the matter with others, even if they are members of the Board, the L&EC or the Disciplinary Committee, 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 the Disciplinary Committee and their members when acting to fulfil their duty under the Bye Laws and Disciplinary Rules. 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 Disciplinary Committee (and any appeal is exhausted) the member complained of remains in good standing and must be so accepted. Therefore it is an offence under the Disciplinary Rules 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, or by refusing to play against him or her in a competition at a club, county or national event.

The L&EC and the Disciplinary Committee must act in accordance with natural justice. For instance, members of the Disciplinary Committee who have any prior involvement or interest in a case are precluded from involvement in considering the case. In these ways, and in all else, every effort will be made to ensure that an appeal against disciplinary decisions cannot succeed on grounds of procedural defect or lack of natural justice.

The Disciplinary Committee has to be satisfied that an allegation is proved beyond reasonable doubt if there is any allegation of dishonesty, or otherwise on the balance of probabilities.

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

EBU members and participants in its competitions may obtain a copy of the Bye Laws and Disciplinary Rules from the EBU. Contact details can be found in #0.4 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

Contestants who sit out for a set of boards receive 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 other in Teams [see #4.1]
- When players may change directions [see #5.1]
- Adjusting Ave+ and Ave– [see #12.1.1]

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 Tournament Organiser. 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 80B2E: 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.

Note Section 151 contains the EBU screen regulations including regulating tempo.

[WBFLC minutes 1998-08-30#4]

80.9 Law 80B2F: 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]

80.10 Law 80: Regulating Authority and Tournament Organizer [Ton]

In these laws the Regulating Authority needs to define the circumstances under which bridge is played in its territory in case the laws offer a choice. It may decide to delegate or assign this choice to the Tournament Organizer.

X TOURNAMENT DIRECTOR

Law 81 *The Director*

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 81C3) to deal with any irregularity that may arise, a TD will be unwilling to remedy damage that has not been claimed. However, when damage has been claimed in respect of misinformation, the TD should always consider fully whether there could be damage through use of unauthorised information, and vice versa.

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, must not draw inferences from their partners' hesitations, but TDs and Appeals Committees should bear in mind that a hesitation 'could demonstrably suggest' different actions to a less experienced or weaker player than they might 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 Tournament Organiser 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.

As a matter of principle, a TD should not remove a board from a table because it is late once an auction has commenced, unless the table was told not to play the board. In the latter case a procedural penalty for both sides should be issued and the board cancelled.

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 Ave+, and an offending pair receives Ave– (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 that an Appeals Committee or the L&EC might see the matter 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.

When asked to record a psyche, misbid or deviation, the TD will consider the possibility of fielding and classify these even if not asked to do so. However, the opponent's views on whether they are fielded should be considered.

81.6 Varying regulations for cause

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

81.7 Good TD practice

81.7.1 *General*

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

81.7.2 *Relative*

The L&EC considered a hand where a TD had gone to a table to give a ruling where a blood relative was involved. It was understood there were times when this could not be avoided (eg the TD was the only one present). A different TD should attend the table whenever it is practicable to do so.

81.8 Law 81C2: Advising players of their rights and responsibilities [WBFLC]

When the TD advises players of their rights and responsibilities under the Laws, he confines such information to rights and responsibilities that are relevant to the situation he is dealing with.

[WBFLC minutes 2008-10-10#3]

81.9 Laws 81C7 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 Tournament Organiser. 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]

81.10 Law 81C3: Equity is the aim [Ton]

The intention expressed here is to strive for equitable results even if the players do not notice an irregularity or do not care about it. When a revoke goes unnoticed but (later) the TD becomes aware of it (for example he hears about it from a spectator), he needs to use Law 64C if that revoke changes the result. If he is in doubt about a result handed in, he needs to take action.

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 Ave+ 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 Ave+/Ave+ 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 agreement. 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 12C2 applies after Law 82C and the best he can do is to give each side Ave+ – 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. More likely he will use his power to weight scores – see next section.

- (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 will frequently use his powers under Law 12C1C 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. Reviews of matters of judgment or resolutions 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 by 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 12C1C is enabled, then he might consider:

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

for declarer [South], and

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

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 matchpointed 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

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

and the defenders will get

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

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 85 Rulings on Disputed Facts

85.1 Looking at the hand

When a TD is called to the table and attempts to determine facts he should not look at the cards of any player before the end of the hand, and should resist any attempt by a player to show him his cards. If, for example, he were to look at the cards of a player who alleges his bid was unintended so could be changed under Law 25A, then any comments he makes and the decision he makes passes information about the player's hand to the other three players.

Law 86 In Team Play or Similar

86.1 Unusual result

If a board is cancelled when it has been played at the other table in a team game then, rather than give an artificial adjusted score, the TD can assign a score if the result at the other table was very unusual, for example if a slam made on very minimum values or missing two aces. Normally this will only be done when the non-offending side has the good score.

Of course there will be times when both sides are non-offending. Such an assigned score should still be given, though a split score is possible, since both sides will be treated as non-offending.

The Law permits such an assignment when the good score is obtained by a side that are partly or completely at fault. At time of writing the method of dealing with this is unclear [see the advice in #86.3]. A TD or AC who only applies this Law to benefit a non-offending side cannot be criticised.

86.2 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]

86.3 Law 86D: Unusual results at other table [Ton]

When, in team play, a board cannot be played at the table for whatever reason, while it has already been played at the other table, it is possible to deviate from the routine artificial adjusted score. To do this we need an unusual result on the played board. The TD works with a range of normal results on a board, which do not ask for the application of this law. Given the fact that the innocent side will receive someimps anyway (average plus), a couple of undoubled overtricks are not considered to create an unusual result.

When the innocent side received a very good score and the board is made unplayable at this table (by the other side), it is mandatory to give an assigned adjusted score with full weight to this result. Assume that the team that got a good score at one table caused the board to be cancelled at the other; if the TD gives an assigned adjusted score the weight of the good result needs to be small; 30% sounds reasonable.

If the board has to be cancelled because of a mistake at the second table, and the innocent side received a very good result at the first table, it should get full weight. If the offenders received a very good score the weight can be less (50% looks reasonable). And if no side is responsible the weight could be somewhat higher (let us say 60%).

Note *It is not clear that this necessarily follows the interpretations by the WBFLC. However the WBFLC minutes have been changed so the position is unclear.*

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 if 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 as long as the scorers can cope with this. If using normal EBU software then it is always possible. However, the type of contest may make it impossible.

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 12C2 to a pair at fault a TD must give that pair 40% (or less as in #12.1.1, or the equivalent at other forms of scoring). This is an Ave–. 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 Ave–.

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.

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

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

If a contestant uses a method 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 Ave– or less then the score stands. Otherwise he gets Ave– and his opponents get Ave+.

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 agreement in a Level 3 event, and gets a score of 65%. The board is re-scored as Ave– to them, and Ave+ 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 Ave– to them, and Ave+ 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) In a Level 3 event, a pair psyches a Multi 2♦ opening, which is not permitted, and gets a score of 55% on the board. The psyche is not fielded. This is treated as using an illegal agreement, so they get Ave–, and Ave+ to their opponents, but no further penalty.
- (e) A pair fields a misbid, and gets a score of 50% on the board. The board is re-scored as Ave– to them, and Ave+ to their opponents. However, the opposition appeal because of a hesitation, and the Appeals Committee decide a weighted score would be suitable. If the weighted score gives the non-offenders 60% or better when calculated, that score is applied: if less than 60% then it remains as Ave–/Ave+.

A pair who has already had their use of a method 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 method 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 deemed to be 'wild or gambling' or constitute a serious error (unrelated to the infraction) are not necessarily entitled to a full adjustment (see #12.1.3 (b) and (c)). This is possible even if the initial adjustment is artificial rather than assigned.

'Wild or gambling action or a serious error' is action markedly worse than bad bridge, and rarely includes defensive errors in a contract the non-offenders should not have been defending unless they are particularly blatant. See #12.8 for a detailed discussion.

90.5 Penalties and adjustments at Knockout Teams

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

- (a) Ave+/Ave– 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) Ave+/Ave– 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) Ave+/Ave or Ave/Ave– translate into a difference of 2 imps in the result of a match.
- (e) Ave+/Ave+ or Ave/Ave or Ave–/Ave– make no difference in the result of a match.

90.6 Appealing penalties

Procedural penalties may be appealed by any player at the table or by the captain of one of the teams present. Only in extreme circumstances would it be expected that a penalty be changed when the opposition appeal.

Law 91 Penalise or Suspend

91.1 Expressed in final method of scoring

Disciplinary 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.

91.2 Standard amount

A TD can legally issue a disciplinary penalty for any amount he thinks fit. However, 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. However, the "standard disciplinary penalty" is twice the "standard amount" shown there.

If a TD feels a greater penalty is in order because the offence is worse than normal, then he may fine twice the "standard disciplinary penalty", or three times the "standard disciplinary penalty", and so on.

Example The TD adjudges that an offence is so great that it requires a disciplinary penalty of twice normal. If it is an MP duplicate, the standard amount listed in #12.5 is 10% of a top, thus the standard disciplinary penalty is 20% of a top, and he would fine twice the standard disciplinary penalty, ie 40% of a top. Similarly 2.0 VPs in a VP event is twice the standard disciplinary penalty.

91.3 Appealing penalties

Disciplinary penalties may be appealed by any player at the table or by the captain of one of the teams present. Only in extreme circumstances would it be expected that a penalty be changed when the opposition appeal.

An Appeals Committee cannot overturn the TD in the matter of issuing a disciplinary penalty, but can recommend that the TD changes it.

The clause in Law 91A that refers to the TD's decision being final and thus not appealable only applies to when the TD suspends a player for all or part of the current session.

91.4 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 Tournament Organiser 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.

91.5 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 80B2F.

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.

91.6 DIC's right to disqualify in other events

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

91.7 Encouragement to use disciplinary powers

The L&EC encourages the DICs of events to exercise their powers under Law 91 and #91.5, in appropriate cases, to suspend a contestant or player from the remainder of a session/event and to issue more disciplinary penalties.

91.8 Best Behaviour at Bridge – “BB@B” – Code

The code for BB@B says:

Bridge is an extremely enjoyable game. Courteous behaviour is an exceptionally important part of that enjoyment.

This guide serves as a brief reminder of how to behave at the bridge table. We are sure that all players naturally follow this code of conduct, but there are times when concentration and pressure can take their toll and it is for these situations that we issue this as a reminder.

- *Greet others in a friendly manner prior to start of play on each round.*
- *Be a good 'host' or 'guest' at the table.*
- *Make your convention card readily available to your opponents and fill it out completely.*
- *Make bridge enjoyable for yourself, partner and opponents.*
- *Give credit when opponents make a good bid or play.*
- *Take care of your personal grooming.*
- *Ensure that your mobile phone is turned off.*
- *Enjoy the company as well as the game.*

Remember that it is rude to criticise your partner or opponents in public, to be less than polite at the table, to gloat over good results or object to a call for the Tournament Director or to dispute or argue about a Director's ruling.

As in all games that are governed by rules and regulations, bad behaviour will be penalised.

Please call the Director if you think you may have been affected by bad behaviour. You will be helping others as well as yourselves.

91.9 Best Behaviour at Bridge – “BB@B” – Action

Breaches of BB@B are dealt with:

If a player at the table behaves in an unacceptable manner the Director should be called immediately. Annoying behaviour, embarrassing remarks, or any other conduct which might interfere with the enjoyment of the game is specifically prohibited by Law 74A. Law 91A gives the Director the authority to assess disciplinary penalties. This can include immediate disciplinary board penalties, and if a future violation is incurred at the same event, disqualification from future competition in that event. Any further violations may result in a disciplinary hearing where the player’s future participation in tournaments will be considered.

91.10 Law 91B: Disqualification [WBFLC]

A Tournament Organiser can give his approval in advance of the tournament for the Director to disqualify a player for cause.

[WBFLC minutes 2003-11-09#4]

Note *This power is used in #91.5 and suggested in #91.6.*

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.

The Law Book permits different correction periods for scoring under Law 79C and rulings and appeals under Law 92A. The EBU has 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 have been 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 have been 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 Appeal and Report of Hand 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 about TDs filling in forms*

- (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 the forms.
- (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 the forms 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). The same applies to contested claims. TDs 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 forms 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 forms include 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.
- (j) The L&EC considered that it might be helpful to point out that in reviewing forms from TDs, it assumes that the TD will have highlighted any instance of an explanation given at the table not being substantiated by the convention card (either because the convention card is silent, or because it contains conflicting information). The absence of any mention of the convention card on the form does therefore afford a presumption that the TD has checked the card and found the explanation substantiated. It is, however, helpful if information on the meaning of relevant calls is recorded in the “Relevant information from convention cards” section of the form.
- (k) Where a TD or Appeals Committee wishes to include an element of the table result in a weighted score, the L&EC requests that it should record the hypothetical legal auction through which that result is derived.
- (l) It is often helpful in the sequence of bidding for doubles to be annotated as penalties, takeout, or whatever, and bids that may or may not be forcing to be annotated to indicate which.
- (m) The L&EC noted a statement by a TD that in a situation where a deviation was recorded, no classification was required. The Committee considered this to be wrong – recorded deviations and misbids should be classified.
- (n) On certain hands the opening lead is important: the L&EC noted with dissatisfaction how rarely this box is completed.
- (o) The L&EC made a plea that forms be completed legibly by both TDs and Appeals Committee chairmen. Some forms are almost impossible to read, whereas the occasional form which is word processed is a joy to read.
- (p) The L&EC considered a TD’s report where he had drawn a conclusion about the actions of a player, but had not given any information or evidence to support the conclusions. TDs are reminded of the need to give as much detail as possible when completing the forms.
- (q) The L&EC considered a form from the Easter Festival Swiss Pairs, where one side claimed never to have seen the form. TDs are reminded of the need to show all players the forms, even though it is no longer a requirement to obtain the signatures of all players.
- (r) The L&EC considered a form filled in by a panel TD, where much of the required information was missing or incomplete. Missing: form of scoring, pair numbers, result at table and score for N/S; assigned result and the actual ruling. TDs are reminded of the need to complete forms as fully as possible.

- (s) The L&EC noted a number of ‘report of hand forms’ where the type of infringement had not been recorded – either psyche, misbid, deviation or other. Furthermore, some forms were not classified when it was a misbid or deviation. Furthermore some forms did not show the ruling made. TDs are reminded of the need to complete forms as fully as possible, and to show them to players of both sides when completed.

92.5.2 *Specific comments by L&EC about Appeals Committees filling in forms*

- (a) The L&EC expects that, when the TD’s decision is changed, Appeals Committees will record the reasons for their decision on the appeal form.
- (b) When a form as completed by the TD is deficient or confusing the L&EC considers it would be helpful if the Appeals Committee found out what was meant and recorded it.
- (c) The L&EC confirmed that it does expect Appeals Committees to record some reasons for their decisions, not least because having nothing to say suggests that the decision might have been so obvious that consideration should have been given to forfeiting the deposit.

92.5.3 *Special advice re psyches*

The L&EC was surprised to see more than one instance in the reports under consideration of the following combination of events:-

- a player had failed to support a suit bid by partner when it appeared entirely normal to support it;
- the partner had in fact psyched, and did not hold the suit concerned;
- the player who had failed to support had nonetheless failed to comment on the form to seek to justify the action taken.

It should be made clear that players were expected to explain their actions in such circumstances.

92.5.4 *Advice given to every Appeals Committee on the form*

The Committee should:

1. Ensure that a deposit has been taken (or that there is a satisfactory reason as to why not which is noted on the form).
2. Decide at the conclusion of the appeal as to whether the deposit should be withheld. That decision is based on whether the Committee considered that the appeal lacked merit, and will take into account:-
 - (a) *whether the Committee reached a swift and unanimous decision; and*
 - (b) *the standard of the players concerned.*
3. Please note that the personal views of Appeals Committee members on whether keeping deposits is right, or other extraneous factors such as the appellants being kept waiting, are not acceptable reasons for returning a deposit.
4. NOT enquire or take heed of whether the appellant has taken advice before coming to the appeal.

92.6 No ruling before an appeal

The L&EC considered a case where the TD had arranged for the Referee to conduct a hearing without either making a ruling of first instance himself or taking a deposit. The L&EC did not consider this to have been an appropriate procedure to adopt.

92.7 TD taking a matter to appeal

Whilst it is perfectly legal for a TD to instigate an appeal, it will be a rare occurrence. When a TD does instigate an appeal he should always record the reasons for doing so on the appeal form.

92.8 Taking deposits

A deposit should be taken before an appeal is heard. Only in exceptional circumstances is it suitable for an appeal to be heard without a deposit, and in such a case the DIC must write on the form the reason for not taking a deposit. Deposits are taken in the normal way for appeals to the DIC over a matter of Law, appeals against Procedural or Disciplinary Penalties, telephone appeals to a Referee, appeals dealt with in writing and so forth.

Example

There was a case where it was recorded that the DIC, after a long discussion with a very “offended” player, advised that it was probably best to appeal. Therefore in this situation no deposit was taken. The L&EC did not think that this was a good enough reason to instigate an appeal or for no deposit having been taken.

92.9 Special reason for an appeal

The L&EC deprecated the actions of a player who appeared to have deliberately used the appeals process as a means of drawing attention to his criticisms of the regulations.

92.10 Late appeals

Two appeals had arisen where it had been very difficult to conduct the appeal. In one case the appeal arose right at the end of the tournament where one pair had left unaware of the appeal. The second one arose after the evening session of a congress where qualification for a final the next day was involved. One pair had left and the TD had to rely on suitable committee members arriving early enough the next day to hold the appeal and hoping the other pair would also arrive in time to participate, having no way to contact them.

Requests for appeals received within the time limits have to be entertained. In particular pairs involved in a ruling should check to see whether the time limit for lodging an appeal had expired before leaving. TDs need to let players know about the deadlines for appealing.

Where the TD could not find a suitable Appeals Committee of three people then a committee of one, a telephone Referee or even the DIC could hear the appeal.

Where it was necessary to conduct an appeal where one pair did not even know it was happening, it was always an option of the Appeals Committee to halt the proceedings if the absence of one side might prejudice the procedure.

92.11 Law 92: Appeals [WBFLC]

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]

92.12 Law 92B: Time limits [WBFLC]

A player asked for a ruling just within the time limit. Despite any difficulties for the TD, a ruling must be given: it is unsatisfactory to take it straight to appeal.

[WBFLC minutes 2009-09-08#4]

92.13 Laws 92/3: Default description of appeals [Ton]

There is a default description of the procedure for appeals. With reference to Law 80 this procedure has to be followed if the Regulating Authority does not prescribe a different approach.

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 absolute right to attend an appeal heard by a telephone Referee. In practice the Referee should speak directly to the players if practicable.
- (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.

L&EC policy dictates that most EBU TDs are ineligible to serve on, and all are ineligible to chair, Appeals Committees at EBU events.

The L&EC do not consider that a player who has been disciplined for an offence which involved an element of dishonesty is an appropriate person to serve on an Appeals Committee at EBU events.

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 81C7 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 only participate if 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 appeal 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.
- (m) 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.

- (n) Any Procedural or Disciplinary Penalty awarded by the Appeals 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.

- (o) 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 1) 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 overrule 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 as to 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 appeal form comments made by the players at the appeal hearing. This helps with both L&EC reviews and publication of appeals.

An Appeals Committee has all the responsibilities that a TD has: he is responsible for dealing with anything brought to his notice. Thus an Appeals Committee is correct in dealing with a matter even if it had not been specifically asked.

93.4.5 *Best Behaviour at Bridge and the appeals process*

During the appeal itself the Appeals Committee has all the rights of a TD so could apply disciplinary penalties if it is considered appropriate. Once the appeal is over any bad behaviour becomes the TD's responsibility again.

Whilst it is inappropriate for players and Appeals Committee members to enter into arguments about the result (see #93.4.3 (m)) there might be times when a member would like further clarification about a decision. Such a request should be made of the TD who will consult with the Appeals Committee Chairman who could accede or not to the request.

93.4.6 *Forfeiting 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 a matter 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 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.
- (d) An Appeals Committee wrote on the form: “Deposit returned because we believe that E/W contributed to their bad result with the double of 3♦ - not wild or gambling but making N/S feel that E/W were trying for a double shot.” The L&EC commented that the reason for returning it is not valid: the deposit decision is based on the merit of the appeal not the actions of the other side.

In exceptional 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.

93.4.7 *Technical management*

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.

93.4.8 *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 reiterate 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.

93.4.9 *Specific comments by L&EC*

- (a) The L&EC was surprised at a decision by an Appeals Committee that, given that Pass was not a logical alternative, double was not suggested by a hesitation. The L&EC considered that double was suggested because it catered for whatever the player was likely to have for his hesitation (if he had extra strength, he could pass; if he had extra distribution, he could remove).
- (b) Additional facts were made available to an Appeals Committee by an appellant which had not been part of the original decision. The L&EC was surprised by the procedure adopted by the Appeals Committee which was to refer the matter back to the TD, as the L&EC could not see why the Appeals Committee could not itself have investigated the facts and reached a decision.
- (c) Although it is unusual for an Appeals Committee to overrule the TD on a question of fact, further facts came to light at the hearing of an appeal. It is a question of judgement for an Appeals Committee as to whether to rule on the basis of new facts.
- (d) In a case where the Appeals Committee were unable to decide whether a misunderstanding had been exposed they decided to give both sides a good score. This is illegal and not doing their job: they have to make decisions, not avoid them.
- (e) The L&EC noted with pleasure an Appeals Committee comment “E/W pair are encouraged to treat TDs with more respect in future”. This was written after the TD was accosted (between rounds) after giving a ruling by West saying “I think your ruling is disgusting”.
- (f) While making a quick decision to deny an appeal is often a reason for forfeiting a deposit, it should still be checked to see whether the appeal had any merit.

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 against 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) If it is practicable, it is best that the players do talk to the Referee; and
- (b) It should be normal for an appeal form to be completed as comprehensively as possible before the Referee is telephoned; and
- (c) The TD should read verbatim from the appeal form when speaking to the Referee.
- (d) Referees should consult as much as they deem necessary before coming to their decision.

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 Procedures for further appeals

Once an appeal has been heard an appeal to the National Authority is possible, though only certain matters will be considered. Details of what constitutes an appeal that will be considered and the method of appealing is contained in the EBU Orange Book. To obtain or download an Orange Book see contact details which can be found in #0.4 in Chapter I.

93.8 Law 93B: Appeals Committees [WBFLC]

A Committee may not overrule the TD on a point of Law [though it may suggest to him that he reconsider] but may overrule him in his decision as to the facts, though this is rare.

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

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

[WBFLC minutes 2000-08-30#3]

93.9 Law 93B3: Appeals Committees' difficulties [WBFLC]

See reference to Law 81C7 in #81.9.

93.10 Law 93C: Modification of appeals process [WBFLC]

This Law allows the process to be modified, but not removed: the right of a player to appeal against a TD's ruling is granted by Law 92A and some form of appeals process must exist, even if it is just an appeal to the DIC under Law 93A.

[WBFLC minutes 2008-10-10#3]

93.11 Law 93C3B: Appeal to the DIC [Ton]

This Law 93C3(b) states that appeals may be dealt with in any way the Regulating Authority wishes. But the possibility of appealing a decision to the Chief TD, as described in Law 93A, is mandatory and should be maintained.

93.12 Law 93: Default description of appeals [Ton]

See reference to Law 93 in #92.13.

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 tablecloth 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
- If being used BridgeMates should be checked for channel, section and number and then put out.

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.

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.

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 – using 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 duplimating 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 may 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 have 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 that nobody does.

With BridgeMate scoring the scorer will already know the section make-up but checking the detail is always a good move. It has been known for there to be discrepancies between, say, the number of rounds the TD and the scorer think are being played. Altering the BridgeMate set-up once it has been sent to the terminals is a risky business and is best avoided!

121.5.3 Envelopes and Master Point Cards

These should not be issued in England any more since Master Points are direct credited at the Aylesbury office. However, if they are used for any reason, 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.

121.5.4 Travellers

Because of the use of BridgeMates use of travellers is now fairly rare. However, if they are used in multiple Pairs events TDs will be required to collect travellers during the course of the event so that 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. 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.

On rare occasions when BridgeMate scoring is being used it has been necessary to use travellers when there has been a failure of the system. It is always a good idea to have travellers nearby just in case.

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 that 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.

When using BridgeMates the TD must inform the scorer of any boards wrongly arrow-switched. The scorer will make the necessary alterations at the computer.

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.

Note *There are no problems when using BridgeMates which means that these movements are more likely to be used.*

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 Ave+, Ave–, 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 Ave+ without TD consent.

With BridgeMates scores are entered by the TD using the key and the TD menu. Once it is too late to do this then it should be done by score change sheets.

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 12C1C 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. If the software permits, the scores and weightings will be entered direct into the computer.

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. Do not watch play at a table while directing: it leads to problems in fairness in giving rulings at that table and unbalances the balance of fairness to all the tables in your domain.

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. You should also offer to find the Appeals Advisor for the player and introduce him. Sometimes this may be awkward – the Appeals Advisor may be playing in a different event (such as a final) where the break timings are different.

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 *Report of hand/appeal forms*

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

Reports of a hand 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 report of hand 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 report of hand forms are not just for psyches, but 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 report of hand form from the duplicate 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

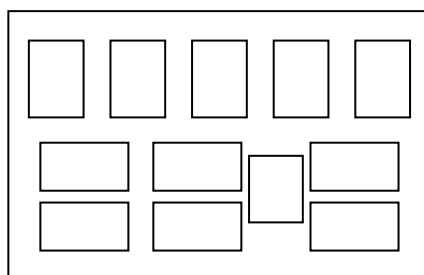
Claim forms should be completed before the end of the tournament and put on the clipboard or given to a member of Aylesbury staff. Claim forms are passed to the Accounts department for payment, which will usually be on the Monday of the following week, so they should be received by the middle of the 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 tablecloths 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.



- A new type of crate is also in use – 14 x 4 columns per crate.
- If you are required to stack tables then they should be stacked 'baize to baize' to preserve the tops as much as possible.
- Lightweight 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.
- Pack BridgeMates according to instructions.

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 have access to an Orange Book and have the sheet entitled "Orange Book changes" which is also published on the website and in English Bridge. You should also have access to 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 Law, Orange, Tangerine and White Books in PDF format, and also updates to them. It also contains Appeals booklets for many examples of rulings and various other useful items. See #0.4 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 Tournament Organiser. 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 Tournament Organiser, 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 EBU (the "White Book");
- the current Handbook of EBU Directives and Permitted Agreements published by the L&EC of the EBU (the "Orange Book"), plus any amendments thereto (available as a supplement);
- the simplified Handbook of EBU Directives and Permitted Agreements published by the L&EC of the EBU (the "Tangerine Book");
- any overriding Conditions of Contest published by the Tournament Organiser, for example in the EBU Diary or on the website or in a county handbook;
- all conditions of the event published by the Tournament Organiser 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 Tournament Organiser 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 the player raises his hand, the TD should acknowledge again 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 any options are selected and penalties 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 Tournament Organiser. 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 moved 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 BridgeMates, computers and printers?), caddies/writers, Congress Secretary. Have all of your staff 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 he or she 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 Tournament Organiser have any unusual requests? If so, it is you who are 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 agreements 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, that curtain cards have been prepared ready for distribution where appropriate, that arrangements have been made for collecting prepared boards, that 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 lower 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 are 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 is 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 Tournament Organiser - 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 TOURNAMENT ORGANISERS

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 Tournament Organisers 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. The length of the correction period can be varied by the Tournament Organiser if so desired. The Laws allow it to be extended, and they allow it to be reduced 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 #0.4 in Chapter I.

- Your Tournament Organiser 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 Tournament Organiser. Unless the Tournament Organiser 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 matchpoint 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 81C8, 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 81D – 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, credit 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 Tournament organisers 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 matchpoint scores are correct.

- Your Tournament Organiser 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 Counsel 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 Tournament organiser 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

132.1 General

EBU procedures are now set out in some detail in the Disciplinary Rules which came into force in January 2005. The Disciplinary Rules constitute an Appendix to the new EBU Bye Laws adopted on 7th October 2009. Copies of the Bye Laws and of the Disciplinary Rules can be obtained from the Secretary of the L&EC, who can also be approached for advice on any matter relating to disciplinary procedures or proceedings.

It is likely that the L&EC will need to formulate procedures which supplement the provisions of the Disciplinary Rules, and that these will be based, so far as is consistent with the Disciplinary Rules, on the procedures traditionally adopted by the L&EC.

132.2 Summary of Disciplinary Rules

The following brief summary of the provisions of the Disciplinary Rules is routinely circulated as part of the standard version of the Bye Laws circulated to EBU members. The full version of the Bye Laws, including the full text of the Disciplinary Rules, is only circulated to those who specifically request it.

Note *This summary is intended to assist members by providing a brief summary of the main provisions of the Disciplinary Rules. It has no official status under the Bye Laws or the Rules themselves, and is not intended as a substitute for the full Rules, which should be consulted in the event of any disciplinary matter arising.*

132.2.1 Jurisdiction (Rule 2)

The Rules apply to all individual EBU members ("Player Members"), to affiliated Associations and Clubs, to tournament and other officials and to players who play in EBU, County and Licensed events.

132.2.2 Offences (Rule 3)

Disciplinary Offences include:-

- (a) Breaches of the Bye Laws or Articles of the EBU;
- (b) Breaches of the Laws of Duplicate Contract Bridge and other regulations and conditions of contest;
- (c) Unfair or dishonest play;
- (d) Other conduct falling below accepted standards; and
- (e) Failure to respond fully or truthfully to enquiries by the Laws & Ethics Committee.

132.2.3 Disciplinary Responsibilities (Rules 4-6)

The Laws and Ethics Committee is responsible for the investigation of disciplinary matters, for the decision as to whether formal disciplinary proceedings should be taken, and for prosecution of such proceedings before the Disciplinary Committee.

The Disciplinary Committee is responsible for determining whether a disciplinary offence has been committed and if so for imposing a sanction.

132.2.4 *Procedures (Rules 7-9)*

The Rules set out detailed procedures designed amongst other things to ensure that persons facing disciplinary proceedings have the opportunity to defend themselves.

A disciplinary case which is defended will lead to a formal face-to-face hearing before the Disciplinary Committee. There is provision for a less formal procedure where the offence is admitted.

Advice about the procedures may be available to assist persons facing disciplinary proceedings.

132.2.5 *Appeals (Rule 10)*

A person found guilty of a disciplinary offence has a right of appeal to the Appeals Committee.

The Laws and Ethics Committee has a right of appeal which is confined to the question of sanctions imposed.

132.2.6 *Sanctions (Rule 11)*

Disciplinary sanctions which may be imposed include:-

- (a) Expulsion or suspension from membership for a specified period;
- (b) Suspension from participation in one or more competitions;
- (c) A reprimand; and
- (d) A fine of up to £500.

Section 133 *Procedures for County Disciplinary Matters*

133.1 Background

Counties were formerly recommended to adapt EBU procedures as appropriate. Following the adoption of new EBU procedures, and pending a review of county constitutions which will include consideration of possible amendments to disciplinary procedures, counties are recommended to follow the procedures set out in the remainder of this section, which are based on the procedures formerly adopted by the EBU.

133.2 General principles

Whatever procedures are adopted should accord with the principles of natural justice, ie the member complained of should have the opportunity to answer the allegations against him, and should be kept properly informed at every stage [subject to #133.6(b)].

The procedure set out in the following paragraphs may be considered too cumbersome to be applied in all cases, and in an appropriate case it may be satisfactory to adopt a simplified procedure, such as by dispensing with a face to face hearing. However, it is crucial that the member complained of should be kept informed of the nature of the procedure to be adopted.

133.3 Human Rights Act

The Human Rights Act requires that a tribunal be independent and impartial. County Constitutions may enshrine the previous EBU practice of referring complaints to the County Conduct (or Laws & Ethics) Committee for investigation, when it is the Conduct Committee which is itself the tribunal which will ultimately decide on the case. Legal advice indicates that this is open to criticism. The reason is that the Conduct Committee could be considered to be acting as both prosecutor and judge, and thus not independent or impartial. As with counties, however, the practice of the L&EC investigating as well as adjudicating was enshrined in the old EBU Bye Laws, so the L&EC had to devise an interim procedure which was applied to complaints for a period.

133.4 The two panels

The L&EC divided itself into two panels for the purpose of considering complaints which might lead to disciplinary action. They were referred to as the “Investigatory Panel” and the “Judicial Panel”. The former were responsible for investigating the complaint, and the latter for adjudicating on it should the former decide that the case warranted a full disciplinary hearing. In relation to each complaint there was no overlap between the composition of each panel, although it might vary from case to case. It should be possible for counties to devise a similar arrangement.

133.5 Conflicts of interest

Any member of the relevant committee who is in any way personally involved in the allegations must be disqualified from any participation in the resolution of the case (as a member of either panel). Any member of the committee may disqualify himself 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).

133.6 Procedure on receipt of complaints

It is advisable for counties to require that complaints be in writing and lodged with the County Secretary or some other nominated official. A procedure needs to be in place for the Secretary to forward the complaint and any necessary papers to those designated to investigate 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 disciplinary provisions of the County Constitution has taken place. For this purpose, the panel may seek such further evidence as it 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;
- (b) to investigate the matter further before the member complained of is informed of the complaint; or
- (c) to refer the matter to the EBU L&EC instead of dealing with it itself.

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. 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 allegations. In some circumstances it may be appropriate to set out the substance of the complaint in the initial letter without enclosing copies of the complaint.

133.7 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 member of the Investigatory Panel will attend the hearing to 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. 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 a copy of the County Constitution should be provided. The member is made aware of his right to call witnesses at his own expense.

Reasonable efforts should be made to find a date for the hearing which is convenient to all parties. Should these prove unsuccessful, then it is appropriate to offer a final selection of dates, and the hearing can proceed if necessary without the presence of the person complained of. The venue and date is confirmed in writing to all parties.

133.8 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.

133.9 Notification of the result of hearings

After the hearing, the member is informed in writing of:

- (a) the Committee's findings and decisions;
- (b) the Committee's decision on publication of its findings and decisions; and
- (c) his right of appeal within 21 days, and the option of the Appeals Committee to increase or decrease the penalty imposed.

133.10 Appeals

Appeals are made to the EBU although detailed provisions in County Constitutions vary. 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.

133.11 Reports of county disciplinary proceedings

Where a penalty is imposed, the findings and decisions of the County Conduct Committee must be reported to the EBU L&EC specifying as applicable:

- (a) the date of the hearing;
- (b) the name, address and EBU number of the member concerned;
- (c) the allegation proved; and
- (d) the penalty imposed.

133.12 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 matter may be referred to the full County Committee in case there are any lessons for the future to be drawn from the case.

133.13 Further assistance

Any queries or requests for further assistance should be directed to the Secretary of the L&EC at EBU Headquarters. Contact details can be found in #0.4 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 Tournament Organisers are encouraged to adopt them to apply in their tournaments.

141.2 General

141.2.1 Over-riding consideration

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 Requirements in advance

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 Authority

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 Tournament Organisers are encouraged to give their DICs the same authority.

141.2.4 Matches played privately

In the case of a match played privately, the same principles apply. For example, if a player requires longer breaks between stanzas because of a medical condition, the L&EC believe that the opposing captain should be informed in advance as per 141.2.2 and should be prepared to allow such breaks as per 141.2.3.

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 Use of bidding boxes

Bidding boxes are to be used where this is possible.

141.4.2 *No bidding boxes*

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 *Alternative approach*

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 *No difficulty*

When all players except dummy can see cards played normally, play continues as normal.

141.5.2 *Vision problems*

When a player, other than dummy, is unable to see cards played normally, then (subject to the option in #141.5.3) all players are to call their own cards as played.

141.5.3 *Alternative approach*

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 *Naming of cards*

Cards must be named in full and in a consistent manner.

141.6 **Announcements**

141.6.1 *General approach*

In general it is not anticipated that any special procedures are needed for disabled players when using announcements. Most players who have problems have their own solutions to seeking and giving information. Nevertheless the TD may be asked for assistance. The following are possible courses of action.

141.6.2 *Suggested solutions for hearing problems*

Since announcements are in a few well-known positions where an announcement is expected, eg a 1NT opening, a player with hearing problems can:

- (a) ascertain various details like NT range, style of 2-bids, at the start of the round;
- (b) anticipate an announcement after a bid like 1NT by turning the head, and lip-reading, or listening carefully;
- (c) ask for an announcement to be repeated: this action never provides unauthorised information;
- (d) ask for an announcement to be written;
- (e) ask opponents to display an “Announcement card” when making an announcement to ensure that they do not miss the fact that an announcement has been made. The player with problems will provide the card to opponents at the start of the round.

141.6.3 *Suggested solutions for speaking problems*

A player with speaking problems can:

- (a) carry “Announcement cards” which display their announcements and show them when necessary;
- (b) write announcements;
- (c) let partner make announcements for both of them.

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. The Code was revised in October 2008. It is reproduced in full in Appendix 1.

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 area, where practices laid down by the EBU differ from the CoP:

Psyches (‘Psychic calls’).

This decision was made by the L&EC at its meeting on 27th June 2000.

Previously, the part of the CoP that dealt with Score Adjustment where redress was denied to non-offenders in full or part because of their actions was not applicable, based on a decision by the L&EC at its meeting on 23rd August 2000. However, this no longer has any relevance since it is now a matter of Law, so this part of the CoP applies in England from the implementation of the 2007 Laws.

142.2 Notes

142.2.1 *Weighted scores*

The principal provision of the CoP whose adoption represented a significant change to the previous position was the extension of powers under Law 12C1C (weighted scores) to TDs.

142.2.2 *Redress for non-offenders*

This is now a matter of Law (12B1B), see #12.8 and #12.9.

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 Tournament Organiser 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 Knockout Teams events

143.2.1 *Between two teams*

In a standard knockout 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 Knockout Teams), 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 knockout 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 knockout 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 matchpoints 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 are often 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 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, matchpoints 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 matchpoint 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 tryimps 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 imp = 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 of them: team B has played 8 x 3-board matches, and has won 6 of them: 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 matchpoints/point-a-board prior to the conversion to the final method of scoring, Victory Points [VPs – see #161.7].

A reference to the basic method of scoring is understood to mean:

- (a) If the final VP score is based more on matchpoints/point-a-board then that is tested first.
- (b) Otherwise the aggregate/imps are tested first. Note this means that aggregate/imps is tested first if both contribute the same number of VPs.
- (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 6 VPs of the match, and an 'aggregate' element that leads to 4 VPs of the match: if team A got more VPs than team B they are the winners. Let us suppose each team got 5 VPs.

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 winners.

If they are still tied he then moves on to #143.7.1 (b), using VPs 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 the number of 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 to 0 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 drew two, team B won four matches, but drew 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!

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 Teams-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 Tournament Organiser.

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 Tournament Organiser 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 Tournament Organiser 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 Tournament Organiser 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 has acquired 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 Ave–. 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 has been 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 knockout 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 or 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 has been 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 as 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

If a contestant withdraws before half of the session is completed, all scores obtained against that contestant are cancelled.

If a contestant withdraws after completing half of the session, all scores obtained against the withdrawn contestant stand. Any contestant required to 'sit out' as a result of the withdrawal receives Ave+.

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 Ave– for the boards after withdrawal up to a maximum of half the event. 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 Ave– 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 Ave+/Ave–. However, if the pair fails to arrive at all, then the Ave+/Ave– 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 knockout event

A bye/walkover is created in the next/current round as appropriate.

145.11 Disqualification in a knockout 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 his or her next match prior to being notified of the disqualification decision or, if the match has been started, it 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 Tournament Organiser and depends on the actual circumstances of the withdrawal. The TD should normally tell the players that the Tournament Organiser 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 79C1 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 79C2 within which a contestant can challenge a gross and manifest error in scoring made by an official. 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.

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 the 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

Note *A stanza is a group of boards played followed by a scoring break.*

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	20 minutes of non-playing time after the 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 Boards147.1 **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 adjusted 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 be 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.

Tournament organisers 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 [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 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 Ave– (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 Ave+/Ave– 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 fail to spot a duplicating error, as by reference to a certain card (front and back) are deemed to be partially at fault for the purpose of application of Law 12C2. 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. However in events with duplimated boards this may be more difficult to arrange as teams do not usually share the same set of physical boards.*

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 knockout 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.

Suppose owing to incorrect seating or placement of boards on the table, some but not all the boards are played correctly, some not. Averages will be given on the boards not played. The match is still scored using the same VP scale as if all the boards had been played correctly.

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 Ave+/Ave–). 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 of the match can be played, then the match is declared void and is scored as 55% per board to the non-offending side, 45% to the 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 knockout Pairs competition.

147.9 Part of an 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 Ave+/Ave+/Ave+/Ave–). 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 of 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 Description of the 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. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right. Players should make every effort to perform these actions as quietly as possible. With screens in use a call is considered 'made' when placed on the tray and released.

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 73F may apply).

Note that when left-handed bidding boxes are in use the calls are placed in a row from right to left.

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 then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed.

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.

After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all players to see the dummy cards and the cards played to each trick. If a defender exposes a card and, because of the screen, declarer does not see it, dummy may draw attention to the irregularity.

151.2 Changes to calls made

A call placed and released may be changed under the Director's supervision:

- (a) if it is illegal or inadmissible (in which case the change is obligatory as soon as either screenmate 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. Under the provisions of Law 25A it should be noted that if a player's attention is diverted as he makes an unintended call the 'pause for thought' should be assessed from the moment when he first recognizes his error.

151.3 Alerts and Explanations

- (a) A player who makes an alertable call as defined in Appendix 2 must alert his screenmate, and partner must alert on the other side of the screen when the bidding tray arrives there. The alert must be made by placing the Alert Card over the last call of the screenmate, in his segment of the bidding tray; the alerted player must acknowledge by returning the Alert Card to his opponent. A player may, by written question, ask for an explanation of an opponent's call; the screenmate then provides a written answer.

The WBF Alerting Policy (see Appendix 2) shall apply with regard to which calls require an alert. There are no announcements behind screens.

- (b) At any time during the Auction a player may request of his screenmate, in writing, a full explanation of an opponent's call. The reply is also in writing.
- (c) At all times from the commencement of the Auction to the completion of play each player receives information only from his screenmate about the meanings of calls and explanations given. Questions during the play period should be in writing with the aperture closed. The screen is raised after the response has been made.

151.4 Modifications of Rectifications

151.4.1 Basic

The Laws of Duplicate Bridge 2007 are in effect except as specified below.

- a) An irregularity passed through the screen is subject to the normal laws, with the following provisions:
 - i) an inadmissible call - see Law 35 - must be corrected
 - ii) if a player infringes the law and, inadvertently (otherwise Law 23 may apply), the irregularity is passed through the screen by his screenmate the latter has accepted the action on behalf of his side in situations where the laws permit LHO to accept it.
- b) Before an irregularity is passed through the screen the offender or his screenmate shall draw the Director's attention to it. Infringing calls shall not be accepted and shall be put right without other rectification (but see (a)(ii) above); any other irregularity shall be rectified and the Director ensures that only the legal auction is passed through the screen.

No player on the other side of the screen shall be informed of the occurrence unless the application of a law requires it.

- c) The screenmate should attempt to prevent an opening lead out of turn. Any opening lead out of turn shall be withdrawn without other rectification if the screen has not been opened. Otherwise:
- i) when the screen has been opened through no fault of the declaring side (and the other defender has not led face up) Law 54 applies.
 - ii) when the declaring side has opened the screen the lead is accepted. The presumed declarer becomes the actual declarer. Law 23 may apply.
 - iii) when two opening leads are faced by the defending side the incorrect lead is a major penalty card.
 - iv) for a card faced by the declaring side see Law 48.
- d) When an alertable call is made see 151.3 above.

151.4.2 *Spectators*

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

151.5 **Tempo**

151.5.1 *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.

151.5.2 *Drawing attention to a variation in tempo*

When a player takes more than a normal time to make his call, it is not an infraction if he draws attention to the break in tempo. His screenmate, however, shall not do so.

If a player on the side of the screen receiving the tray considers there has been a break in tempo and consequently there may be unauthorised information he should, under Law 16B2, call the Director. He may do so at any time before the opening lead is made and the screen opened.

Failure to call the Director thus may persuade the Director it was the partner who drew attention to the break in tempo. If so he may well rule there was no perceived delay and thus no unauthorised information. A delay in passing the tray of up to 20 seconds is not regarded as significant.

151.5.3 *“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.

151.5.4 *Skip bid warnings*

These are not used with screens.

151.6 Screen regulations [WBFLC]

The WBFLC suggested that Screen regulations should include that a player who removes his bidding cards from the tray 'may be deemed to have passed'.

[WBFLC minutes 2008-10-10#4]

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 upon 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 Tournament Organisers 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 events

No VP scales are available. A suggested method is to use the standard Teams-of-four scale in #161.1 for the next lower group of boards: eg for a 16-board Butler, use the standard 10 to 13-board VP scale; for a 9-board match, use the 5 to 6-board scale.

The above recommendation is only an approximation. Further advice can be obtained from EBU Headquarters: see #0.4 in Chapter I for contact details.

For matches of up to 6 boards, the use of the standard scale for 4 boards or fewer is not recommended. In EBU competitions, events such as this are normally scored by straight imps, with no upper or lower limit.

Other Tournament Organisers 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.

See #78.5.2 for details of rounding in Butler scored events.

161.4 Cross-imp scoring for Pairs events

No VP scales are available. A suggested method is to calculate the total cross-imps, then divide by 70% of the number of scores, and then use the standard Teams-of-four scale in #161.1: eg for 20 tables and an 8-board match, calculate the total cross-imps, divide by 14 (70% of the number of scores) and then use the standard 7 to 9-board VP scale.

The above recommendation is only an approximation. Further advice can be obtained from EBU Headquarters: see #0.4 in Chapter I for contact details.

See #78.5.3 for details of rounding in cross-imp scored events.

161.5 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.

161.6 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

161.7 Hybrid (Pachabo style) scoring – Teams events

A team is awarded on each board, two VPs ("Victory Points") if the total of its North-South and East-West scores is positive by more than 10 total points; one VP if the total is exactly zero or if the margin is 10 total points; and no VPs if the total is negative by more than 10 total points. Further VPs 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.

161.7.1 Matches of two boards

7 VPs are at stake: 4 VPs on boards won, and 3 VPs based on the share of the total points, as follows:

Share of remaining VPs	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

161.7.2 Matches of three boards

10 VPs are at stake: 6 VPs on boards won, and 4 VPs based on the share of the total points, as follows:

Share of remaining VPs	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

161.7.3 *Matches of four boards*

13 VPs are at stake: 8 VPs on boards won, and 5 VPs based on the share of the total points, as follows:

Share of remaining VPs	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

161.8 **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	50.92	50.78	50.65	50.54	50.45	50.38	50.32	50.27
11-9	52.80	52.39	51.98	51.65	51.38	51.16	50.97	50.81
12-8	54.71	54.02	53.33	52.78	52.32	51.94	51.63	51.37
13-7	56.70	55.72	54.74	53.95	53.30	52.77	52.32	51.95
14-6	58.80	57.51	56.23	55.19	54.34	53.63	53.04	52.56
15-5	61.08	59.45	57.83	56.53	55.45	54.57	53.83	53.21
16-4	63.63	61.62	59.64	58.04	56.71	55.62	54.71	53.95
17-3	66.61	64.17	61.75	59.80	58.18	56.85	55.74	54.82
18-2	70.36	67.37	64.40	62.01	60.03	58.40	57.04	55.91
19-1	75.95	72.13	68.35	65.30	62.78	60.71	58.97	57.53
20-0	More than 75.95	More than 72.13	More than 68.35	More than 65.30	More than 62.78	More than 60.71	More than 58.97	More than 57.53

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 56.23% precisely scores 14-6 in VPs.*

161.9 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 of 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, Laws 9B1A and 9B2B, 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 9B1A. 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 16B2 does not override this condition if the request for a ruling is not then made within the time limit specified above.

162.3 Rulings of first instance

It can be exceedingly 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 *Drawing attention*

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 *Asking for ruling*

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

162.4.1 Basic

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) Captains submit the case in writing to the EBU as in #162.4.2.

162.4.2 Means of obtaining a ruling of the first instance

Under the above, captains may decide to forward details of the question with the match result for arbitration. In this case, or when it proves impossible to obtain a ruling, 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.

Teams should be aware, if they chose to request a ruling in this manner, that a decision based on Law 12C1C could result in a tied match. They should play additional boards at the time to cover this eventuality.

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 Members' Diary and in Conditions of Contest sent out to Captains. Contact details can be found in #0.4 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 (but see also #162.7 relating to appeals). If a score adjustment is awarded on the board no substitute board is played.

A ruling that a board shall be cancelled, if within the knowledge of the captains prior to the commencement of the last set of boards, allows a replacement to be added to the next set to be played (with identical dealer and vulnerability); such a decision becoming known later than this means that no replacement board is to be played.

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 Law 74 may lead to an increased penalty, the Committee 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 hand 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.

The report should accompany the match result when it is submitted. It is improper to change or add anything in a report which has been finally agreed. The sponsoring body is responsible for arrangements to determine the appeal, and for altering the match score, should this be required in the outcome.

Teams should be aware, if they choose to appeal a ruling in this manner, that a decision based on Law 12C1C could result in a tied match. They should play additional boards at the time to cover this eventuality.

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 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 be 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 are 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 with 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 knockout 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 contestant 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 a 20 to 0 scale), then that contestant 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".

In the special case where a contestant might have been correctly drawn against any one of two or more opponents, and the difference in the scores is greater than 5 VPs in some but not all cases, it is deemed not to be a mismatch.

Example In the correct assignment list team A might be drawn against team B or C at random. If assignment against team B would lead to a difference of 6 VPs in comparison with the actual assignment list but one against team C would lead to a difference of 5 VPs, then this is not defined as 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 (often called Swiss 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 or Triangles.

166.2.1 *Long or short?*

Since players like long threesomes – or more accurately, dislike short ones – it is a good idea to have the former. 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 on the Isle of Man. His team was 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 Unusual Systems Permitted Agreements [C3+L4]

This is one example of Unusual Systems permitted agreements, which at time of writing was used in the Shapiro Spring Foursomes.

Notes

- (a) *C3+L4 means that this is WBF/EBL Category 3 plus EBU Level 4.*
- (b) *Unusual Systems were called Level 5 until July 2006.*

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 ('special partnership understanding' as defined in Law 40B1(a))
Length	three cards or more
Shortage	two cards or fewer
Long Match	a match of 17 or more deals
Short Match	a match of fewer than 17 deals

171.2 Highly Unusual Methods (HUMs)

Highly Unusual Methods may not be played, unless they are permitted at EBU Level 4. 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 agreements

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 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 = matchpoints

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 #0.4 in Chapter I.

XVIII APPENDIX 1 – WBF CODE OF PRACTICE

World Bridge Federation Code of Practice (Revised October 2008) 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 TO THE FIRST EDITION

(published 1999)

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

The World Bridge Federation ('WBF') adopts the following standards as regulations for the conduct of appeals from decisions of Tournament Directors and recommends their adoption to each affiliated Organization. After issue the WBF Appendix to the 2007 Laws will stand part of this Code.

Function of an Appeal 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.

Jurisdiction of an Appeal Committee

The committee hears appeals under Law 93 B 2, and may exercise any of the powers of the Director in resolving them. Appeals of questions of law or regulation are heard by the Director in charge (Law 93 B 1); a further appeal against his decision may be made thereafter to an Appeal Committee which has no power to overturn the Director in charge's decision but may recommend to him that he reconsider (Law 93 B 3). The committee may recommend likewise to the Director in charge a review of any disciplinary penalty he may have applied under Law 91 but may not rescind or vary it (powers that it does have in relation to Law 90 procedural penalties). An appeal committee does have the power to apply a disciplinary penalty if the Director in charge has not done so and there is found to have been a breach of the laws governing conduct that the Director in charge has not penalized. The WBF recommends the greatest restraint in exercising this power when the Director in charge 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.

Composition of Appeal Committees

An appeal committee is ideally comprised of not fewer than three members nor more than five. The World Bridge Federation recognizes that there can be circumstances in which an appeal may be made to an officially appointed individual, but regards this as unacceptable at international level and to be avoided where possible at national level. The Regulating Authority should establish its decisions in respect of these matters.

Personnel

An appeal committee will ideally incorporate a quota of strong players together with other members considered to be of broad bridge experience who have a balanced objective approach to the decision making process. The chairman of a committee should ensure that the stronger players play a leading role in questions of bridge judgement. The other members of a committee seek a balanced judgement when applying law and regulation. 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 Director in charge (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.

Concurrence of Appellants

Law 92 D states:

An appeal shall not be heard unless:

- 1) *in a Pairs event both members of the partnership concur in making the appeal (but in an Individual contest an appellant does not require his partner's concurrence).*
- 2) *in a Team event the team captain concurs in making the appeal.*

An appeal shall not be entertained if it does not have the consent required. Note that the laws no longer say that an absent member is deemed to concur; consequently an appellant must give evidence of such concurrence.

Duty of an Appeal Committee

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. It is essential that committee members and those appearing before them behave in a wholly courteous manner in his discretion the Chairman may ask to see the appeal form prior to the hearing.

Decisions of Appeal Committees

No decision of an appeal 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 Regulating Authority

No appeal to the Regulating Authority should be entertained if the prior stages of ruling and appeal have not been pursued and exhausted. It is legitimate for the Regulating Authority to set some limitation on matters that it will hear (but see the Law 93 C footnote above); it is a widespread practice, commended by the WBF, that the Regulating Authority will not review value judgements except where the appeal committee has made a judgement that can have no basis in its findings of the facts of a case. However, the Regulating Authority is responsible for compliance with any national law that may affect its action (Law 93 footnote). Debatable matters of law and/or regulation are valid questions for the Regulating Authority. Under Law 93 C 2 the Director in charge or the Appeal Committee may refer a matter to the Regulating Authority.

At international level the WBF urges that arrangements be instituted for an appeal to be considered against the decision of an appeal 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

The award of an assigned adjusted score (see Law 12 C 1) 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 wild or gambling action subsequent to the infraction). Damage exists when, because of an infraction, an innocent side obtains a table result less favourable than would have been the expectation had the infraction not occurred (see Law 12 B 1).

If the damaged side has wholly or partly caused its own damage by 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 12 C 1 (c)

Law 12 C 1 (c) states:

In order to do equity, and unless the Regulating Authority forbids it, an assigned adjusted score may be weighted to reflect the probabilities of a number of potential results.

Law 12 C 1 (c) operates unless the Regulating Authority elects otherwise. It applies in WBF tournaments. (The Regulating Authority may elect to apply all or part of Law 12 C 1 (e) to replace all or part of Law 12 C 1 (c).) The purpose of this law is to enable the Director and an appeal committee to form a view as to what is an equitable outcome in the score, and to implement that outcome. It makes the appeal committee the final arbiter of equity.

Law 25

Using bidding boxes a call is made when a bidding card is placed on the tray and released. When screens are in use Law 25 applies as written. A purposeful correction is not allowed.

Director's judgement after consultation

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.

Inclination of committee

The expectation is that each appeal 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'

See Law 16.

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 16 C and 16 D. Law 16 D 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 (see Laws 16 A 1 and 16 A 2). 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. (See Law 16 B.)

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 appeal 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 appeal 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?

Law 16 B 1 (b) defines:

A logical alternative action is one that, among 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 judged some might select 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 Director in charge should be consulted as to the provisions of Law 73 B 1. If it is proven that such action has been prearranged with partner the committee consults the Director in charge concerning Law 73 B 2.

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 system 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 system card has caused an opponent to be confused, a procedural penalty for violation of Law 40 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 and/or suit length".

A psychic call is lawful if not based upon a partnership understanding (a Regulating Authority may use Law 40 B 2 (d) to restrict the use of psychic artificial calls). 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 a 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 40. In particular, see Law 40 C 1.

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'.)

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 appeal 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 appeal 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 appeal 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.

XIX APPENDIX 2 – WBF ALERTING POLICY

World Bridge Federation Alerting Policy

Preamble

1. The objective is to have a uniform WBF policy which is applied to all WBF events.
2. It is not intended that this should over-ride Alerting Policies developed by the Zone or NBOs.
3. Full disclosure is vital. However, players who participate in WBF events are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws as well as the letter.
4. The Policy has been made as simple as possible. Players are, however, expected to alert whenever there is doubt. (N.B. Where screens are in use, an alert on one side but not on the other does not necessarily imply an infraction.)

Policy

The following classes of calls should be alerted:

1. Conventional bids should be alerted, non-conventional bids should not.
2. Those bids which have special meanings or which are based on or lead to special understandings between the partners. (A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations of the sponsoring organization). See Law 40(b).
3. Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit.

If screens are not in use, do NOT alert the following:

1. All doubles.
2. Any no-trump bid which suggests a balanced or semi-balanced hand, or suggests a no-trump contract.
3. Any call at the four level or higher, with the exception of conventional calls on the first round of the auction.

Nevertheless, players must respect the spirit of the Policy as well as the letter.

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