2025
WHITE BOOK
Technical matters

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0 Introduction

0.1 General

This book (the *White Book*) consists of EBU regulations and interpretations. It is written for the *Laws of Duplicate Bridge* (2017) – *Effective 1 January 2024*. The *White Book* and the *Blue Book* are adjuncts to the laws and each other: more technical matters are here in the *White Book*.

The *White Book* contains current EBU regulations (other than those in the *Blue Book*), EBU interpretations of the laws, and general guidance for players, Tournament Directors, Appeals Committees, Tournament Organisers and scorers. These should be useful in all events whether the EBU is the Tournament Organiser or not.

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 'Laws' part, citing the relevant WBFLC minute. These sections are labelled **[WBFLC]**. On occasion, the EBU has given different advice and the EBU RC expects this advice to be followed. Minutes from WBFLC meetings before the 2017 Laws may still apply: they are included but the Law references are updated.

Online bridge organised by the EBU is subject to this *White Book* and the *Blue Book.*

Significant changes to the text from the previous edition (August 2024) are marked in the margin of the drafts, including the final draft.

0.2 Acknowledgements

This *White Book* is published by the EBU RC. However, there are many other people who have given freely of their time, including the previous and current editors, to assist in proofreading, checking for accuracy and making suggestions.

Many decisions recorded in the White Book were made by the L&EC – predecessor to EBU RC.

0.3 Other Tournament Organisers

For events not sponsored by the EBU, the EBU RC recommend that the Tournament Organiser adopt these regulations; but the Tournament Organiser may make its own regulations if they so desire.

0.4 Contacts

The EBU Regulation Committee (EBU RC) hopes you find the document useful: if you have any comments or queries, please address them to the current editor:
Robin Barker (Deputy Chief TD), email robin@ebu.co.uk, telephone: 01296 317223.

Official correspondence for the committee should be addressed to

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Official correspondence on disciplinary matters should be address to

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The Regulation and Conduct pages on the EBU website has material for the Regulation Committee and the Conduct Committee, including this *White Book*, the *Blue Book* and updates thereto, links to the laws, telephone numbers of EBU TDs and Referees, forms for TDs, and other items for TDs and Appeals Committees.

EBU Tournament Directors can assist with rulings and other enquiries; the EBU diary also has contact details.

0.5 Numbering

Parts, and sections within them, are numbered sequentially; except subsections in the 'Laws' part are numbered according to the law number to which they refer. References to this document are shown as '§', followed by the section number: in PDF versions of this document these references should work as hyperlinks.

0.6 Abbreviations

The following abbreviations are used in this document

0.6.1 Bridge organisations and committees

EBU	English Bridge Union
L&EC	(EBU) Laws and Ethics Committee
RC	(EBU) Regulation Committee
WBF	World Bridge Federation
WBFLC	World Bridge Federation's Laws Committee

0.6.2 Officials

DIC	Director in Charge
TD	Tournament Director

When 'DIC' is used rather than 'TD' this is a reference to powers that the DIC does not expect to delegate to assistants.

0.6.3 Scoring methods

IMP	International Match Point
MP	Match Point
VP	Victory Point

0.6.4 Artificial scores

AVE	average
AVE+	average plus
AVE−	average minus

0.7 Competitions and Events

An 'event' consists of play over one or more sessions, with the same contestants playing throughout and producing a single ranking list.

A 'competition' consists of one or more stages (each of which is an event) where the contestants playing at each stage may change from stage to stage, and there may be more than one final ranking list (for example: A and B finals, a final and consolation event, or a 'cup' and 'plate' winner).

A 'competition' is also be used more loosely for a collection of events, organised together.

1 Advice for Players

1.1 Calling the TD

1.1.1 Face-to-face bridge

When attention is drawn to an irregularity, players are required to call the TD. The right to redress may be lost if the TD is not called promptly. (Law 9B1 (a))

A player may call the TD when they think their side's rights might have been damaged; the player does not have to be sure. Players should refrain from casting aspersions on another player because of a call for the director.

Although there are circumstances in Law 16B2 where a player may 'reserve their rights', it is usually better to call the TD. This assumes there is a non-playing TD to be called. In the case of a playing TD, or no TD (as in a match played privately), a player may have no choice but to reserve their rights.

In practice failure to call the TD is often not fatal. If the four players at the table agree that there was a hesitation, and all four are experienced and know their rights, then leaving it to the end of play to see if there is any potential damage does not matter.

However, it is very important to call the TD immediately when:

(a) a player doesn't answer questions about the meaning of a call (or play);

(b) a player corrects any information they or their partner has given;

(c) there is conflicting information about the meaning of a call or play;

(d) there is an insufficient bid;

(e) there is a lead, play or call out of turn;

(f) there is a defender's exposed card;

(g) there is a dispute over a claim;

(h) there is any bad behaviour.

Note In (b), the player making the correction should call the TD: Law 20F4 (a) and Law 20F5 (b).

- This includes saying that a call should or should not have been alerted.
- The TD should be called even if it was not permitted for the player to make such a correction (if Law 20F5 (b) (ii) applies).
- If the side making the correction do not call the TD, the other side should call the TD if they may want to change their last call, see §8.21.1.

(c) applies when an explanation is different from the system card – even if it is clear which explanation is correct there may have been misinformation or unauthorised information.

1.1.2 Online bridge

Most mechanical problems will be dealt with by the platform, and there will be no need to involve the TD.

However, it is necessary to call the TD when:

(a) the platform has not dealt with a mechanical issue satisfactorily;

(b) a player is unresponsive, or the play becomes 'stuck' in some other way;

(c) there is conflicting information about the meaning of a call or play, e.g. when an alert/explanation is different from the system card or does not reflect the partnership understanding;

(d) there appears to be use of unauthorised information;

(e) there is a dispute over a claim/concession;

(f) there is any bad behaviour.

Note To call the TD on BBO, there is a menu option 'Call TD'. The location of the menu with the 'Call TD' option depends on the version of the BBO interface.

1.2 Disclosure

Some pairs have system files. It is open to TDs and Appeals Committees whether to accept evidence from such files.

1.3 Alerting and Announcements

1.3.1 General

Alerts should be made by use of the Alert card. When not using bidding boxes, alert by tapping the table; or say "alert". The alerting player must make all reasonable efforts to ensure that **both** opponents are aware of the alert. (EBU *Blue Book* 4A8)

Always use a consistent form of wording when announcing.

General bridge inferences, like those a new partner could make when there had been no discussion beforehand, are not alertable.

A player must alert any inferences drawn from partnership experience or practice which have a potentially unexpected meaning. A call with an alertable meaning arising from an implicit understanding must be alerted.

A player who is not sure whether or not a call made is alertable should alert it. If there is no partnership understanding about the meaning of the call, the player should say so rather than say how is going to treat it.

1.3.2 Misinformation and damage

A player's claim to have been damaged because the opponents failed to alert or announce a call will fail if the player was aware of its likely meaning, and they had the opportunity to ask without putting their side's interests at risk. The player's awareness of the likely meaning will depend on their experience.

1.4 Psychic Bidding

1.4.1 General

A psyche or psychic bid is a deliberate and gross mis-statement of honour strength and/or suit length. A misbid is an inadvertent mis-statement of honour strength and/or suit length. A deviation is a deliberate but minor mis-statement of honour strength and/or suit length.

A psychic bid is a legitimate ploy as long as it contains the same element of surprise for the psycher's partner as it does for the opponents.

Systemic psyching of any kind is not permitted. A partnership may not use any agreement to control a psyche. For example, if you play that a double of 3NT asks partner not to lead the suit you have bid, you may not make such a double if the earlier suit bid was a psyche.

Players are required to disclose their agreements, both explicit and implicit. If a player believes, from partnership experience, that partner may have deviated from the system this must be disclosed to the opponents. If a player properly discloses this possibility, the player will not be penalised for fielding it, although there may be a penalty for playing an illegal method.

Frivolous psyching, for example suggesting a player has lost interest in the competition, is a breach of the laws. (Law 74A2, Law 74B1, Law 74C6).

There is no restriction on the use of psychic artificial calls, see §1.6.4.1(e). In particular, a player may psyche a game-forcing or near game-forcing artificial opening bid.

1.4.2 Fielding

1.4.2.1 Red Psyche

The actions of the psycher's partner following a psyche – and, possibly, further actions by the psycher – may provide evidence of an undisclosed, and therefore illegal, understanding. If so, then the partnership is said to have 'fielded' the psyche. The TD will judge actions objectively by the standards of a player's peers; that is to say intent will not be taken into account.

As the judgement by the TD will be objective, some players may be understandably upset that their actions are ruled to be fielding. If a player psyches and their partner takes action that appears to allow for it then the TD will treat it as fielding.

A partnership's actions on one board may be sufficient for the TD to find that it has a concealed partnership understanding (CPU) and the score will be adjusted in principle (see §1.4.4). This is classified as a red psyche

1.4.2.2 Amber Psyche

A TD may find that whilst there is evidence of a CPU it is not sufficient, of itself, to justify an adjusted score. This is classified as an amber psyche. In particular, if both partners psyche on the same hand, then a classification of at least amber is likely to be justified.

1.4.2.3 Green Psyche

In the majority of cases the TD will find nothing untoward and classify it as a green psyche.

1.4.2.4 Psyches on two or more boards

A TD may use evidence from a partnership's actions on two or more boards to assess a partnership's understandings. Whilst a single instance may not provide sufficient evidence of a CPU to warrant a score adjustment, a repetition reinforces the conclusion that one exists. In other words, if two similar psyches are classified as amber, the classification of both automatically becomes red, and the score on all such boards within that session is adjusted accordingly.

1.4.2.5 Deviations

A partnership's actions following a deviation may provide evidence of a CPU, but they are less likely to do so than after a psyche. As with psyches, deviations may be classified as red, amber or green.

1.4.2.6 Misbids

A partnership's actions following a misbid may provide evidence of a partnership understanding which should have been properly disclosed. Unlike psyches, misbids are not classified as red, amber or green, but can be recorded.

Because of the difference between the player's understanding of their call and any alerts and answers to questions by their partner it is quite common for unauthorised information problems to be present.

1.4.3 Reporting and Recording

Psychic bids do not have to be reported but a player may request the TD to record them. To do so is not to accuse the opponents of malpractice. The TD may record any hand if they think fit.

Players whose partners have taken an unusual action such as a psyche, deviation or misbid which has been reported are given the chance to explain their actions in writing. This is because it is *that* player whose subsequent bidding and play is being looked at. Such players who do not explain their actions must realise that failure to do so might lead to unfortunate conclusions. Notably, players who fail to raise partner in such circumstances and do not explain their actions must expect their actions to be adjudged as fielding.

1.4.4 Scoring a Fielded Psyche or Deviation

If the TD judges a psyche or deviation is amber or green, then there is no adjustment, unless there are two amber cases, see §1.4.2.4.

After the board is completed the TD may judge a psyche or deviation is red. If their opponents have a 60% score or better, or have gained 3 IMPs or more, the result stands unchanged. Otherwise, the result is adjusted, see §2.9.2.

If it is a red psyche then an additional procedural penalty will be applied, see §2.9.2.2.

1.4.5 Ruling on a in Fielded Misbid

1.4.5.1 General approach

A misbid is fielded when the actions of the partner of the player who misbid suggest a different partnership understanding than the apparent agreement. There is no longer an automatic adjustment for a fielded misbid. Instead, the TD will determine what the likely partnership understanding is and rule on possible misinformation on that basis. It is also possible that the partner was able to field the misbid because of unauthorised information from the player who misbid and the TD will investigate to see if there should be an unauthorised information ruling.

1.4.5.2 Misinformation

The law instructs the TD to presume misexplanation rather than misbid and this presumption will be stronger if the partner's actions suggest they do not believe their own explanation. There are various possibilities for what the TD will determine is the likely partnership understanding, for example:

(a) The meaning intended by the player who misbid is the partnership understanding.

(b) The partnership understanding is that the call is effectively two-way: either the intended meaning or the explained meaning; perhaps because the agreement changed recently and/or one of the players often forgets the agreement.

(c) There is no partnership understanding, and that is what the opponents are entitled to know.

If the TD decides that the likely partnership understanding is different from how the call was explained then the TD should rule on misinformation. If the likely partnership understanding is not a permitted understanding then the TD should rule illegal agreement and award an adjusted score (see §2.9.2.1), unless a ruling for misinformation is better for the non-offending side.

1.4.5.3 Unauthorised information

If the TD determines that the partnership understanding is the same as the disclosed agreement, the TD will still need to investigate how the partner was able to presume that the player had misbid. The TD should investigate the possibility that the player who misbid created unauthorised information (e.g. tempo, remark, gesture, body language) either before making the misbid or in reaction to partner's announcement/alert/explanation of the call.

When a player fields a misbid with no compelling evidence from the legal auction and their own hand that a misbid has occurred, the TD will often rule as in §1.4.5.2 (b). Alternatively, the player can be assumed to have acted on unauthorised information. If the TD finds that there was unauthorised information, the TD should rule on that basis.

The player who misbid will usually have unauthorised information from partner's announcement/alert/explanation, which does not match the player's intended meaning for the call. This unauthorised information will have to be considered in any ruling arising from a fielded misbid.

1.4.5.4 Examples

W	N	E	S
1♥	3♣[A]	Pass	3♠
pass	4♣	Pass	pass

South alerts and explains 3♣ as spades and diamonds; North (who has clubs) bids a firm 4♣ and South (who ought to treat this as a slam try, or perhaps 5=0=5=3 and a good hand) passes for the remainder of the auction. If North proves to have spade support or even tolerance, the director will usually adjust to some number of spades by North-South, probably doubled.

But if North doesn't have spade support, and there is no logical alternative to 4♣, the 4♣ bid is not an infraction. Nevertheless, the subsequent Pass by South has fielded the original 3♣ misbid. The TD rules that South is in breach of Law 16B1 and adjusts to whatever they consider North-South would reach if South kept bidding (again, the ruling will probably be some contract doubled).

W	N	E	S
1♥	3♣[1]	double[2]	pass[3]
pass	pass		

(1) Misbid, as above. (2) Penalty-seeking. (3) No preference between spades and diamonds.

Suppose South has a 4=4=2=3 shape without much in the way of values. If South doesn't bid 3♠, this is probably because North flinched when South explained 3♣ as two-suited, or because North has a history of forgetting the method. In the first case, we rule as if South had unauthorised information; in the second, we may instead rule that North-South are in fact playing 3♣ as 'either spades and diamonds, or clubs'. This is not a permitted method (at level 4), so we treat it as a misinformation case and as an illegal convention.

The position is less clear if South has, say, 3=4=3=3 shape. Now South really does have a pass over East's double. We may still decide that North-South's method is 'spades and diamonds, or clubs' and act as above.

1.4.5.5 Legitimate action after a misbid

If a player describes partner's bid as showing a particular hand type, and then acts as if partner had a different hand type, that player is usually attempting to field a misbid (or a psyche). Of course, it is possible that a player knows from the legal auction and from their own hand that partner has misbid – for example, partner shows three aces in response to Gerber but the player has three aces. It is also possible that a player has a hand that makes it very likely but not certain that partner has misbid – for example, partner opens a Texas 4♣ (showing a good pre-empt in hearts) and the player holds ♥K10xxxx and no clubs. It is not possible to provide guidance as to the strength of evidence required before a player may legitimately act on the basis that partner has misbid. Individual cases are rare and can be judged on their merits.

1.5 Best Behaviour at Bridge

1.5.1 Best Behaviour at Bridge (BB@B) guide

The guide is reviewed and updated by the EBU Board, see:
https://www.ebu.co.uk/documents/laws-and-ethics/articles/best-behaviour-at-bridge.pdf

1.5.2 Penalties

See §2.8.3 – Schedule of Standard Penalties – Behaviour.

1.5.3 Online bridge

The disciplinary provisions of the laws, of the Best Behaviour at Bridge guide, and the EBU Bye Laws apply to online bridge.

Re 'Greet others in a friendly manner prior to start of play on each round', players must have their names available to their opponents (in their 'profile') or must give their names at the start of each round. On RealBridge, players must play as their real name.

On RealBridge, where players are visible/audible, players may not eat while 'at the table'.

1.6 Procedures

1.6.1 Correct number of cards

It is each player's responsibility to ensure the correct number of cards is in their hand and a player who fails to do so may be warned or fined. A player takes the cards from the board then counts the cards and then examines their faces. (Law 7B1)

A player may not take the cards of other players out of the board during or after play without permission (Law 7B3). At the end of play, however, a player may ask an opponent to show their hand, for example to check on a revoke or to ascertain the number of tricks won or lost, and an opponent is expected to show their hand when asked. (Law 7C, Law 66D)

When under Law 7B1 a player takes a hand from the pocket corresponding to their compass position a member of each side, or the TD, should be present.

1.6.2 Bidding boxes

The EBU has adopted procedures based on recommendations by the WBF – see EBU *Blue Book*, section 3M.

Law 25A applies to changing an unintended call made using a bidding card; see §8.25.3, §8.25.4, and §8.25.5.

If there is a failure to use a pass card correctly in completing the auction, see §8.22.2.

1.6.3 'Stop' or 'Skip' Bids without bidding boxes (Law 73A2)

When not using bidding boxes (e.g. §2.1.5.2), before making a jump bid (i.e. a bid at a higher level than the minimum in that denomination) a player should say "stop" or "skip bid".

1.6.4 Law book options

Certain laws have Regulating Authority options.

1.6.4.1 Those applicable to EBU events are:

(a) Under Law 1B, the EBU does NOT require the face of each card to be symmetrical; but the EBU expects to use symmetrical cards in its major events.

(b) Law 18F authorises such methods as bidding boxes.

(c) Law 40B1 refers to special partnership agreements. Any agreement that is subject to a regulation is deemed to be a special partnership agreement.

(d) Under Law 40B2 (a) (iv), a pair is allowed to vary, by prior agreement, its understandings during the auction and play consequent on an irregularity committed by the opponents.

(e) Law 40B2 (a) (v): there is no restriction on the use of psychic artificial calls.

(f) Under Law 40B2 (c) (iii), a player (including dummy) may look at their opponents' system card at any time, though this may create unauthorised information.

(g) Under Law 40B2 (d), a player is not allowed aids to memory, calculation or technique: for example, looking at the scores on the back of bidding cards during the hand is considered an aide-memoire and therefore illegal.

(h) Law 78D allows 'other scoring methods', see §8.78.3.

(i) Law 93C allows the possibilities of differing methods of appeals: EBU Appeals procedures are unchanged.

1.6.4.2 One option is applicable to EBU online events:

Under Law 20G3, Regulating Authority may allow players to consult their 'own system card and notes during the auction period and play'. Here, 'notes' means system notes, created before the session. This is permitted in online bridge, see EBU *Blue Book* 9A1, but not in face-to-face bridge.

1.6.4.3 Aids to memory – making notes during auction and play

Law 40B2 (d): 'Unless the Regulating Authority provides otherwise a player is not entitled to any aids to his memory, calculation or technique during the auction period and play.'

In both face-to-face bridge and online bridge, the EBU does not provide otherwise, and aids to his memory, calculation or technique are not permitted. In particular, players may not make notes during the auction or play – and may not refer to such notes.

1.6.5 Betting

It is permissible to have a bet with another competitor but only on the success of one of the two players. No bet is permitted where a player can affect the outcome in their favour by not competing to their best efforts.

1.6.6 Pauses during the play

It is acceptable practice to leave a card face up at the end of a trick while a player considers the later play. No one should play to the next trick until the cards played to the current trick have been turned face down. Also see §8.73.2 – Pauses at trick one.

1.6.7 Bridgemate protocol

The following is published in EBU competition programmes regarding the use of Bridgemates:

> North (or South) is responsible for entering the contract and result into the Bridgemate, and showing it to East (or West) to verify the entry before it is agreed by pressing the ACCEPT button.
>
> It is best to enter the contract, declarer and lead at the end of the auction – this saves time, reduces the risk of entering the wrong board number, and ensures the lead is fresh in your mind.
>
> Results should be entered before the next board is played, East or West must be allowed to accept the result, and both sides should have the opportunity to review other scores.

It is an offence to attempt to access the TD screen or change a score in the Bridgemate without calling the TD.

See §2.8.2 item g, and §3.3.10 – Board unplayable by scoring against the wrong board number.

1.7 Appeals

1.7.1 Appeals under Law 92A

An appeal under Law 92A to an EBU Appeals Committee or Referee is subject to a deposit of £20 in pairs events and £30 in teams events.

Any such appeal, if deemed to lack merit, may be the subject of a sanction. This sanction will be both of:

- A score adjustment of the standard penalty (e.g. 25% of a top, 6 IMPs or 1 VP)
- Forfeiting the deposit.

The sanction is imposed at the Appeals Committee's or Referee's discretion and their decision is based upon whether they consider the appeal to have been without merit for the class of player involved. The test in the case of an experienced appellant would be if the committee came to a unanimous decision with little or no discussion; the less experienced the player, the more lenient the Committee would be. The appeal-without-merit sanction can still be imposed if the committee decreases the score for the appellants (or penalises, or increases the penalty for, the appellants).

An Appeals Committee or a Referee will seek any guidance required as to law or regulation from the DIC. It is within the discretion of the Committee to seek such other consultation as may be helpful; a Referee should consult if they might be going to overturn the director's ruling.

If any player wishes to have a copy of the appeals form it will be sent to them on request.

Blank copies of Appeals forms and Report of Hand forms are available on the EBU website: Forms for Tournament directors.

1.7.2 Appeals to the National Authority

These are handled by the Regulation Committee and must be submitted in writing to the Secretary of the Committee, enclosing a deposit of £75. If the appeal related to the director exercising disciplinary power (under Law 91), the appeal to the national authority will be passed to the Conduct Committee.

No appeal to the National Authority will be allowed if there was not a request for an appeal against the TD's ruling under Law 92A.

Appeals to the National Authority should be submitted promptly. There is no specific time limit of general application, although a deadline may be imposed in a particular case. If the EBU RC decides that an appeal has not been submitted within a reasonable time, it will be dismissed and the deposit returned.

The EBU RC determine if the appeal involves one or more of the following factors, either in the director's ruling when that ruling was upheld by the appeals committee, or in the appeals committee decision:

(a) An error of tournament direction – by the director, or by appeal committee when exercising the powers assigned to the director

(b) An error in the application of law or regulation

(c) A grossly inappropriate value judgement

If none of these factors is present, the appeal will be dismissed and the deposit forfeited. Note that a request to revise a value judgement which falls short of being grossly inappropriate is not a sound basis for an appeal to the National Authority.

If one of the specified factors is found to be present, the EBU RC will consider the matter afresh in the light of the submissions made, and the deposit is normally returned. In its decision, the EBU RC may revise a value judgement even if it does not consider it to have been grossly inappropriate.

Appeals to the National Authority are almost always dealt with by correspondence. Only in exceptional circumstances will the EBU RC allow a personal attendance by a party to the appeal.

The outcome of an appeal to the National Authority, or some other intervention by the EBU RC, will affect the result of a match in a knock-out competition only if the decision is made in time for the result to be included in the draw for the next round without undue disruption to the progress of the competition. The same principle applies, with any necessary modifications, to any competition which involves qualification for a subsequent round or stage of the competition.

1.7.3 Appeals Advisors

At large tournaments Appeals Advisors are appointed. 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 they talk to an Appeals Advisor first. The Appeals Advisor may warn them that their appeal is likely to be deemed without merit, or can advise on how to present their appeal. Generally, if a player says they 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 them. 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 one.

The Appeals Advisor only hears one side of a story; thus their advice should never be known to the Appeals Committee. For example they may say that an appeal is definitely not without merit, but then the Appeals Committee having heard from everyone impose the appeal-without-merit sanction. This does not imply a mistake by the Appeals Advisor: the story they heard may have been very different. Furthermore, the player is under no obligation to follow any advice given to them by an Appeals Advisor, and whether to appeal is solely a matter for them.

1.7.4 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.

1.7.5 Both sides to appeal

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

1.7.6 Special reason for an appeal

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

1.7.7 Knowledge of significance of any ruling

The TD should ensure that the Referee or Appeals Committee are unaware of the possible consequences of any ruling they give. For example, how many IMPs would make the difference between a win or a loss in a knock-out match.

1.7.8 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 has expired before leaving. TDs need to let players know about the deadlines for appealing.

Where the TD cannot 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 is necessary to conduct an appeal where one pair does not even know it is happening, it was always an option of the Appeals Committee to halt the proceedings if the absence of one side might prejudice the procedure. If required the Appeals Committee will have to make a provisional decision to allow the next stage of the competition to progress. When it is possible to contact both sides, the Appeals Committee can gather testimony and proceed to a final decision.

1.7.9 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.

1.7.10 Discussion of live appeals

Members should refrain from public discussion of a hand that is being appealed until the appeal is heard and the outcome decided; this includes discussion on internet forums. In the event of a late appeal to be heard after the event, potential appeals committee members may be prejudiced by reading on-line discussion of the hand.

1.7.11 Appealing a penalty given or not given

A procedural or disciplinary penalty may be appealed by any player at the table at which the incident giving rise to the penalty arose, or by the captain of one of the teams present, but not by any other contestant. If the behaviour under penalty takes place away from the table, nobody except the contestant penalised will have a right to appeal.

The L&EC considered an appeal where part of the appellants' argument was that the TD should have imposed a penalty on the other side. Any such appeal, if deemed to lack merit, may be the subject of a sanction imposed by regulation. The L&EC therefore agreed that an appeal could include those grounds. However, an appeal which was lodged solely on that basis might very well be deemed without merit.

1.7.12 Online Bridge

Appeals are possible in EBU online events, and are subject to a deposit and possible sanction if deemed to lack merit.

Appeal of a ruling given during a session must be lodged with the TD online within the 20-minute correction period (see §2.5.4 and §2.5.6). The arrangements for lodging an appeal of a ruling given after the end of the session will be set by the TD.

For the purposes of Law 93, the Director in charge for EBU/BBO games is the EBU Chief Tournament Director. It is anticipated that appeals from online events will involve questions of application of law and regulation and the Director in charge shall hear and rule upon such matters (Law 93B1) and will arrange to refer other matters to a referee, as necessary.

1.8 Appeal Procedures

1.8.1 Use of Referees

A Referee is an Appeals Committee of one.

In the case of a competition with multiple venues, two telephone Referees are usually 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 a single Referee (whether on-site or by telephone) should only be appointed 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 to speed up the process.

An appointed Chairman of Appeals can instruct the DIC to appoint a Referee should it be impossible to form a suitable Appeals Committee.

1.8.2 Composition of Appeals Committees

Appeals Committees should be as 'balanced' as possible, i.e. should not consist of members who have been selected from the same 'group' (e.g. the same team or same bridge club). However, competence and possible prejudice are more important 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. The TD's first priority is to obtain a fair, well-considered and competent appeals hearing. The following considerations are secondary to this.

It may be preferable to use two relatively inexperienced persons under an experienced Chairman rather than 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 may have participated in the matter at an earlier stage. An Appeals Advisor should not be a member of the Appeals Committee if the matter has already been discussed with them. (See §1.7.10.)

A player who has been disciplined for an offence which involved an element of dishonesty is not an appropriate person to serve on an Appeals Committee at EBU events.

The following people should ideally not serve on an Appeals Committee, although the TD may need to compromise:

(a) Players with a significant financial interest in the outcome of the Appeal (such as from a professional engagement or a side-bet)

(b) Personal friends or regular partners or team-mates of any of the appellants

(c) Players whose standing in the event, or whose next round opponents in a knock-out event, will be affected by the outcome of the Appeal. (TDs should use their judgement here: some players would consider it irrelevant if they finished one or two places higher or lower in the middle of the ranking list.)

(d) Current EBU TDs. In particular, EBU RC policy dictates that current EBU TDs do not chair an Appeals Committee.

1.8.3 Procedures for Appeals Committees or Referees on site

1.8.3.1 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 another member of the team to substitute for the captain.

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

1.8.3.2 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.

1.8.3.3 Procedure

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 themself (under Law 81C7 or Law 83) and if so, they should make this clear.

(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 … … (e.g. 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 their ruling. The TD should make it plain to the Appeals Committee if the TD or the DIC has induced an appeal, in the belief that it would be right that an Appeals Committee review their ruling, and that the appeal should not therefore be considered without merit.

The TD should indicate on the form whether there was a poll, and the results of the poll, see §8.16.6.2. The TD should not disclose to either side the identity of the players who were polled – this is to avoid those polled from being challenged by those involved in the appeal, and those polled being reluctant to answer polls in the future.

(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 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 they 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 they have 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 then 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 them 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 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.

(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 (although any player who does not understand the ruling may ask for clarification). 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 EBU Conduct Committee.

(n) Any procedural or disciplinary penalty awarded by the Appeals Committee should be recorded as a 'standard penalty' 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 and states that it is a fine of 6 IMPs. However, the standard penalty is 1 VP not 6 IMPs. They should record their decision as a fine of the 'standard penalty' and the TD will apply it correctly as 1 VP.

If they feel that the team deserves a greater punishment, they can award twice the 'standard penalty' and the TD will apply it as 2 VP.

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

1.8.3.4 Guidance notes

The Appeals Committee (or Referee) is bound by the laws of the game (as interpreted by the Regulating Authority) and by the rulings, regulations and precedents from the Regulating Authority. 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.

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♠ −1. An Appeals Committee can very properly decide that there was no misinformation; alternatively they may decide there was no damage so no adjustment is suitable; or they may decide the TD has totally misjudged the deal and (for example) adjust to 4♠ +1. But they should not just make minor adjustments to the weighting, such as adjusting the score to 70% of 4♠ making, 30% of 4♠ −1.

(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.

(c) A TD rules on the basis of misinformation. An Appeals Committee can properly also consider that there was Unauthorised Information and rule on that basis, even if the TD did not consider this.

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 EBU RC reviews and publication of appeals.

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

1.8.3.5 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 §1.8.3.3 (m)) there might be times when a player 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.

1.8.3.6 Appeal-without-merit sanction

Where a deposit is taken for an appeal the Appeals Committee is required to return it unless the appeal is without merit. 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; see §1.8.3.7 (b). If the appeal is without merit, there will also be a score adjustment.

Since the purpose of the appeal-without-merit sanction is to deter meritless appeals, the discretion given to Appeals Committees to return deposits should be based solely on whether the appeal is without merit, and not on other matters. It is normal, however, that only by a unanimous decision of an Appeals Committee is the appeal found to be without merit and the sanction imposed; but the Chairman should overrule any members of the committee who vote against the sanction simply because they dislike keeping deposits.

Examples

Note These examples were written when the sanction was solely forfeiting the deposit.

(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 without merit 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 without merit 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 meritless 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; 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 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.

(e) An Appeals Committee may both amend the TD's decision and forfeit the deposit if they worsen the appealing side's result. For example, they could impose a procedural penalty on the appealing side for a breach of Law 73.

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

1.8.3.7 Appeals and deposits – guidance for members of Appeal Committees

The Committee should:

(a) Ensure that a deposit has been taken (or that there is a satisfactory reason as to why not which is noted on the form).

(b) Decide at the conclusion of the appeal as to whether the appeal-without-merit sanction should be imposed. The sanction consists of a score adjustment **and** forfeiting the deposit.

That decision is based on whether the Committee considered that the appeal lacked merit, and will take into account:

(i) whether the Committee reached a swift and unanimous decision; and

(ii) the standard of the players concerned.

Please note that the personal views of Appeal 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.

(c) NOT enquire or take heed of whether the appellant has taken advice before coming to the appeal.

1.8.3.8 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.

1.8.3.9 Should the TD remain?

It is mentioned above that whether the TD should remain after they have given their 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 they are not asked – but they need 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.

1.8.3.10 Or should the TD go?

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, e.g. clearing up, attending other appeals, assisting with scoring.

1.8.3.11 Specific comments

(a) 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.

(b) 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 how to rule on the basis of new facts.

(c) 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.

(d) 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".

(e) While making a quick decision to deny an appeal is often a reason for imposing the appeal-without-merit sanction, it should still be checked to see whether the appeal had any merit.

1.8.4 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.

1.8.5 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, e.g. 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.

1.8.6 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, see §1.7.2.

1.8.7 New facts at an Appeal creating new case

1.8.7.1 Additional facts or new case

It is necessary to distinguish between the situations where some additional facts are presented at an appeal and where a completely new case emerges. In the first case, where additional facts are presented, this is unlikely to constitute a 'new case' and would to be dealt with by the Appeal Committee during the normal course of the appeal.

However if substantial new information came to light which might have led to different considerations by the TD then the Appeal Committee could opt for one of two solutions:

(a) They could ask the TD to go away, reconsider the problem and come back with their ruling. If that ruling was appealed the appeal could continue.

(b) The Appeals Committee itself could hear the new facts, making it clear that they were now giving a ruling of first instance, which could then be appealed to a second committee should the need arise.

This might lead to difficulties should it happen at the end of an event, where one side might have left or where it was difficult/impossible to find additional Appeal Committee members and that the process might have to be delayed. Consideration of such cases is subject to the normal rules regarding protest time i.e. they might well be ruled to be 'out of time'.

1.8.7.2 New facts that lead to new case

Examples of situations that might fall into the 'completely new case' category:

(a) A case might involve an irregularity during the auction, but the committee was curious to know how the contract was made. If it transpired that there had been a revoke (hitherto un-noticed) during the play, then this would be a completely new case.

(b) During the appeal one side or the other made reference to an irregularity which had taken place on a completely different board during the match (but for which no ruling had been sought at the time), then this too would be a completely new case.

1.8.8 Appeal forms - checklists for classes of rulings

1.8.8.1 Unauthorised information

Part of the appeal form asks the TD the following questions:

Might this be an unauthorised information problem?

A. Which action is being questioned?
B. Might the player concerned have received unauthorised information in consequence of an action by his partner?
C. Could the opponents have suffered damage as a consequence of the alleged unauthorised information?
D. Were there one or more logical alternatives to the action which is being questioned? If yes, what are they?
E. Could the alleged unauthorised information suggest that the player's selected action might be more likely to be successful than one of the logical alternatives?

To adjust the score for an unauthorised information problem, a YES response is required in each of B, C, D and E. If the appeals committee reaches a different decision, they are required to say which of the answers they disagree with.

1.8.8.2 Misinformation

The approach above could be adopted for cases of misinformation, with the following questions:

Might this be a misinformation problem?

A. What was the nature of the misinformation: an incorrect statement, or a missing alert or announcement?
B. Should the opponent have known the correct information, or taken steps to get the correct information?
C. Would the opponent have acted differently with the correct information?
D. Would the outcome of the board be different if the opponent had acted differently (when in possession of the correct information)? If yes, what are the different outcomes?
E. Were the opponents damaged, in that they would have got a better score by taking different actions with the correct information?

To adjust the score for misinformation, a NO response is required to B, and a YES response is required in each of C, D and E.

1.9 Regulation of Agreements

1.9.1 Tournament Organiser

1.9.1.1 Responsibility

The methods permitted in any event are defined by the Tournament Organiser (see Law 80B).

1.9.1.2 EBU events

The permitted agreements will normally be one of the Levels defined in the *Blue Book* without modification. However, events may be run under a Simple Systems approach (see §1.9.4).

The regulations in force in EBU events will be prominently advertised. In the event of the use of an approach other than one of the defined Levels, full details will be published by the appropriate body.

1.9.1.3 Events licensed by the EBU

Any restrictions set out by the EBU as part of the licence must be followed. Otherwise, the event organisers are free to choose which understandings can be used.

1.9.1.4 County Associations#

For their own competitions, County Associations are free to choose which understandings can be used. EBU rules generally apply to County heats of EBU events, although the rules of a particular event may provide that a County's rules are to apply.

1.9.1.5 Clubs and other Tournament Organisers

For their own competitions, clubs and other Tournament Organisers are free to choose which understandings can be used. EBU rules generally apply to club heats of EBU events, and County rules to club heats of County events, although in either case the rules of a particular event may provide that a club's rules are to apply (an example is EBU simultaneous pairs events).

1.9.2 Defined Levels

In order to provide a choice for its own competitions and those of other Tournament Organisers, to enable competitions to be run for every level of player, there are three categories of permitted agreements. In increasing order of complexity these are called Level 2, Level 4 and Level 5 (the reasons for these numbers are historical).

While the EBU RC does not dictate to Tournament Organisers what methods they permit, it does have opinions, which are as follows:

(a) Novice events, No Fear events, or lower flights of flighted events should generally be run at Level 2 or as Simple Systems events.

(b) Otherwise, all events should be at Level 4 or Level 5.

1.9.3 Other arrangements

As an alternative to choosing one of the defined Levels Tournament Organisers may choose to make their own arrangements. Although Tournament Organisers may devise a policy from scratch, this is unusual, and the most common ways in which Tournament Organisers depart from the defined EBU Levels are as follows:

(a) Simple Systems (see §1.9.4)

(b) Specific modifications (see §1.9.5)

(c) Any agreements are allowed (subject to proper disclosure)

Tournament Organisers which choose not to follow one of the defined Levels should take care to ensure that the systems policy is well publicised so that players can readily ascertain what methods are and are not permitted.

1.9.4 Simple Systems

1.9.4.1 Approach and options

Tournament Organisers may wish to run events at which the range of methods which can be played is considerably more restricted than EBU Level 2. Such events may well be geared to players who are relatively inexperienced, and are sometimes referred to as 'No Fear' events.

There are other events in which such an approach may be considered appropriate, such as for individual events where players play with several different partners and the time for system discussion is necessarily limited.

Tournament Organisers can approach Simple Systems events in one of two ways:

- Provision of a completed system card (see §1.9.4.2)
- A list of permitted agreements (see §1.9.4.3)

Whichever method is adopted; the Tournament Organiser has the following two options:

- That the system must be played without amendment; or
- That it is permitted to choose between a number of different options shown in the published list.

If the Tournament Organiser accepts that an agreement is part of 'old-fashioned simple Acol', it is allowed, even if not shown on the card or in the published list. Also a pair may choose not to play an agreement at all, for example not playing Gerber.

Tournament Organisers should make it clear to contestants which of the above rules are to be followed.

1.9.4.2 Provision of a completed system card

The EBU RC recommends that the Tournament Organiser gives each player a system card to follow.

The following cards are available from the EBU:

(a) EBU Simple System

(b) Standard English Acol – Foundation Level

(c) Standard English Acol – Modern Acol (full system)

EBU Simple System is a version of traditional Acol.

Standard English Acol – Foundation Level is the system taught to beginners under *Bridge for All*. It too is based on traditional Acol.

Standard English Acol – Modern Acol (full system) is the system to which *Bridge for All* students progress after they have been learning for some time. It has an Acol base, but certain aspects differ from traditional interpretations.

1.9.4.3 List of agreements

Alternatively (but not recommended) competitors may be required to adhere to a published list of agreements, for example '[White Book – Simple System – List of agreements]'.

1.9.5 Specific modifications

It is open to a Tournament Organiser to base its system policy on one of the defined EBU levels, but to introduce modifications. Such modifications may either prohibit the use of certain agreements which are permitted at the level on which the systems policy is based, or allow the use of certain agreements which are not permitted at that level.

The EBU L&EC provided a simplified version of Level 4, called 'Level 3'. The definition of 'Level 3' from 2022 is available as a separate document: [Blue Book - Level 3 (2022)].

Two examples are taken from clubs. There is a club which dislikes the Multi: they allow their members to play all 'Level 3' agreements apart from the Multi. Similarly another club disliked the change to permit 1NT openings containing a singleton: they allow their members to play all 'Level 3' agreements apart from opening 1NT with a singleton.

1.9.6 Submitting an agreement for authorisation

Additions and amendments to the regulations in the *Blue Book*, including details of newly authorised bidding agreements, are normally published in the August edition of *English Bridge*. Changes come into force from 1st August.

If a member wishes to apply to the EBU RC for approval of any agreement which is not currently permitted, a submission (posted, emailed or faxed) should be sent to the Secretary of the Committee. It is helpful to include a logical defence to any agreement, and to indicate how it is to be shown on the system card. Contact details for the Secretary are §0.4.

Details of the agreement must be received by the Secretary of the Regulation Committee by the end of the preceding February. There is no fee. The committee tends to look more favourably on applications for agreements that are not especially difficult to defend against.

1.9.7 Score adjustment and penalty for an illegal agreement

For the score adjustment and possible penalties, see §2.9.2. The results of other boards are also adjusted, if brought to the attention of the TD within the correction period.

2 Regulations

2.1 Accommodating Disabled Players

2.1.1 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; for clubs, see §6.3.

2.1.2 General

2.1.2.1 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.

2.1.2.2 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.

2.1.2.3 Authority

The EBU RC formally gives 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.

2.1.2.4 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 EBU RC believe that the opposing captain should be informed in advance and should be prepared for such breaks.

2.1.3 Sorted hands

The TD may arrange that a player receives their hands sorted, for example by asking the corresponding player at the table passing the boards to sort their hand, when returning it to the board.

2.1.4 Commencing play

Any player is entitled to require that the dealer and vulnerability be stated at the commencement of each board.

2.1.5 Bidding

2.1.5.1 Use of bidding boxes

Bidding boxes are to be used where this is possible.

2.1.5.2 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).

2.1.5.3 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.

2.1.6 Play

2.1.6.1 No difficulty

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

2.1.6.2 Vision problems

When a player, other than dummy, is unable to see cards played normally, then (subject to the option in §2.1.6.3) all players are to call their own cards as played.

2.1.6.3 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. It is recommended that in this situation aces are designated as "top" rather than "the ace", to avoid possible confusion with "the eight".

2.1.6.4 Naming of cards

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

2.1.7 Announcements

2.1.7.1 General approach

The TD may be asked for assistance by disabled players. If so the TD can act as follows:

2.1.7.2 Suggested solutions for hearing problems

Since announcements are in a few well-known positions where an announcement is expected, e.g. 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.

2.1.7.3 Suggested solutions for speaking problems

A player with speaking problems can:

(a) write announcements;

(b) let partner make announcements for both of them.

2.2 Application within England of the WBF Code of Practice

Not applicable.

2.3 Replacement of Players

2.3.1 Additional players in teams events

2.3.1.1 Adding players to a team

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.

2.3.1.2 Substituting players in a team

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 the replacement is substituting.

A player might also apply in advance to the Tournament Organiser for permission for a substitution, or for special consideration.

2.3.1.3 Emergency substitute players

When the above conditions for a substitute are not met, the TD may make emergency substitutions to facilitate the smooth running of the event, subject to the substitution not being substantially detrimental to the other contestants. Any boards played by such an emergency substitute player are without standing (i.e. the score counts for the opposing team but not for the team itself – see §2.4.9); the teams involved should be notified of this at the earliest opportunity.

2.3.2 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, the player or their 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 the TD considers that the reason is valid and that the substitution is not substantially detrimental to the other contestants.

A substitute may take the place of the disqualified contestant in their own right if, had the substitute entered the competition at the outset, they would have satisfied the conditions required of an original contestant. Otherwise, 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 the player 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).

When the above conditions for a substitute are not met, 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. Any boards played by

the pair are without standing (i.e. the scores count for the opponents but not for the substitute pair – see §2.4.9), the pairs affected 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.

2.3.3 Stand-by players

The TD may, at their 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 their 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 their 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 their 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 their place, then the stand-by contestant assumes the status of substitute (as above) for the boards they played.

2.3.4 Substitutes to complete the round

If a substitute player or a stand-by contestant has played more than half the boards in a round (stanza/Swiss match) then they should complete the round even if the original player/contestant is available. This is to prevent unnecessary disruption to the opponents.

2.3.5 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 their 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 – see §2.4.9.

2.3.6 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 their 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 their 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.

2.3.7 Participants in online events

Human players can only participate as one user – not as two players in a pair, nor in more than one pair. Players may not play as one user and kibitz as another user.

Software agents (robots) can play in some EBU pairs events, and the same software can play in more than one pair. But in some events, players will not be permitted to register to enter with a robot partner. Robots (and their partners) are graded for NGS.

2.3.8 Replacement of players in online pairs events

In pairs event, players may be replaced by a substitute at the instigation of the TD. Robots can be used as replacements, where this is provided by the platform, even in events where players are not allowed to enter with robot partners. Over the course of the session a pair may comprise any number of players (and robots).

All scores obtained by a pair where one or both players have been replaced stand for the pair and for the opponents. NGS grading will be based on the scores on all the boards played by any players representing the pair.

If the player originally entered does not play half the boards, they will not appear in the final ranking list, and, in this case, if a substitute player does play half the boards, they will appear in the final ranking list. A player who is originally entered and plays at least half the boards will be eligible for master points and will be graded for NGS.

2.3.9 BBO 'human declares'

BBO has an option for tournament organisers to make a human player declare the hand instead of their robot partner. Tournament organisers are permitted to use this option (and any similar options on other platforms). The EBU uses this option in its regular 12-board BBO games.

2.4 Withdrawals and Late or Non-arrival

2.4.1 Failure to arrive

2.4.1.1 In person

A contestant who fails to arrive for an event/session is deemed to be a withdrawn contestant.

2.4.1.2 Lost connection online

Pairs who are not online when a BBO session starts will not play, even if registered.

Players who are not present/responsive will be replaced (see §2.3.8) and may be allowed to resume on their return.

2.4.2 All-play-all event – withdrawal

If a contestant withdraws before they have completed half of the event, all scores obtained against that contestant are cancelled, for the purposes of the overall score. If a contestant has completed one or more sessions but subsequently withdraws, the completed session(s) count for NGS grading, and for masterpoint awards based on the session score or on rounds/matches won.

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 event;

(b) the converse of the withdrawn opponents' average over the event;

(c) in a contest scored by Victory Points: 60% of the maximum VPs;
examples: 12 VPs on a 20–0 scale, 6 VPs on a 10–0 scale;
hybrid scoring: 7.2 VPs on a 12–0 scale, 9.6 VPs on a 16–0 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.

2.4.3 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 §8.80.5).

2.4.4 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+.

2.4.5 Score for a contestant who withdraws

When a contestant withdraws it is generally understood that they have abandoned the event, and they will not usually appear in any final ranking. Unless the TD judges that the withdrawal is for an acceptable reason the contestant will be disqualified.

The most obvious acceptable reason is when the withdrawal is because of illness, in which case the contestant will usually be given AVE− for the unplayed boards as below, but the TD has the discretion instead to remove them entirely from the ranking list if they would prefer that, perhaps because of the effect on their NGS grade, and the TD is satisfied that it is for a genuine and acceptable reason.

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, or leaves early thinking the session has finished.

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. The contestant 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 their discretion, will usually give the withdrawing contestant a score of between 0% and AVE− on each board.

A similar approach is used at other forms of scoring.

2.4.6 Score for a missing contestant

If a contestant is late or is suspended or has withdrawn (but is not disqualified) or is otherwise missing, the unplayed board/matches are scored as:

- for an all-play-all event, the converse of their opponents' score in §2.4.2;
- for a swiss event, see §3.3.9;
- otherwise, AVE− on each unplayed board.

2.4.7 Late arrival

If a contestant has advised that they will be late, then the TD should start the movement on time on the assumption that the contestant will arrive in due course. Unless replaced by a stand-by contestant (§2.3.3), a late contestant retains their standing if they arrive in time to play half the boards in the event. Unplayed boards/matches are scored as above.

Note A pairs session might begin with a half-table, as one pair entered for the event 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 §8.80.5).

2.4.8 Movement to be used

It is not always possible to accommodate a late contestant in this way once the event 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 (see §8.90.2) should normally be given for a delay of greater than five minutes.

2.4.9 Stand-by players, players who do not qualify, and disqualified players

A stand-by contestant may take the place of a contestant who is not present at the advertised starting time – see §2.3.3. A stand-by contestant may also be allowed to play in an event for which they do not qualify (for example, to avoid a sit-out – see §2.3.3). Any such stand-by contestant plays without standing and does not appear in the final ranking list.

Any results obtained by the opponents of a stand-by contestant or a contestant playing without standing will count in full. This also applies to results obtained by the opponents of a contestant who is disqualified after the event, including a contestant subsequently found not to be qualified.

2.4.10 Withdrawal/disqualification in a knockout competition

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.

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 the 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.

2.4.11 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 Chief Tournament Director.

2.5 Time Limits – Correction Period

Unless the Tournament Regulations specify otherwise, EBU regulations as to the duration of the correction period have the following effects.

2.5.1 Number of correction periods

There are four correction periods in EBU events.

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. (This includes rulings given under Law 69 or Law 71 but excluding Law 87, see §8.79.3.)

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.

Score queries: This is the period referred to in Law 79C1 within which a contestant can challenge any aspect of scoring, including fouled boards. No request for a change in score will be entertained once this period has expired except as in the next section.

Later scoring errors: This is the period referred to in Law 79C2 within which certain scoring errors can be corrected. No request for a change in score will be entertained once this period has expired under any circumstances.

The only errors which will be corrected in this period are errors introduced by the officials, and errors which have an impact on multiple scores (such as players sitting in the wrong direction in a Swiss match). This does not cover errors such as entering a wrong score, which should have been found by checking at the time.

2.5.2 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.

2.5.3 Teams events scored in stanzas

Head-to-head teams matches and events consisting primarily of head-to-head matches, where teams play one or two opponents in a session (see §8.80.6.3).

Rulings	20 minutes after end of the last stanza of the match
Appeals	20 minutes after end of the last stanza of the match or after the ruling is given (whichever is later)
Score queries	20 minutes after end of the last stanza of the match
Later scoring errors	12:00 noon 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.

2.5.4 All events except teams events scored in stanzas

See §8.80.6 for definition of a session.

2.5.4.1 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
Later scoring errors	12:00 noon on the second working day after the end of the congress or tournament

2.5.4.2 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
Later scoring errors	5 pm on the second working day after the end of the congress or tournament

2.5.4.3 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
Later scoring errors	5 pm on the second working day after the end of the congress or tournament

2.5.4.4 Insufficient opportunity to check scores between sessions

If the players are not given sufficient opportunity to check scores from one session before the start of the next session, then the 'scoring query' correction period for that session extends to the correction period for the next session.

2.5.4.5 Less than 20 minutes of non-playing time between sessions

If an event is organised with relatively short sessions, with scheduled short breaks between sessions (breaks of at least 10 minutes), the '20 minutes of non-playing time after the end of the session' (above) refers to elapsed time, accumulated in the breaks between sessions.

Example If a trial consists of sessions of single rounds of 12 boards, with 10-minute breaks between session, the correction period for rulings in a session ends at the start of the next-but-one session.

2.5.4.6 Non-playing time

If a table finishes play after the scheduled end of the session, 'non-playing' time starts for that table when they finish play. If a table finishes before the scheduled end of the session, 'non-playing' time starts when all tables finish play or at the scheduled end of the session, which ever happens first.

'Non-playing' time for a session does not start until the hand records for the session are available to the players.

2.5.5 Appeal of late ruling

If a ruling is given after the players have left the venue (for instance, a telephone ruling in a match played privately), then the 20-minute correction period for the decision to appeal is impractical. In this case, the TD should give a deadline for the decision to appeal with the ruling: for instance, 5pm on the day following the day on which the ruling was given.

2.5.6 Correction of online results

The correction period for rulings and scoring errors for EBU/BBO games is 20 minutes after the end of the session.

At that point the results become final as far as BBO is concerned but a score correction, ruling or appeal which is decided after that time will change the result for EBU.

2.6 Matches Played Privately

2.6.1 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.

2.6.2 Regulations

Matches played privately are governed by

- EBU Knockout Events – General Regulations and
- General Regulations – Rulings & Appeals in Matches Played Privately

2.6.3 Matches played privately online

Matches played privately online are governed by

- EBU Knockout Events – General Regulations : in particular, Section F, and
- General Regulations – Rulings & Appeals in Matches Played Privately Online

2.7 Captain's Duties and Rights

2.7.1 Guidance for non-playing captains

A non-playing captain (NPC) may watch a pair in play at a table designated by the TD but they may not watch at any table where play is publicly presented by Vu-graph or like techniques.

An NPC who has watched their pair in play and then leaves the table shall not return nor shall they approach any other table in play until the next scoring interval.

They shall acquaint themselves with the extent of their 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 they may intervene for one of the following reasons:

(a) to protect the rights of their team if the NPC believes them to be jeopardised in any way;

(b) to curtail unnecessary discussions;

(c) to forbid a member of their team from making a protest;

(d) to restrain behaviour on the part of any member of their team;

(e) to require that a TD be called to the table;

(f) to intimate their 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 their team in play to summon the TD, it should be specified that the NPC is not to indicate their 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. The NPC may ask for the TD when the play of the deal is over. The NPC has the right to refuse to allow their players to summon the TD.

Conversation between players or between an NPC and their 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 twice the standard penalty, except that on a first occasion by that side the TD may give a warning if the TD 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.

2.7.2 Guidelines for captains

A team captain is expected to ensure that their team conforms to regulations governing the tournament in which it is engaged.

The captain is responsible for providing the TD with accurate details of their team's scores and for duly reporting such information as the regulations of the tournament require.

The captain's consent is required to any appeal by the team against a TD's ruling (Law 92D2). The captain 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 §2.7.1).

Captains should have knowledge of the EBU regulations with regard to open and closed rooms in national teams competitions.

In matches played privately the playing captain has the same rights of watching a table in play as any other player and they are 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 their side displays an ignorance of etiquette.

It is in general a responsibility of the captain to require their team to conform to the standards of courtesy and deportment which the laws, and the regulations and *Bye Laws* of the EBU, demand.

2.8 Schedule of Standard Penalties

2.8.1 Introduction

These penalties are meant as guidance not as regulation. They may be adjusted for either mitigating or aggravating circumstances, which should be explained to the players at the time ("You are the country's most irritating player" is, sadly, not an objective reason to increase a penalty). The objective of this section is to increase consistency of application, so that players cannot complain that they were penalised when, in identical circumstances, other players were not.

Disciplinary penalties increase for additional offences during the same event. A congress with multiple different tournaments is considered to be one event for this purpose. Procedural penalties generally do not increase in the same manner. Procedural penalties are given to a pair or team (or a person in an individual event). Disciplinary penalties may be given to an individual, a pair or a team.

When a warning is given it should be made explicit what the consequence of another offence will be: another warning or a penalty. Most penalties are only given after an initial warning, although some serious offences are subject to immediate penalty.

A 'warning' is defined to include any announcement to the room as a whole that (for example) any BB@B offence will be subject to an immediate penalty. Also, a 'warning' is defined to include a notice displayed at the venue and a 'warning' in the competition programme.

A 'rule' is a law, a regulation or part of the Conditions of Contest (CoC). Generally there is no reason to distinguish between them.

2.8.2 Table of penalties

The first section of the table covers problems which interfere with the smooth running of the event, caused by ignorance or carelessness.

The middle section covers breaching the rules through ignorance or carelessness. These penalties are in addition to any adjustment on a board. Here, a 'second offence' here means the same pair breaching the same regulation but with respect to a different call. Once a pair has been told, for example, that a particular agreement is illegal then continuing to play the agreement is covered by §2.9.2.2.

The third section covers deliberate actions and disobedience, see 'Behaviour' below.

Key NA: None (no action)
W: Warning
PP: Procedural Penalty
DP: Disciplinary Penalty
DQ: Disqualification
+R: and Referral to the appropriate Disciplinary or Conduct body for possible further action, for EBU events: Conduct Committee or the Chief Tournament Director

PP+: multiple penalty
2nd/3rd+: second/third and subsequent

Offence	First, or Second	Repeated / Aggravated
a. Not scoring a board (and leaving at the end of a session)	W	3rd+: PP
b. Incorrectly scoring or agreeing scores	NA – W	3rd+: PP[1]
c. Arriving late for a (pairs) session[2] / slow play	W[3]	2nd+: PP
d. Misboarding: passing on the wrong 13 cards	PP	2nd+: PP – PP+
e. Misboarding: passing on a hand without 13 cards	W	2nd+: PP
f. Not arrow-switching	NA[4]	
g. Causing a board to be unplayable e.g. by sitting at the wrong table, the wrong way; or scoring against wrong board number	W[5] see §3.3.10	2nd+: PP
h. Causing a board to be unplayable at another table through discussing a board in a way which is overheard	PP	2nd+: PP+
i. Leaving the table unnecessarily, repeatedly	W[6]	3rd+: PP
j. Refusing to play a board/complete a round	(DP)	[7]: DQ +R
k. Leaving the event early (without permission / good cause)	PP +R[8]	
l. Not turning up for an event you have entered (unnotified)	NA +R[9]	
m. Incomplete disclosure of agreements	W	2nd+: PP
n. Failing to alert an alertable call	W[10]	3rd+: PP
o. Deliberate use of unauthorised information[11]	PP – DQ	
p. Incomplete system card[12] – inexperienced or irregular partnership	W	2nd+: PP – DP
q. Incomplete system card – regular partnership	W – PP[13]	2nd+: PP – DP
r. Playing an illegal agreement	W – PP[14]	2nd+: PP – DP
s. Not observing the Stop card regulation	W	3rd+: PP
t. Red ('fielded') psyche	PP[15]	
u. Not announcing correctly	NA	2nd+: W – PP
v. Making gratuitous or misleading remarks during play	W	2nd+: PP – DP
w. Not shuffling before replacing cards in the board	NA	2nd+: W – PP[16]
x. Not calling the TD once an irregularity is pointed out/making up your own ruling	W – PP[17]	2nd+: PP – DP
y. Deliberately misleading an opponent during the play e.g. by a hesitation	DP	
z. Deliberately concealing an irregularity (e.g. a second revoke, lying about methods)	DP +R	2nd: DQ
aa. Deliberately playing in an event for which you have not qualified[18]; playing under the name of another member	DQ +R	
bb. Deliberately and knowingly breaching the laws[19]	DP	2nd: DQ +R
cc. Being rude to partner in public[20]	W	2nd+: DP – DP+
dd. Swearing or being grossly offensive to anyone	DP – DQ + R[21]	
ee. Arguing with the TD	W	2nd+: DP – DP+
ff. Shouting at anyone	DP	3rd: DQ
gg. Violence or other physical intimidation of any form	DQ +R	
hh. Ignoring opponents, and other general BB@B breaches	W	2nd+: DP
ii. Throwing cards/scorecard/pen etc. across the table	DP	3rd+: DQ
jj. Not paying attention as dummy (reading, texting[22] etc.)	W[23]	2nd+: PP
kk. Mobile phone or other electronic device going off	W – PP[24]	2nd+: PP – DP
ll. Inconveniencing nearby tables (scoring up loudly, not passing boards etc.)	W[25]	2nd+: PP
mm. Abuse/shouting/swearing directed at paid staff at the venue (e.g. waiters, bar staff, hotel receptionists)	DP – DQ +R[26]	
nn. Breaching venue regulations (e.g. taking own refreshments into the playing area against hotel rules)	W[23]	2nd: +R

[1] Usually no penalty for multiple offences; only a penalty if the TD believes the player is being negligent or deliberately awkward

[2] Arriving late for a teams match is usually covered directly in the CoC.

[3] Any board lost through slow play or late arrival will be scored as AVE+/AVE−. The CoC may have additional penalties for slow play, particularly in elite events.

[4] As long as the board can still be played.

[5] If one pair is clearly at fault (rather than just careless) they may be given a PP for a first offence. If the sitting pair at a table does not check they have the right opponents this merits a warning only for the first offence.

[6] If this does not interfere with the smooth running of the event then usually no penalty is given; however taking (e.g. cigarette) breaks and returning late for the next round will eventually be subject to penalty

[7] Disqualification (DQ) is the default penalty for refusing to play

[8] Leaving before the last board(s) of a session (e.g. to catch a train) is usually subject to a PP as well as AVE− on any boards not played unless the TD agrees that the person leaving has a good, and unforeseen, reason. It is normally considered acceptable to leave a multi-session quali/final event having not qualified for the next round as long as the TD is notified in time to manage the movement. For knockout events (e.g. the Spring Foursomes) there is no additional penalty for leaving after being knocked out.

[9] In general there is no penalty (other than an administration fee if you entered late); not turning up for events with pre-qualification such as the *National Pairs Final* or *Corwen* will be included in the TD's report and may be referred to the Regulating Authority as it means that another pair has been prevented from playing and there is usually a detrimental impact on the movement.

[10] If the pair concerned clearly know that the call is alertable a penalty may be given for a first and second offence.

[11] Deliberate use of unauthorised information (e.g. from hearing something from another table) should usually be penalised in addition to any adjustment. See §2.9.1.

[12] A system card is 'incomplete' for this purpose if it does not have the opening NT range and 2-level responses, 1- and 2-level openings, any artificial defensive bids or responses, or opening leads, signals and discards filled in correctly.

[13] If an incorrect or incomplete card causes damage at the table, the TD should usually give a PP as well as an adjustment on the board if the pair concerned are known to be a regular partnership. If the TD announced at the start of the event that two system cards were compulsory, this may be considered to be the warning.

[14] If the pair would be expected to know that the agreement was illegal then it is reasonable to give a penalty for the first offence; see §1.9.7.

[15] The standard score adjustment for a CPU/red psyche is AVE+/AVE− with an additional standard penalty; the penalty can be higher, see §1.4.4.

[16] There is usually no penalty for this; only if it is causing inconvenience to another table or there is some suspicion that they are using the cards to communicate.

[17] The TD uses their judgement whether to penalise both pairs, or if it is clear that one pair have intimidated another into not calling the TD, one pair only.

[18] 'Not Qualified' either through insufficiently good results or e.g. through not being a member of the relevant club/county. Doing this accidentally still results in disqualification but usually no further action will be taken.

[19] This includes repeating breaches of the rules in (2) above having already been instructed by the TD not to e.g. not alerting having been officially told that a call is alertable.

[20] Partners are considered to have chosen to play with each other. A complaint from their opponents or other tables that they are reducing other players' enjoyment of the game (or if that is the case in the TD's opinion) usually results in an initial warning followed by penalties.

[21] The Disciplinary Panel Manual sentencing guidelines gives a sentence of 'Reprimand+' for one off use of swear word at opponent.

[22] Texting as dummy may also breach the mobile phone regulations.

[23] Often a penalty would not be applied unless there is a complaint.

[24] This is often explicitly covered in the CoC for the competition, which take precedence.

[25] Scoring up in such a way that it prevents another table playing the board is usually subject to a penalty for the first offence.

[26] This may jeopardise the EBU's relationship with the venue and should be referred.

2.8.3 Behaviour

Note The BB@B guidance suggests that congratulating partner for a well-played hand is a breach of BB@B because it is gloating. A genuine compliment to partner is not considered a misdemeanour.

These offences need the most discretion from the TD because it is often not the words used that offend but the manner in which they are spoken.

In many cases the TD may consider both pairs at the table at fault and may penalise both, not necessarily by the same amount. TDs should be wary of giving a larger penalty to one pair "because they started it" as the actual initiator may not be obvious; things often escalate from what may have been intended to be an innocent or humorous remark.

It is easy to commit many of these offences at the same time. This would usually be treated as one offence, the most serious. This list cannot be exhaustive, the closest category should be used (for example, 'Tearing up an Appeal form' would come under 'being rude to the TD').

Bad behaviour may be brought to the TD's attention by someone other than the players concerned.

Note that it usually only 'public' behaviour that is penalised. Arguments, swearing or offensive remarks between members of a partnership or team are usually considered to be a private matter unless either:

- the player insulted complains to the TD; or
- the player causes offence to, or inconveniences, other players at the same or nearby tables.

Offensive remarks, swearing, etc. can still be subject to disciplinary action or referral to the EBU Conduct Committee if they take place away from the playing area (e.g. in the bar after play has completed) but penalties would usually only be applied if the person directly insulted complained (it would have to be exceptional for a third party complaint to result in any action).

It should be extremely rare for a first offence of any kind to merit immediate disqualification. When given a warning or penalty for a first offence, the TD should be clear if the next offence will lead to expulsion from the event, or if any actions will be reported to the EBU Conduct Committee with a request for further disciplinary action.

Spectators or other non-players may also behave badly. Under Law 76A, the TD has the right to ban any spectator from the playing area. However, even if a player is 'responsible' for a spectator (e.g. a relation) they should not be penalised for the spectator's behaviour unless they are also deemed to have caused it.

2.9 Score adjustments and penalties

2.9.1 Use of unauthorised information: breaches of Law 16B1 and Law 73C1

2.9.1.1 Adjusted score

In unauthorised information cases the TD may adjust based on a breach of these laws. If it is a matter of judgement what the unauthorised information has suggested, or what the logical alternatives actually are, then it is normal not to give a procedural penalty in addition to (or instead of) adjusting the score (the purpose of score adjustment is to provide rectification only).

2.9.1.2 Penalty

If, however, the TD believes that both:

- the player concerned was aware of these laws and their consequences; and
- the player took what every person consulted believes is obviously not a legal action (e.g. passing in a forcing auction);

then the TD should apply a procedural penalty (Law 73C2), independent of whether or not they adjust the score. (Note that a score adjustment affects both sides, while a penalty only affects the score of the offending side.)

In some cases, a penalty of double (or more) of the standard penalty is merited, if the TD believes that a player deliberately broke the law.

2.9.2 Illegal agreement, fielding of psyche or deviation

2.9.2.1 Adjusted score

If a contestant uses a method that is not permitted, or is adjudged to have fielded a psyche or deviation then the deal should be completed. If they attain a score of AVE− or less then the score stands.

Otherwise there is an assigned score (Law 12C1), sympathetically weighted for the non-offending side.

- For a teams event where there is a result at the other table which is clearly favourable to one side or the other, the assigned score should be a normal result on the board (sympathetically weighted for the non-offending side).
- Otherwise, Law 12C1 (b) and (c) should be applied, but if the circumstances make this difficult to determine then Law 12C1 (d) may apply and the assigned score is AVE+/AVE- in favour of the non-offending side.

2.9.2.2 Penalties

In the case of a fielded psyche there is a procedural penalty. Normally it will be the standard penalty though a TD may increase this. In a Victory Point event, the standard penalty is 1 VP; otherwise it is 25% or 6 IMPs (see §8.12.3).

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

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

2.9.2.3 Examples

(a) A pair fields a deviation, but gets a score of 35% on the board. The score is not adjusted.

(b) A pair uses a Level 4 agreement for an opening bid in a Level 2 event, and gets a score of 65%. It is difficult to determine the outcome of the board with the first bid not being permitted, so Law 12C1 (d) applies and the board is adjusted as AVE− to the offending pair and AVE+ to their opponents.

(c) In a seven-board Swiss teams a pair fields a psyche and gets a score of +4 IMPs on the board. The board is re-scored as AVE−/AVE+ (Law 12C1 (d)), i.e. as 3 IMPs to their opponents. The team are also fined 1 VP, but this does not affect their opponents' score.

(d) In a teams event, an EW pair make an overcall which is not a permitted agreement. The offending side's teammates (NS at the other table) score 5♣= but only 10 tricks are available (a favourable result). In other matches (playing the same boards), NS score part-scores making, or game going off. The adjustment at the table with the offending pair is NS 4♣= (a normal result), allowing the offending side to keep most of the benefit of their favourable score.

3 Regulations – Scoring

3.1 Victory Point Scoring

3.1.1 VP scales for teams-of-four

This is the WBF 'discrete' VP scale adopted by the EBU from 1st September 2013.

VP	Matches of _ boards									
	5	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
	difference									
10 – 10	0	0	0	0	0	0	0 - 1	0 - 1	0 - 1	0 – 1
11 – 9	1 - 2	1 – 2	1 - 2	1 – 3	1 - 3	1 - 3	2 - 4	2 - 4	2 - 4	2 – 4
12 – 8	3 - 4	3 – 4	3 - 5	4 – 6	4 - 6	4 - 6	5 - 7	5 - 7	5 - 7	5 – 8
13 – 7	5 - 6	5 – 7	6 - 8	7 – 9	7 - 9	7 - 9	8 - 10	8 - 11	8 - 11	9 – 12
14 – 6	7 - 9	8 – 10	9 - 11	10 - 12	10 - 12	10 - 13	11 - 14	12 - 15	12 - 15	13 – 16
15 – 5	10 - 12	11 – 13	12 - 14	13 - 16	13 - 16	14 - 17	15 - 18	16 - 19	16 - 20	17 – 21
16 – 4	13 - 15	14 – 17	15 - 18	17 - 20	17 - 21	18 - 22	19 - 23	20 - 24	21 - 25	22 – 26
17 – 3	16 - 19	18 – 21	19 - 23	21 - 25	22 - 26	23 - 27	24 - 29	25 - 30	26 - 31	27 – 33
18 – 2	20 - 24	22 – 26	24 - 28	26 - 30	27 - 32	28 - 34	30 - 36	31 - 37	32 - 39	34 – 40
19 – 1	25 - 30	27 – 32	29 - 35	31 - 38	33 - 40	35 - 42	37 - 44	38 - 46	40 - 48	41 – 50
20 – 0	31 +	33 +	36 +	39 +	41 +	43 +	45 +	47 +	49 +	51 +

VP	Matches of _ boards									
	15	**16**	**20**	**24**	**28**	**32**	**40**	**48**	**56**	**64**
	IMP difference									
10 – 10	0 - 1	0 – 1	0 - 1	0 – 1	0 - 1	0 - 2	0 - 2	0 - 2	0 - 2	0 – 3
11 – 9	2 - 4	2 – 4	2 - 5	2 – 5	2 - 6	3 - 7	3 - 7	3 - 8	3 - 9	4 – 10
12 – 8	5 - 8	5 – 8	6 - 9	6 – 10	7 - 11	8 - 12	8 - 13	9 - 15	10 - 16	11 – 17
13 – 7	9 - 12	9 – 12	10 - 14	11 - 15	12 - 17	13 - 18	14 - 20	16 - 22	17 - 24	18 – 25
14 – 6	13 - 16	13 – 17	15 - 19	16 - 21	18 - 23	19 - 24	21 - 27	23 - 30	25 - 32	26 – 35
15 – 5	17 - 21	18 – 22	20 - 25	22 - 27	24 - 29	25 - 32	28 - 35	31 - 39	33 - 42	36 – 45
16 – 4	22 - 27	23 – 28	26 - 31	28 - 34	30 - 37	33 - 40	36 - 45	40 - 49	43 - 53	46 – 57
17 – 3	28 - 34	29 – 35	32 - 39	35 - 43	38 - 46	41 - 50	46 - 55	50 - 61	54 - 66	58 – 70
18 – 2	35 - 42	36 – 43	40 - 48	44 - 53	47 - 57	51 - 61	56 - 68	62 - 75	67 - 81	71 – 87
19 – 1	43 - 52	44 – 53	49 - 60	54 - 65	58 - 71	62 - 76	69 - 85	76 - 93	82 -100	88 -107
20 – 0	53 +	54 +	61 +	66 +	72 +	77 +	86 +	94 +	101 +	108 +

VP scales are available for any number of boards – there is a calculator on the EBU website.

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.

Note 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.

3.1.2 VP scales for use in triangular matches (teams-of-four)

This is based on the WBF 'discrete' VP scale adopted by the EBU from 1st September 2013.

VP	Matches of	
	3 boards	**4 boards**
	IMP difference	
5 – 5	0	0
6 – 4	1 – 3	1 – 3
7 – 3	4 – 6	4 – 7
8 – 2	7 – 9	8 – 11
9 – 1	10 – 14	12 – 17
10 – 0	15 or more	18 or more

VP scales are available for any number of boards – there is a calculator on the EBU website.

3.1.3 Modified Cross-IMP scoring for pairs events – for conversion to VP

On each board, the Cross IMPs for a pair are divided by $\sqrt{rc/2}$:

$$\text{XIMPQ} = \frac{\text{XIMP}}{\sqrt{rc/2}} \quad \text{where} \quad r \text{ is the number of results, and} \quad c = r - 1 \text{ is the number of comparisons}$$

The total of the XIMPQ for the round/match is rounded to a whole number of IMPs (see §4.2.6.3), and then use the teams-of-four scale in §3.1.1 for the number of boards in a match.

Note Support for, and use of, this method of scoring (XIMPQ) is limited.

- *EBUScore Pairs* supports XIMPQ as the initial method of scoring but does not support conversion to VPs.

  In *EBUScore Pairs* this method is identified as *Probst formula.*

- *EBUScore SwissPairs* supports XIMPQ and conversion to VPs – but Swiss Pairs scored by Cross IMPs is not commonly used as a method of scoring.

  In *EBUScore SwissPairs* this method identified by the formula $(\ / \ \text{sqrt}(rc/2))$

3.1.4 Teams-of-eight – not cross IMPs

(a) ***'Teams-of-four scoring':*** scoring initially as two teams-of-four, and then adding the net IMPs won or lost by each such team ('imp then add' or Garden Cities) before final conversion to VPs.

(b) ***'Teams-of-eight scoring':*** aggregating all four scores together before converting to IMPs ('add then imp').

To convert to VPs, multiply the number of boards being played in each match by two, and use the standard teams-of-four scale for that number e.g. for a 12-board teams-of-eight competition scored this way, use a standard 24-board VP scale.

But if, in (b), the modified IMP scale is used, the standard teams-of-four VP scale for the number of boards is used, see §3.7.1.

3.1.5 VP scales for teams-of-eight – cross IMPs (Tollemache Cup)

'Cross-IMP scoring': cross-imping within the team, such that any given pair compares its scores with two separate team-mates.

VP	Matches of _ boards							
	9	**10**	**11**	**12**	**13**	**14**	**15**	**16**
	IMP difference							
10 – 10	0 – 3	0 - 3	0 - 3	0 - 3	0 - 3	0 - 4	0 - 4	0 – 4
11 – 9	4 – 10	4 - 11	4 - 11	4 - 12	4 - 12	5 - 13	5 - 13	5 – 14
12 – 8	11 – 18	12 - 19	12 - 20	13 - 21	13 - 22	14 - 23	14 - 24	15 – 24
13 – 7	19 – 27	20 - 28	21 - 30	22 - 31	23 - 32	24 - 34	25 - 35	25 – 36
14 – 6	28 – 37	29 - 39	31 - 41	32 - 42	33 - 44	35 - 46	36 - 47	37 – 49
15 – 5	38 – 48	40 - 50	42 - 53	43 - 55	45 - 57	47 - 59	48 - 62	50 – 64
16 – 4	49 – 60	51 - 63	54 - 66	56 - 69	58 - 72	60 - 75	63 - 78	65 – 80
17 – 3	61 – 75	64 - 79	67 - 82	70 - 86	73 - 90	76 - 93	79 - 96	81 -100
18 – 2	76 – 92	80 - 97	83 -102	87 -106	91 -111	94 -115	97 -119	101 -123
19 – 1	93 - 114	98 -120	103 -126	107 -131	112 -137	116 -142	120 -147	124 -152
20 – 0	115 +	121 +	127 +	132 +	138 +	143 +	148 +	153 +

Note This is just the WBF 'discrete' VP scale for matches of 8 x the number of boards, so the scales for shorter matches can be read from the table in §3.1.1.

3.1.6 Hybrid-IMP scoring

3.1.6.1 Pachabo scoring

A team is awarded on each board, two VPs ('Victory Points') if the total of its North-South and East-West scores is positive; one VP if the total is exactly zero; and no VPs if the total is negative (note: 10 is a win). Further VPs are awarded according to the total IMPs of the boards in the match, with maximum VP available equal to the VP from the point-a-board component.

Matches of 2 boards	
VP	IMP difference
2 – 2	0 – 1
2.5 – 1.5	2 – 4
3 – 1	5 – 9
3.5 – 0.5	10 – 16
4 – 0	17 +

Matches of 3 boards	
VP	IMP difference
3 – 3	0
3.5 – 2.5	1 – 3
4 – 2	4 – 6
4.5 – 1.5	7 – 10
5 – 1	11 – 15
5.5 – 0.5	16 – 21
6 – 0	22 +

Matches of 4 boards	
VP	IMP difference
4 – 4	0
4.5 – 3.5	1 – 2
5 – 3	3 – 5
5.5 – 2.5	6 – 8
6 – 2	9 – 11
6.5 – 1.5	12 – 15
7 – 1	16 – 20
7.5 – 0.5	21 – 26
8 – 0	27 +

Note These scales are derived on the WBF 'discrete' scales; so the 5-board scale can be read from the 20–0 scale in §3.1.1 for matches of 5 boards, with the VPs halved.

3.1.6.2 Hybrid-IMP scoring, longer matches

A similar approach can be used for scoring matches of more than 5 boards. In this case, the recommendation is to use WBF discrete (whole number) scales, rather than use multiples of ½VP. For *N*-board matches, the total-IMP-to-VP scale is the WBF discrete scale where a tie scores *N* VP. *EBUScore Teams* includes these scales for *N*: $6 \le N \le 10$. For 10-board matches the scale is the 20-0 scale in in §3.1.1.

3.1.7 VP scales for Swiss pairs matches

VP	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.

(c) An innovation is to play two half-matches in Swiss pairs when there are an odd number of pairs. This is handled by scoring each half-match on a 10–0 VP scale and scoring the missing half-matches according to §3.3.8.

VP	Half-matches of					
	2 boards or fewer	**3 boards**	**4 boards**	**5-6 boards**	**7-9 boards**	**10-13 boards**
	% of available match points not exceeding					
5 – 5	51.86	51.59	51.32	51.09	50.92	50.77
6 – 4	55.7	54.87	54.03	53.36	52.81	52.36
7 – 3	59.94	58.48	57.03	55.86	54.93	54.1
8 – 2	65.12	62.89	60.7	58.92	57.45	56.24
9 – 1	73.15	69.75	66.38	63.66	61.41	59.56
10 – 0	More than 73.15	More than 69.75	More than 66.38	More than 63.66	More than 61.41	More than 59.56

3.2 Split-tie Procedures

3.2.1 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.

Section §3.2.2 applies to knockout teams only. The remaining sections (§3.2.3 – §3.2.7) apply to all other events.

3.2.2 Knockout teams events

3.2.2.1 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 §8.5.2. 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.

3.2.2.2 Between three teams

A knockout teams 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) e.g. 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.

3.2.3 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.

3.2.4 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 (i.e. '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.

3.2.5 Definitions

3.2.5.1 Method of scoring

The *basic method of scoring* is the method used prior to any conversion (to Victory Points), e.g. match points or IMPs.

The *final method of scoring* is the method used to rank the contestants, e.g. Victory Points, if there is a conversion to Victory Points. If there is no conversion (to Victory Points) then the *final method of scoring* is the same as the basic method.

If a hybrid method is used (as in the Pachabo Cup) then see §3.2.6.4.

3.2.5.2 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 (i.e. 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 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 (e.g. sat out) then their Tie-break point score is adjusted pro rata (see §3.2.6.2).

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.

3.2.5.3 Point-a-board count-back

This may be used in any form of event, regardless of the basic format or scoring method.

Point-a-board count-back is a means of establishing which contestant has won more boards than the other. Whether a board is won/drawn/lost is established by reference to the basic method of scoring.

Examples

(a) Team A obtained +6 IMPs on a certain board: team B obtained +4 IMPs on the same board (played against some other opponent): team A have won this board. Had this board been played by team B only, then team B would be deemed to have won the board as their score is above average.

(b) Pair A obtained 37 MPs on a certain board on a 50 MP top: pair B obtained 29 MPs on the same board (played against some other opponent and in the opposite direction): pair A have won this board. Had this board been played by pair B only, then pair B would be deemed to have won the board as their score is above average.

Where precisely two contestants are involved, all boards which the tied contestants played are taken into account. On each board which both contestants played, 2 points are awarded to the contestant with the higher score (IMPs, match points or whatever), and 1 point for a tie.

Note In pairs or individual events the scores are compared directly even if the contestants sat in different directions.

On boards played by only one tied contestant, it is assumed that the contestant who did not play the board scored precisely average on it. Thus, the single result scores 2 points if above average and 1 point if exactly average. The contestant who did not play the board receives the complement of 2 points (i.e. 0, 1 or 2: dependent upon their rival's score on the board).

Where three contestants are involved, the above procedures would still apply with a 'top' of 4, an 'average' of 2 and a 'total per board' of 6. Similar principles apply in the case of four or more contestants.

Example On a given board in a tie between four pairs, pair A obtained the best score (which was above average) whilst pairs B and C obtained the joint worst score (which was below average). Pair D did not play the board. The match-point count-back score is 6 for pair A, 1 each for pairs B and C and 4 for pair D.

3.2.5.4 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 (i.e. greater than the score which would be awarded for playing and drawing a match/round).

3.2.5.5 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.

3.2.5.6 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.

3.2.5.7 Penalties and awards

The procedures listed make use of all the various methods of scoring, e.g. if tied in terms of VPs, then try IMPs or even net aggregate in certain circumstances. Any penalties/awards which have been imposed/awarded at a relevant time should be converted to these other scoring units in accordance with standard principles (e.g. 3 IMPs = 100 aggregate points).

3.2.6 Special cases

3.2.6.1 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.

3.2.6.2 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 1½ 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 20–0 scale.

3.2.6.3 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 §3.2.7 are applied.

3.2.6.4 Hybrid scoring methods

Some competitions involve a combination of basic methods such as aggregate/IMPs coupled with match-points/point-a-board prior to the conversion to the final method of scoring, see §3.1.6.

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

(a) If the final VP score is based more on match-points/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 tied for the Pachabo trophy, using hybrid-IMP (§3.1.6.1). The TD tries to break the tie.

First the TD checks the result between the two teams (see §3.2.7.1 (a)). The scoring involves a 'point-a-board' element that leads to 6 VPs of the match, and a 'total-iMP-to-VP' element that leads to 6 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 two elements are equally significant, the TD starts by checking the IMP element. If the teams are tied on IMPs, then the point-a-board element will necessarily be tied, and the TD will move on to §3.2.7.1 (b). But if team A won by 1 IMP or more, they are the winners.

If they are still tied, the TD then moves on to §3.2.7.1 (b), using 'hybrid' VPs wherever §3.2.7.1 refers to VPs.

3.2.7 How to split a tie

3.2.7.1 Between two contestants

(a) A simple tie between two contestants who played a match/round (see §3.2.5.4) against each other will be decided by the result of that match. If the match was tied in terms of VPs, the basic method of scoring (see §3.2.5.1) will be applied to that match.

(b) Failing that, then the number of matches/rounds (see §3.2.5.4) won in terms of the final method of scoring (see §3.2.5.1) will decide (a draw is a half win). If using VPs on a 20–0 scale (for example) 10 VPs constitutes a draw, 10.5 or more a win. Short triangles in a Swiss event count as half matches.

(c) Failing that, then 'Tie-break points' will decide (see §3.2.5.2). 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 §3.2.5.1) will decide, taking account of all boards played in the stage of the competition in question.

(e) Finally, point-a-board count-back (see §3.2.5.3) 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 §3.2.5.1).

(f) Upon exhaustion of the above, the tie shall remain unresolved. Where the tie has to be broken, i.e. 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 TD tries to break the tie.

First, the TD 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, the TD checks whether there was an IMP difference in the match. Sadly for the TD, we find the result was no swing.

Third, the TD 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, the TD sees what Tie-break points each team got, i.e. the TD adds up separately the final scores of the teams that team A and B played against. Team A's seven opponents got a total of 554 VPs, and so did team B's opponents!

Fifth, the TD totals the IMP difference for each team which comes to +94 IMPs each.

Sixth, the TD uses point-a-board count-back. This involves comparing the results by each team on the all the boards played by them (see §3.2.5.3). The TD 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 the TD 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.

3.2.7.2 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 §3.2.5.1) in head-on matches/rounds (see §3.2.5.4).

(b) Failing that, the contestants will be ranked according to the final scores (see §3.2.5.1) 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 §3.2.5.1) in head-on matches/rounds (see §3.2.5.4).

(d) Failing that, the contestants will be ranked according to the basic scores (see §3.2.5.1) 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 §3.2.7.1 (b) through (f) inclusive.

3.2.7.3 Between three or more contestants who have not all played each other

(a) A multiple tie will be resolved in favour of any contestant which has defeated all of the other contestants in terms of the final method of scoring (see §3.2.5.1) in head-on matches/rounds (see §3.2.5.4).

(b) Failing that, the tie will be resolved by application of §3.2.7.1 (b) through (f) inclusive.

3.3 Unplayable Boards

3.3.1 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 (e.g. arrow-switched) at one of the tables.

3.3.2 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 §4.1.1.1. If it is played more than once then it can be scored as a sub-field – see §4.2.3 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.

3.3.3 Teams

The regulations below are based upon a teams-of-four competition, where the over-riding 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 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 (e.g. aggregating the scores and applying the modified IMP scale, §3.7.1) 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 §3.3.4) and other teams games (see §3.3.5).

3.3.4 Games where the teams share the same set of boards throughout

3.3.4.1 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 (Law 86A, see §8.86.2).

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: Law 86A.

If the board is not to be replayed then the penalties set out in §3.3.4.3 shall be applied and the TD shall not award an adjusted score (unless §3.3.4.3 (e) (ii) applies).

3.3.4.2 Board to be replayed

When §3.3.4.1 above does not apply the TD shall exercise their Law 6 authority to order the board to be redealt and replayed unless §3.3.4.3 (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 boards from the last stanza are replayed, they are played with the line-up of the last stanza. If an entire set of boards is fouled (e.g. because of incorrect seating) then the line-up for the replay of the set should be as for the fouled set.

3.3.4.3 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 §3.3.4.1 or §3.3.4.2. If it is redealt a standard penalty (see §8.90.2) is applied to a team at fault. If it is cancelled then a team at fault receives AVE− (see §4.1.1.1). This penalty or adjustment applies when a team is referred to as being fined:

(a) A player finds that they have an incorrect number of cards in their hand and no player with more than 13 cards has seen their hand, then the board will be corrected by the TD before play and no penalty is imposed.

(b) Any player looks at their 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 they consider a normal result on the board, the TD should apply Law 86B, see §8.86.1.

(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.

3.3.5 Games where the teams do not share the same physical set of boards

The TD decides, using similar criteria to §3.3.4.1 and §3.3.4.2, 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 the TD can apply §3.3.4.3 (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 their advantage to cancel the board.

3.3.6 Incorrect seating in a teams game

3.3.6.1 Teams sit incorrectly throughout

Suppose the teams sit incorrectly, such that an entire round or match between the two teams is 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 duplicated boards this may be more difficult to arrange as teams do not usually share the same set of physical boards.

If time permits, the round 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 round/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 score 40% of the VPs;
examples: 8 VPs on a 20–0 scale, 4 VPs on a 10–0 scale;
hybrid scoring: 4.8 VPs on a 12–0 scale, 6.4 VPs on a 16–0 scale;

(c) in any other tournament, both teams are penalised twice the standard penalty (see §8.90.2) 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); e.g. 12 VPs out of 20 instead of 8;

(e) in aggravated circumstances, the TD may impose a more severe penalty/more generous indemnity.

An example 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 be normal.

3.3.6.2 Some but not all the boards are played correctly

Suppose owing to incorrect seating or placement of boards on the table, some but not all the boards are played correctly, some not.

(f) If at least half the boards in the round/match have been played correctly, 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.

(g) If less than half the boards in the round/match have been played correctly and if time permits, a number of boards are replayed correctly, such that at least half the boards have been played correctly. The round/match is scored as in (a).

(h) If less than half the boards in the round/match can be played/replayed correctly, the round/match is void, and is scored as in §3.3.6.1.

3.3.7 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 §3.3.6), 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 (e.g. +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 §3.3.9.

Examples

(i) In a Swiss teams match of 8 boards, the score is 4 x 3 = 12 IMPs. This represents a 14-6 result on the (new) Victory Point scale.

(ii) In a 13-board match, the match score is 7 x 3 = 21 IMPs, which is 16-4 on the (new) 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, the TD 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 Swiss pairs there is some slack at the end of a round, and in all events the TD uses their judgement. It is not normal to take a board away in the first eight minutes of a Swiss match.

The TD may allow their 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 (e.g. the non-offending side wish to play the board instead of receiving their guaranteed AVE+ 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.

3.3.8 Part of a pairs match or the entire match cannot be played

This applies to a Swiss pairs competition and also to a Swiss individual competition.

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 (e.g. 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 §3.3.9.

Example In a Swiss pairs match of 8 boards, the effect is 14-6.

The principles in §3.3.7 (c), (d) and (e) also apply to a Swiss pairs or knockout pairs or individual competitions.

3.3.9 Match declared void – scoring

If the match is declared void, because less than half the match can be played, it is scored as:

- AVE+ to a non-offending side, AVE− to an offending side, on half the boards in the match (rounded up);
- AVE/AVE on the remaining boards.

3.3.10 Board unplayable by scoring against the wrong board number

Making a board unplayable by scoring on the electronic scorer (e.g. Bridgemate) against the wrong board number and seeing the results from a board not yet played is scored AVE−/AVE− – assuming both pairs had the chance to stop the error (N/S when scoring, E/W when agreeing the score).

3.4 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.

3.4.1 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 §8.5.1).

3.4.2 Number of boards

In the *Spring Foursomes*, a stanza normally consists of 16 boards, i.e. 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 7-board matches are being played in the main event, the triangular match will be of only 6 boards, i.e. 2 x 3-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.

3.4.3 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 §3.2.2.2).

In Swiss teams events, each mini-match is scored by IMPs and converted to VPs on a 10–0 scale (§3.1.2). 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.

3.5 Mismatches in Swiss events

3.5.1 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 20–0 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.

3.5.2 VP scores from mismatch

A team/pair playing a team/pair with more points than their 'correct' opponents shall receive, based on a 20–0 scale:

(a) if the mismatch is their own fault: actual score;

(b) if the mismatch is not their fault: 5 VPs plus ¾ of actual score.

Example A team wins 12-8 and they are playing a team with more points than they should and the mismatch is not their fault they score 5 plus 12 x ¾, so they get 14 VPs.

A team/pair playing a team/pair with fewer points than their 'correct' opponents shall receive, based upon a 20–0 scale:

(a) if the mismatch is their own fault: actual score, less ¼ of any VPs obtained in excess of 5;

(b) if the mismatch is not their fault: actual score.

Example A team wins 13-7 and they are playing a team with fewer points than they should and the mismatch is their fault they score 13 less (13−5)/4, so they get 11 VPs.

All fractions are rounded in the competitor's favour to the next higher minimum unit of scoring (see §8.12.3), which is 0.5 VP in a standard 20–0 VP event.

In aggravated circumstances, the TD may impose a more severe penalty.

Notes 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.

If there is a triangular match involved in a mismatch (where the VP scale is 10–0) the pro-rata adjustment is 2.5 VPs + ¾ of the actual score.

3.5.3 Mismatches in events scored by match points

An alternative to Swiss pairs scored by conversion to VP is to score the event as total match points. The scores are presented to the players as a percentage but the mismatch regulations are based on match points.

The regulations are based on the previous sections, with the maximum VP in the match (20 VPs) replaced by the total match points available for a round/match; so *the mismatch threshold* is ¼ of the match points available for a round, instead of 5 VPs.

If the difference between the current score of a pair's actual opponents and the current score of their 'correct' opponents is greater than *the mismatch threshold*, then that pair is deemed to be involved in a mismatch.

If the mismatch is not their fault, a pair playing a pair with more points than their 'correct' opponents shall receive: *the mismatch threshold* plus ¾ of their actual score for the round.

If the mismatch is their fault, a pair playing a pair with fewer points than their 'correct' opponents shall receive: their actual score for the round, less ¼ of any match points in excess of *the mismatch threshold*.

Otherwise, pairs receive their actual score for the round, as above.

3.6 Assigning in Swiss teams

3.6.1 Ties

When assigning by computer, the program will split ties to produce a ranking list for assigning.

When assigning manually, it is normal to assign contestants randomly when there is a tie.

3.6.2 Triangular matches

Also called threesomes, triples or triangles.

3.6.2.1 Long or short?

Since players like long triangles – 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 triangle 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 triangles finish a bit earlier, which players like. Long triangles 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.

3.6.2.2 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, i.e. in one ordinary match or long triangle, and also in a short triangle. They could also meet twice in short triangles, 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 §3.6.3.

3.6.2.3 Which teams play in a triangle?

Traditionally it is always at the bottom of the field. However, the TD should avoid people playing in a triangle more than once if possible.

In fact, it is probably better to have the triangle somewhere nearer to but below average.

3.6.3 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.

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.

Option (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.

3.7 Scoring in Teams of Eight or more

3.7.1 Modified IMP scale

Teams of eight, twelve or more are scored by cross IMPs (Tollemache), as multiple teams of four (Garden Cities) or by adding up all the results and imping the net result. The last of these is not recommended, but if it is used a modified IMP scale should be used: the table shows the scale for teams of eight.

Aggregate points	MIMP	Aggregate points	MIMP	Aggregate points	MIMP	Aggregate points	MIMP
0 – 10	0	310 – 370	6	840 – 1050	12	2470 – 2810	18
20 – 60	1	380 – 440	7	1060 – 1260	13	2820 – 3170	19
70 – 110	2	450 – 510	8	1270 – 1540	14	3180 – 3520	20
120 – 170	3	520 – 590	9	1550 – 1820	15	3530 – 4230	21
180 – 230	4	600 – 690	10	1830 – 2110	16	4240 – 4940	22
240 – 300	5	700 – 830	11	2120 – 2460	17	4950 – 5640	23
						5650 and up	24

Other scales for larger teams are available, from the EBU.

If there is a subsequent conversion to Victory Points, the teams-of-four scales (see §3.1.1) should be used.

3.7.2 Fouled boards, missing result and average plus/average minus

3.7.2.1 Artificial score

If a board becomes fouled and no result can be obtained at one table, or for other reason, Law 86B applies. If Law 86B1 is applicable (see §8.86.4), the missing score is replaced by an adjusted score and this section does not apply.

Otherwise Law 86B and Law 12C2 requires an artificial score: for teams of eight (or more) the missing result can be calculated from the remaining results on the board. This is done by weighting the remaining results as being equally likely possibilities for the missing result.

This allows the assignment of a score corresponding to average, average plus or average minus. The score corresponding to average is the score calculated from the remaining results; average plus and average minus are calculated from that score by adding or subtracting the standard adjustment (see §3.7.3).

The following sections illustrate the calculation for some common methods of scoring teams of eight. In the calculations, team A play team X; when team A are N/S their results are A and B, when team X are N/S their results are X and Y. The artificial score is calculated when result Y is missing.

All these calculations are subject to rounding to minimum unit of scoring: see §4.2.6.

3.7.2.2 Teams of eight: cross IMPs

Normal score on the board = imp(A − X) + imp(B − X) + imp(A − Y) + imp(B − Y)

Score (with result Y missing)
= imp(A − X) + imp(B − X)
+ 1/3 (imp(A − A) + imp(A − B) + imp(A − X))
+ 1/3 (imp(B − A) + imp(B − B) + imp(B − X))

= 4/3 (imp(A − X) + imp(B − X))

If there are two missing results in different orientations, score = 2 imp(A − X)

3.7.2.3 Teams of eight: 'add then imp'

Normal score on the board = *imp*(A − X + B − Y)

where the *imp* function is the scale in §3.7.1 or the normal IMP scale.

Score (with result Y missing)
= 1/3 (*imp*(A − X + B − A) + *imp*(A − X + B − B) + *imp*(A − X + B − X))

= 1/3 (*imp*(A − X) + *imp*(B − X) + *imp*(A + B − 2 X))

If there are two missing results in different orientations, score

= 1/2 *imp*(A − X) + 1/4 *imp*(2 A − 2 X)

3.7.2.4 Teams of eight: Garden Cities / 'imp then add'

In this method, the results in two sections are imped as teams-of-four, and added.

Normal score on the board = imp(A − X) + imp(B − Y)

For this method, the regulation is to cancel result B (the result from the same section as the missing result) and score that section as 0IMP. (But Law 86B1 may apply to this section.)

Score (with result Y missing) = imp(A − X)

If there are two missing results in different orientations, the comparison between the two remaining results is used even if the results are in different sections.

3.7.2.5 Teams of eight: aggregate

Normal score on the board = A + B − X − Y

Score (with result Y missing) = 2/3 A + 2/3 B − 4/3 X

If there are two missing results in different orientations, score = A − X

3.7.3 Standard adjustment in teams of eight

3.7.3.1 Teams of eight

The standard adjustment is expressed in terms of the comparisons that can be made between the results obtained:

	cross IMPs	'add then imp'	'imp then add'	aggregate
No comparisons	6 IMPs	4 IMPs	6 IMPs	200 points
1 comparison	5 IMPs	3 IMPs	3 IMPs	150 points
2 comparisons	4 IMPs	2 IMPs		100 points
3 comparisons	3 IMPs			

The last case can occur if the board is played arrow-switched at one table (see §3.7.4), or if the other comparison is scored using Law 6B1 (see §8.86.4).

3.7.3.2 Teams of eight: 'add then imp' and aggregate

The 'number of comparisons' in §3.7.3.1 depends on the number of results:

No comparison: no results or one result or two results in the same orientation

1 comparison: two results in different orientations

2 comparisons: three results

3.7.3.3 Teams of eight: Garden Cities / 'imp then add'

The standard adjustment is 3IMP in each section, treating the sections as separate teams of four. But if there are two missing results in different sections and in different orientations, the comparison between the two remaining results should be used; with 3IMP as the standard adjustment for the remaining missing comparison.

3.7.4 Boards played arrow-switched at teams of eight

If a board is played arrow-switched at one (or more?) tables it may be possible to compare the result with other scores, depending on the form of scoring. Otherwise, it may be necessary to cancel the arrow-switched result and the result at the 'paired' table, as in §3.3.3.

3.7.4.1 Teams of eight: cross IMPs

Score (with result Y replaced by arrow-switched result C) = imp(A − X) + imp(B − X) + imp(C − X)

More complicated cases can be handled with the general cross-IMP formula in §3.7.5.1.

3.7.4.2 Teams of eight: Garden Cities / 'imp then add'

The comparison in the section with an arrow-switched result is replaced by an artificial adjusted score.

3.7.4.3 Teams of eight: 'add then imp'

Two regulations are possible (using §3.7.2.3):

- Cancel the arrow-switched result and score as one missing score;
- Cancel the arrow-switched result and the result at the 'paired' table, and score as two missing scores.

3.7.4.4 Teams of eight: Aggregate

Any of the preceding three approaches will work. The formula in the first case is:

Score (with result Y replaced by arrow-switched result C) = (A + B + C – 3X)/2.

3.7.5 Teams of twelve or more (teams of 4N, N > 2)

3.7.5.1 Fouled boards, missing result and boards played arrow-switched

Cross IMP: sum the IMP-comparisons for all possible pairs of results (including any boards played arrow-switched) and multiply by 2N/R, where R is the number of results.

'imp then add': treat strictly as multiple teams of four; if comparison is not possible in a section then award an artificial adjusted score; do not use comparison of results from different sections.

'add then imp': not recommended; this would require a different modified IMP scale; and the equivalent of the formulae in §3.7.3.2 are unwieldy.

Aggregate: a general formula is possible (dealing with missing results and arrow-switched results), by analogy with the cross-IMP formula above.

3.7.5.2 Standard adjustment

The standard adjustment should not be more than N x 3IMP (or N x 100 aggregate points).

3.8 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.

Special tournament regulations are devised by the Tournament Organiser 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.

The formula is:

$$C_F = \frac{1}{2} \times \frac{S_Q}{Max_Q} \times \frac{Num_Q}{Num_F} \times Max_F$$

where

C_F = carry-forward score in MP to be awarded to the contestant

S_Q = score in MP obtained by the contestant in the qualifier

Max_F = maximum MP available to all contestant in the final

Max_Q = maximum MP available to the contestant in the qualifier

Num_F = number of boards played by all contestants in the final

Num_Q = (maximum) number of boards played by any contestant in the qualifier

The formula assumes that all contestants play the same number of boards in the final but allows for the contestants to play different number of boards in the qualifier (e.g. sit-outs).

The effect of the formula is that boards in the qualifier have half the weight of boards in the final: 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.

4 Score Calculations and Implementation

4.1 Adjusting Scores

4.1.1 Types of score adjustment

4.1.1.1 Artificial adjusted scores

If a board is unable to be completed then an artificial adjusted score is given under Law 12C2, but see §8.12.7. 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 16D2 (d)) then the TD 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 §8.12.8 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 §8.12.3 for other forms of scoring).

Note In head-to-head teams AVE+/AVE− translates to +3 IMPs, i.e. a team that led by 23 IMPs without this board leads by 26 IMPs.

However, in a match-pointed pairs event, if a pair's average score (percentage) is greater than 60% then they get their average score for AVE+. Similarly, if a pair's average score is less than 40% then they get their average score for AVE−. A similar approach is used at IMPs, e.g. a pair that has an average of +4 IMPs gets +4 IMPs for AVE+, and a pair that has an average −4 IMPs gets −4 IMPs for AVE−.

- 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 §8.80.6.1.
- For an all-play-all stage of a competition, the average score is calculated over the whole stage, which may consist of more than one session; see §8.80.6.2.
- Otherwise, the average score is calculated over a session; see §8.80.6.3.

When using Bridgemates the TD enters such a score by using the TD Menu. The TD 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. 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 the TD decides there are extenuating circumstances the TD can give AVE/AVE (A5050), or AVE+/AVE− (A6040) if only one side is at fault. But they 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 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 penalty (25% top at match points, 1 VP at Victory Points, but see §8.90.2). This is recorded as A6040, with a separate record of the penalty.

4.1.1.2 Assigned adjusted scores

When a score is obtained on a board, and the TD decides it should be changed because of an infraction, the TD 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 the TD assigns a score of +660 for N/S to both sides. See §4.1.1.4 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 they know 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.

4.1.1.3 Split scores

There are certain occasions when a TD should give the two sides different adjusted scores.

(a) Suppose a player knows their opponents have done something wrong. They reach a final contract, and the player judges that they will get an adjustment anyway. So, the player decides to try a gambling double: if they get a good score, that is fine: if not, then they will expect to 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 '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 §8.12.5 for when to deny redress and see §4.1.3 for the non-offender's score.

Example A Ghestem jump overcall of 3♣ over 1♣ is described as hearts and diamonds. Overcaller looks surprised at their partner's explanation and bids 3♠ over their partner's 3♥ and then 4♠ over 4♥. No doubt this will be ruled back since overcaller 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 'gambling' then the non-offenders' redress is reduced by the amount the double cost, i.e. 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 their opponents which is considered so bad as to be gambling or is considered an extremely 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 §8.12.5 for when to deny redress and see §4.1.3 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 'gambling'.

(c) Under Law 82C when a TD has made an error which is too late to correct, the TD will assign a score to each side. Since the TD 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 they have been misinformed. The TD is called but fails to give them a chance to change their bid. The player makes ten tricks and afterwards claims that they would have bid 4♥ with the correct information. If the TD feels that they might or might not have bid 4♥, they could assign 4♥ making to this player but 3♥ plus one to their opponents. More normally, the TD will weight the scores given to each side – see (f).

(d) When an artificial adjusted score is given – see §4.1.1.1 – 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. 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) The next section deals with 'weighted' scores: it is also possible to get a score that is both split and weighted – see §4.1.1.5 and §4.1.4.

4.1.1.4 Weighted scores

Law 12C1 (c) allows a TD to give weighted scores to reflect the probabilities of a number of results. A TD who gives a single adjustment rather than a weighted score should be confident they know 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 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. The EBU RC encourage both TDs and Appeals Committees to give more serious consideration to their use.

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 12C1 (c) 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', see §8.12.14.

Note When giving weighted scores in unauthorised information cases care must be taken to avoid giving 'Reveley' rulings – see §8.16.3 for details.

Once such a ruling has been given it needs to be calculated. This is done by converting each score to match points or IMPs and then applying the weighting. If fractions arise, see §4.2.6.1.

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 match-point 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 match points are found. The calculation might be thus:

Score	MP	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 N/S +1430 (6♠=)
plus 40% of N/S +680 (4♠+2)
plus 20% of N/S +650 (4♠+1)
plus 15% of N/S −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%	+0.40
+650	0	20%	0.00
−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.

4.1.1.5 Split and Weighted scores

(a) In §4.1.1.3 (a) and (b) we saw that if a non-offender commits 'gambling action' then their 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 the TD gives weighted scores as well then these scores will be split and weighted – see §8.82.1 (and §4.1.4).

Example An Appeals Committee 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♥ =, N/S +420
\+ 25% of 3♥ +1, N/S +170

For E/W:

25% of 4♥ =, N/S +420
\+ 75% of 3♥ +1, N/S +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, i.e. 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.

4.1.1.6 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 §7.2.4.5 for the procedure to inform the scorer, and §4.2.1 and §4.2.2 for the scoring procedure.

4.1.1.7 Method of calculating weighted scores at hybrid-IMP scoring

When a weighted score is given at hybrid-IMP scoring, the weighted score should be calculated in the point-a-board and IMP components separately, and then converted to 'hybrid' VPs.

Example It is the Pachabo Cup: teams-of-four with hybrid-IMP scoring.

On board 4, A v B, the score is NS +660; and B v A, the assigned score is:

70% of NS −100 (6♠-1)
plus 20% of NS +650 (4♠+1)
plus 10% of NS +680 (4♠+2)

The score on board 4 is

Weight	Result	Points		Weighted Points		IMPs		Weighted IMPs	
	EW A	A	B	A	B	A	B	A	B
70%	100	2	0	1.4	0	13	-13	9.1	-9.1
20%	-650	2	0	0.4	0	0	0	0	0
10%	-680	0	2	0	0.2	-1	1	-0.1	0.1
	Score			1.8	0.2			9	-9

Given the other scores in the match, this gives a match score card:

Team A v B					Points		IMPs		IMPs>VP		Match VP	
Board	NSContr	EWContr	NS A	EW A	A	B	A	B	A	B	A	B
1	3C-1 W	3S-2 N	50	100	2	0	4	-4				
2	6S-3 E	4H+1 W	150	450	2	0	12	-12				
3	4S+2 S	5Dx-3 E	480	-800	0	2	-8	8				
4	3N+2 N	Weighted	660	Artf	1.8	0.2	9	-9				
					5.8	2.2	17	-17	7	1	12.8	3.2

But if the result on board for NS A were NS +650, the score would be different – with changed rows highlighted:

Weight	Result	Points		Weighted Points		IMPs		Weighted IMPs	
	EW A	A	B	A	B	A	B	A	B
70%	100	2	0	1.4	0	13	-13	9.1	-9.1
20%	-650	1	1	0.2	0.2	0	0	0	0
10%	-680	0	2	0	0.2	-1	1	-0.1	0.1
	Score			1.6	0.4			9	-9

Team A v B					Points		IMPs		IMPs>VP		Match VP	
Board	NSContr	EWContr	NS A	EW A	A	B	A	B	A	B	A	B
1	3C-1 W	3S-2 N	50	100	2	0	4	-4				
2	6S-3 E	4H+1 W	150	450	2	0	12	-12				
3	4S+2 S	5Dx-3 E	480	-800	0	2	-8	8				
4	4S+1 N	Weighted	650	Artf	1.6	0.4	9	-9				
					5.6	2.4	17	-17	7	1	12.6	3.4

4.1.1.8 Method of calculating weighted scores at cross-IMP scoring

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

4.1.2 Standard adjustments for various methods of scoring

The table in §8.12.3 includes the equivalent to the 'standard' 10% of a top (for the purposes of awarding AVE+ and AVE–) for certain other methods of scoring. See also §8.90.2.

4.1.3 How to deny redress under Law 12C1 (e)

4.1.3.1 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. Suppose that 4♥ doubled is always 3 down except that N/S commit an extremely serious error (e.g. a revoke) and the result is only 2 down. Let us say that the result in the other room was N/S +680. How do we apply Law 12C?

E/W, the offending side, get the score for N/S +680 (0 IMPs) under Law 12C1 (e) (i).

Applying Law 12C1 (e) 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 N/S +500 and N/S +300 = imp(500 − 680) − imp(300 − 680) = −5 − (−9) = 4 IMPs. So do N/S get the adjustment for the offending side less the self-inflicted damage = −4 IMPs? Yes, because this is better than

their score at the table imp(500 − 680) = −5 IMPs. This reflects the real damage and the self-inflicted damage.

If this had been match-point 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 an extremely serious error (e.g. a revoke) and the result is only 3 down. How does this affect it? E/W, the offending side, get the score for N/S +680 (0 IMPs) under Law 12C1 (e) (i).

When we apply Law 12C1 (e) (ii) 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 N/S +800 and N/S +500 = imp(800 − 680) − imp(500 − 680) = 3 − (−5) = 8 IMPs. So should N/S get the adjustment for the offending side less the self-inflicted damage = −8 IMPs?

Obviously not, because this is worse than their score at the table imp(500 − 680) = −5 IMPs. This is because all the damage was self-inflicted. 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, −5 IMPs.

This is a general conclusion from the application of Law 12C1 (e). When the damage is all self-inflicted (without the [extremely 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 match-point 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.

Note The case where all the damage is self-inflicted has been reviewed since the publication of the 2017 laws. A revised interpretation is that if all the damage was self-inflicted then the original infraction did not damage the other side (Law 12B1) and so there is no adjusted score (for either side). We await resolution of this issue from the WBF LC (as of August 2018).

4.1.3.2 Law 12C1 (e) score calculation

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 extremely serious error or gambling action)

B. the score for the result Before infraction (assigned by Law 12C1 (c))

C. (≥ A) the score for the result that Could have been scored, with the infraction but without the extremely serious error or gambling action (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 ≥ A there are four cases

- C ≥ A > B: no advantage, no damage, no adjustment;
- C ≥ B ≥ A: all damage self-inflicted, no real damage $D_R \le 0$ (virtual damage), non-offending side get A, offending side get B (but see the **Note** in §4.1.3.1);
- B > C = A: no self-inflicted damage, $D_S = 0$, non-offending side get B, offending side get B;

- B > C > A: real damage and some self-inflicted.

In the final case, the offending side get B and the non-offending side 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.

4.1.3.3 Some examples

N/S bid to 4♥ and E/W 'use unauthorised information' to compete to 4♠, which is doubled. In defending 4♠X, N/S might revoke (an extremely serious error) and lose a trick they would otherwise score. Neither side is vulnerable and the result in the other room is 4♥=, N/S +420. This is the normal result in 4♥, so B (the result before the infraction) is 0 IMPs. The type of adjustment depends on the table result.

4♠X−1 N/S, +100. Revoke

A = imp(100−420) = −8 IMPs.
Without the revoke: 4♠X−2 N/S +300. C = imp(300−420) = −3 IMPs.

Real damage D_R = 3 IMPs, self-inflicted damage D_S = 5 IMPs.

Offending side (team of E/W) get 0 IMPs,
non-offending side (team of N/S) get 0 + (−8) − (−3) = −5 IMPs.

4♠X−2 N/S +300. Revoke

A = −3 IMPs.
Without the revoke: 4♠X−3 N/S +500. C = imp(500−420) = +2 IMPs.

No real damage (D_R < 0).

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

But see the **Note** in §4.1.3.1.

4♠X−2 N/S +300. No revoke

A = C = −3 IMPs. No self-inflicted damage (D_S = 0). Both sides get 0 IMPs.

4♠X−3 N/S +500

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

4.1.4 Example of Director's Error: Law 82C

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

The TD realises their mistake and has to adjust the score, 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 the ruling is weighted giving both sides the benefit of the doubt.

For declarer (South):

60% of 3NT=,	N/S +400
+ 40% of 3NT−1,	N/S −50;

and for defenders (East-West):

40% of 3NT=,	N/S +400
+ 60% of 3NT−1,	N/S −50

Both sides get weighting sympathetic to them because they are both treated as non-offending.

The match points on the board might be (on a top of 70):

N/S score	N/S MPs	E/W MPs
+430	68.0	2.0
+420	60.0	10.0
+400	37.4	32.4
−50	11.4	58.4
−100	1.0	69.0

So declarer will get

60% of N/S +400 = 60% of 37.4 MPs = 22.44 MPs
\+ 40% of N/S −50 = 40% of 11.4 MPs = 4.56 MPs
Total = 27.00 MPs

and the defenders will get

40% of N/S +400 = 40% of 32.4 MPs = 12.96 MPs
\+ 60% of N/S −50 = 60% of 58.4 MPs = 35.04 MPs
Total = 48.00 MPs

These scores do not balance since the weighting was not the same for the two sides.

4.2 Methods of Scoring

4.2.1 How to input split and weighted scores to match-point software

4.2.1.1 Introduction

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	Frequency	Adjusted Frequency	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 N/S +620. We shall consider two cases:

(a) An adjustment for both sides to

30% of N/S +650
\+ 70% of N/S −100

(b) An adjustment for N/S to

N/S −100

And for E/W to

N/S +650

This is how it is done.

4.2.1.2 The right 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	Frequency	Adjusted Frequency	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	1.0	1.0	2.0	8.0
−790	1.0	1.0	0.0	10.0

Note how the 'scores' of 30% of N/S +650 and 70% of N/S −100 appear in the frequencies.

The calculation for N/S:

30% of N/S +650 = 30% x 9.7 = 2.91
\+ 70% of N/S −100 = 70% x 5.7 = 3.99
N/S total 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 (e.g. 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	Frequency	Adjusted Frequency	N/S MPs	
+650	1	1	10	
−100	3	3	6	
−200	1	1	2	
−790	1	1	0	

Score	Frequency	Adjusted Frequency		E/W MPs
+650	2	2		1
−100	2	2		5
−200	1	1		8
−790	1	1		10

N/S get N/S −100 = 6.0
E/W get N/S +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.

4.2.2 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, i.e. the adjustment calculated in match points by the TD, and the scorer given an adjustment in match points or VPs to add or subtract. The following procedure occurs at such times.

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

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

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

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

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

No award is ever made of greater than a top or less than zero. It should 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; if scoring by hand.

In the case of weighted scores (see §4.1.1.4), 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 §4.1.1.3) are dealt with similarly.

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

4.2.3.1 Fewer results than other boards

Scores on a board may need 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 artificial adjusted scores;

(c) a fouled board;

(d) incorrect marking (as to dealer or vulnerability) of a board.

4.2.3.2 Neuberg's formula

The formula is used if A > 3 or A > E/3.

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

$$\text{Match points} = ((M + 1)/A) \times E - 1 = \frac{(M \times E) + E - A}{A}$$

where:

M = match points earned by the pair considering only the group itself

E = number of scores expected on any board

A = actual number of results in the group

The score is computed to the nearest 0.0001 of a match point, 0.00005 being rounded away from average.

4.2.3.3 Small sub-fields

If the size of the group is at most three and is at most a third of the total number of results Neuberg's formula is not used. Instead a group of two results is scored with a top as 65% and a bottom of 55%, and a group of three results is scored with a top of 70% and a bottom of 50%; with intermediate and tied results scored as for ordinary match-pointing.

The formula is used if A = 2 or A = 3, and E ≥ 3 A

$$\text{Percentage} = 60\% + (M - (A - 1)) \times 5\%$$

$$\text{Match points} = ((M - (A - 1) + 12)/10) \times (E - 1)$$

Note The small sub-field 'formula' awards scores that sum to 120% (AVE+ + AVE+) – this is as compensation to the pairs involved, for not getting a proper comparison.

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

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

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

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

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

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

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

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

We 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.

4.2.5 Overall scoring

The following principles apply to producing the overall score when boards do not have the same number of results, or some contestants play different numbers of boards.

1. All boards count equally, so all boards should be scored as if they were all played the same number of times ('match-pointed to a common top') using §4.2.3 or §4.2.4.
2. When contestants play different numbers of boards, and the final method of scoring is the same as the basic method ('no conversion to Victory Points'), a contestant's score is scaled by the number of boards played. For example, match points are expressed as a percentage of the 'maximum' match points available.

4.2.6 Calculations and rounding

4.2.6.1 General

In general, all calculations are to be performed without any rounding during the course of the calculation.

- The scores for a single board (the initial method of scoring) are rounded to the nearest unit of scoring (see §8.12.3), with exact halves rounded away from average.
- If the final method of scoring is some form of victory points, the score for a round/match may need to be rounded to the unit of scoring (see §8.12.3), with exact halves rounded away from average.
- If the final method of scoring involves totalling the board scores and factoring to account for different numbers of boards played, that calculation should be performed to sufficient precision so as not to introduce ties ('single precision' may suffice).
- Results may be displayed to fewer decimal places than the calculations actually made, as is normal, for example, in MP pairs.

4.2.6.2 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.

4.2.6.3 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 §3.1.3. 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.

5 Screen Regulations

5.1 WBF/EBL Screen Regulations

Published in January 2015 by WBF, and updated by EBL in 2017, and again in May 2019; and adopted by EBU.

5.1.1 Description of the Operation

The North and East players sit on the same side of the screen. The sequence is this: North places the board on the bidding tray and the aperture is closed completely (thereafter it remains closed for the duration of the auction period). The players remove their cards from the board and the tray is passed under the closed aperture to the side of the screen with the Dealer.

Calls are made using the bidding box. Each player places a selected call on 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 the nearest segment of the bidding tray. All calls must be visible and neatly overlap in a straight line from left to right, at an equal distance from each previous call. 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. A player who removes one or more calls made from the tray in an apparent attempt to ‘pass’ is indeed deemed to have ‘passed’.

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the entire bidding tray under the centre of the screen so that it is visible only to the players on the other side who then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed. It is considered desirable that players should vary the tempo randomly when returning the tray under the screen.

It is the responsibility of North/South to make sure that the whole auction is visible on each side of the screen.

After all four players have had the opportunity to review the auction (equivalent to the right to have the auction restated) the players replace their bidding cards neatly in their respective bidding boxes.

At this point presumed Dummy or Declarer removes the tray from the table leaving the board in the centre of the table where it should remain throughout the play.

The opening lead must be made before the aperture is opened and only Declarer or Dummy may open the aperture or call for it to be opened. At the end of play the tray is put back on the table.

After the opening lead is faced, the aperture is opened to permit all players to see dummy’s cards and 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.

When leading or following suit, players must take care to always play cards in the same way, and quitted tricks must be placed vertically or horizontally in accordance with Law 65 to determine win/loss of that trick, and at an equal distance from the previous card. Violation of correct placing procedures is subject to penalty.

5.1.2 Alerts and Explanations

(a) A player who makes an alertable call as defined in [the EBL Alert Procedures] §5.3 must alert the screenmate, and partner must alert on the other side of the screen when the bidding tray arrives. The alert must be made by placing the alert card in a position clearly visible to the screenmate. It is the responsibility of the player that alerts to make sure that the screenmate sees the alert. It is good practice for an opponent to acknowledge the alert in some way.

(b) At any time during the auction a player may write to the screenmate requesting a full explanation of an opponent's call. The screenmate will reply in writing.

(c) At all times, from the commencement of the auction to the completion of play, each player receives information only from the 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 given. Therefore, the tournament director cannot make enquiries on a player's behalf on the other side of the screen during the auction or play.

5.1.3 Modification of Rectifications when screens are in use

(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 72c may apply), the irregularity is passed through the screen by the screenmate, the latter has accepted the action on behalf of that side in situations where the laws permit LHO to accept it.

(b) Before an irregularity is passed through the screen the offender or the 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 (see Laws 54B1, 54B2). Law 72C 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 §5.1.2 above.

(e) When a player takes more than a normal time to make a call, it is not an infraction if that player draws attention to the break in tempo. The screenmate, however, shall not do so.

(f) A player on the side of the screen receiving the tray who considers there has been a break in tempo and consequently there may be unauthorised information should, under Law 16B2, call the Director. This may be done at any time before the opening lead is made and the screen opened.

(g) Failure to do as (f) provides may persuade the Director it was the partner who drew attention to the break in tempo, and 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.

(h) However, if the players have not been randomising the tempo of the auction as desired by §5.1.1 paragraph 4, then a delay of less than 20 seconds may well be regarded as being significant.

5.2 Other screen regulations

Previous regulations not superseded by the WBF regulations.

5.2.1 Announcements

The WBF Alerting Policy (§5.3) shall apply with regard to which calls require an alert. There are no announcements behind screens.

5.2.2 Spectators

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

5.2.3 '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 players to consider what options they have, added to any time they may then take in choosing among them.

5.2.4 Skip bid warnings

These are not used with screens.

5.2.5 Online

See EBU RealBridge screen regulations and EBU-RealBridge-OODGP-screens

5.3 APPENDIX – WBF Alerting Policy

5.3.1 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.)

5.3.2 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 their side discloses the use of such call or play in accordance with the regulations of the Tournament Organiser). See [Law 40B].
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.

6 Advice for Tournament Organisers

6.1 Advice on Scoring Tournaments

6.1.1 Introduction

This paper was 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 – but the results must also be correct, to avoid trophies and prizes being 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.

6.1.2 Accuracy – keeping it simple

The scoring method for the final of a competition should be well-understood by the tournament organisers and the scorer, whether the scoring method is a computer program or a manual method. The scoring method should be appropriately complex to accurately score the event – as simple as possible – but not simpler.

6.1.3 Allowing time for the players to check their scores

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. Twenty minutes ought to be enough, but anything less than ten minutes is inadequate.
- The individual scores on each board should be available for inspection. Players should be given time to be able to verify that their scores were correctly entered, and that they have been given the match points to which those scores entitle them.

6.1.4 Allowing time for appeals and protests

If the TD has given a ruling during the session, that ruling may be subject to appeal. Players should ideally inform the TD 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 (contact details in §0.4).

- The Tournament Organiser should allow a correction period of twenty minutes - the period in which the players are also checking the published scores.

6.1.5 Conducting appeals

Once an appeal has been lodged at a tournament it should be heard as soon as possible – usually at the end of the session. Constraints during the tournament may mean that appeals are delayed until a convenient time, but if the appeal is lodged during the final session of an event any appeal should be heard immediately after the session. In certain events (e.g. *Tollemache Cup qualifier*) the schedule for hearing appeal is in the programme.

Delaying appeals at the end of the tournament (e.g. while packing away) in the hope that the appeal will be withdrawn is not acceptable.

6.1.6 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 79C1:

> 'An error in recording or computing the agreed-upon score, whether made by a player or an official, may be corrected until the expiration of the period(s) specified by the Tournament Organizer. Unless the Tournament Organizer specifies a later25 time, this Correction Period expires 30 minutes after the official score has been made available for inspection.'

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

But Law 79C1 does *not* apply to the tabulating of results and the computation of match point scores. It applies only to the computation of a score in respect of tricks won, and the tabulating of that score on at the table by the players or an official. An official referred to in Law 79C1 is one 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.

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 3♠ on Board 21 and their score was entered as plus 140, or minus 170, or some other mistake, then they can have that fixed at any time up to 20 minutes after the end of play – provided that they can convince the TD that they are entitled to plus 170. If they spot the error later than that, it is too bad.

But if the TD, or the people scoring the event, credit the player with the wrong number of match points for their correct score of plus 170, then the player 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 match-point scores are correct.

- The 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, see §2.5.

Contestants have a duty to themselves and others to check results during the correction period.

- It should also be made 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, thereafter (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.

6.1.7 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 EBU 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.

6.2 Disciplinary Matters

6.2.1 EBU *Bye Laws*

EBU procedures are now set out in some detail in the Disciplinary Rules. The Disciplinary Rules constitute an Appendix to the EBU *Bye Laws*.

Copies of the *Bye Laws* and of the *Disciplinary Rules* can be obtained from the EBU website: https://www.ebu.co.uk/information-resources/official-documents#bye-laws.

The Secretary of the EBU Conduct Committee (§0.4) can also be approached for advice on any matter relating to disciplinary procedures or proceedings.

6.2.2 County disciplinary procedures

The model county constitution is available from the EBU Policies and Documentation: https://www.ebu.co.uk/information-resources/policies-documentation#counties.

The model county constitution includes model county disciplinary procedures but the model procedures are for consideration and possible adoption by the county association.

The Secretary to the Conduct Committee (see §0.4) can offer advice.

6.3 Facilities for Disabled Bridge Players

The vast majority of EBU affiliated clubs already provide facilities for disabled players, which, of course, we applaud, but we would like to take this opportunity to encourage all of our clubs to provide adequate facilities to cater for as many needs that our disabled players have as possible and encourage those that already provide such facilities to review them and see whether more can be done.

With regards to the 'Law of the Land' all clubs must, of course, comply with the Equality Act (EA). The act protects disabled persons from discrimination, including:

- treating a disabled person less favourably, for a reason relating to their disability without justification;
- and/or failing to comply with the duty to make reasonable adjustments, in circumstances in which the failure makes it impossible or unreasonably difficult for the disabled person to access or retain membership, retain associate rights, or access club benefits.

This means that a private club cannot treat a disabled person differently because of their disability in any aspect of membership. For example, they cannot be refused membership because they have a guide dog, or because a club thinks that it cannot accommodate them because of their disability.

In terms of the facilities that a club provides for its disabled players we would expect as a minimum that the following be provided:

1. Easy access for wheelchair users and members with other mobility issues
2. Appropriate toilet facilities for disabled members
3. Disabled parking spaces near the club entrance where the club has its own car park
4. Card holders or other equipment to enable disabled members to play bridge as comfortably as possible

In addition, we would recommend that a member of the club committee be tasked with reviewing facilities for disabled players and talking to the club's disabled members to ask what might be done to make their experience at the club more enjoyable.

7 Tournament Directors

7.1 Tournament Directors' Code of Conduct

Tournament Directors (TDs) are self-employed individuals who are hired from time to time by the English Bridge Union (EBU) for the purpose of directing EBU tournaments. The following document details a code of conduct and a guide to good practice for all TDs during the discharge of these directing duties. This is version 3.4 of the code of conduct – revised June 2023.

7.1.1 Appearance

TDs shall conform to the clothing requirements specified by the EBU. Unless directed otherwise by the Director in Charge (DIC), an EBU red shirt shall be worn and dark grey trousers/skirt. TDs must turn up for duty in a clean and presentable state.

7.1.2 Behaviour

TDs are expected to be punctual for all sessions of play and/or preparation and be thoroughly well prepared and well organised for the type of session/event for which they have accepted responsibility.

TDs should be present at the playing area and available for the players to answer queries etc., except with the permission of the Director in Charge (DIC).

It is a TD's duty to put the players first.

A TD must always be impartial and not exhibit favouritism towards any player or players. The TD will not show any discrimination in treatment or consideration of any player or players on any of the grounds protected by current equality legislation.

TDs must be courteous and polite at all times. The following will not be tolerated, and are breaches of this code:

- abusive comments or behaviour to Aylesbury staff and/or EBU volunteers, or players;
- inappropriate comments about other members or about the EBU itself in written documents, in e-mails, on websites, web forums, social networking sites etc.;
- discussions involving sub judice appeals or hearings in written documents, in e-mails, on websites, web forums, social networking sites etc.;
- discussions of resolved appeals or hearings where the person(s) involved are named or identifiable from the comments made;
- disclosing confidential information;
- illicit actions or behaviour affecting the proper running of a competition or its results of it;
- failure to respect financial obligations towards the EBU;
- refusal to implement appropriate and reasonable instructions given by persons whom the EBU has officially appointed to represent it for the organisation of events or the conducting of its affairs;
- acts of harassment (sexual or otherwise);
- criminal actions;
- violent behaviour in the competition area;
- consumption of alcohol on the floor of an event during session time or directing any session when in any way under the influence of alcohol.

7.1.3 Code of Ethics

- A TD must aim to resolve matters fairly for all players at all times and in all situations. Justice should not only be done, but it should also be seen to be done.
- A TD should carry a copy of The Laws with them when called to a table to give a ruling during play.
- Whenever a TD gives a ruling based on the direct application of Law, the TD, if requested, should be prepared to read the relevant clause or clauses from The Laws.
- A TD must endeavour to ensure that their rulings are fully explained to and understood by the players without them being required to ask the reasons for their rulings.
- When in any doubt about a ruling, a TD should seek advice from other experienced directors or (when appropriate) experienced players.
- Before making a bridge judgement ruling, a TD should, if possible, seek advice from another TD or uninvolved players of an appropriate standard: this is both to test their bridge judgement and to ensure that they have not overlooked something obvious. It will often be appropriate to delay giving a final ruling on bridge judgement decisions.
- In the interests of 'maintain[ing] the progress of the game' (Law 82), a TD shall always give a prompt ruling when called to the table in technical ('book') situations, even though it may not be possible for them to explain the ruling fully at the time on the basis of the relevant Law/s. In such cases, the TD is responsible for confirming the correctness or otherwise of their ruling as soon as practicable and then for making any appropriate adjustments for the players involved.
- If a TD realises that they have given an incorrect ruling, they shall do all in their power to correct that ruling (in accordance with the requirements of Law 82) promptly.
- A TD shall be prepared to offer the right of appeal to any player whenever that is appropriate – and shall be aware of the procedures needed to organise an appeals committee hearing in their directing environment(s). Appeals should be scheduled at a time convenient for the players and the committee as far as possible.
- Whenever practicable, a DIC shall choose movements which are equitable for all participants.
- A DIC shall accept responsibility for publishing scores promptly after any session, even where they have delegated responsibility for the scoring of the session or event. Results shall be deemed to be provisional until the DIC or the authorised scorer has endorsed the publication of checked scores.
- Final, confirmed results should be published before the start of the next session, when possible.
- All TDs must ensure that they avoid situations which may cause them to be found guilty of a disciplinary offence as stated in the EBU *Bye Laws*, Appendix A – Disciplinary Rules, 3.2 (v). Such actions may create a conflict of interest in the work carried out on behalf of the Union and, in addition may reflect badly on fellow directors.
- TDs can access the table chat log from tables in online events and can use information from the table chat to rule on matters of fact for rulings and for disciplinary matters – bad behaviour/language and safeguarding. Other information not relevant to the TD in carrying out his duties must be treated in strict confidence.

7.1.4 Remuneration

TDs shall be remunerated according to their level of seniority and according to the pay scale in force at the time. In addition, TDs may claim reasonable expenses for travelling to events according to the scale in force at the time.

TDs are expected to find the cheapest reasonable route to an event, and are expected to submit their expenses, together with receipts, in timely fashion.

7.2 Role of the TD

An amalgamation and updating of various previous texts.

7.2.1 General

7.2.1.1 Areas of responsibility

The special areas of responsibility for application of law and regulation are:

(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 RC): 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.

7.2.1.2 What is not expected

In contrast to the expectations in the code of conduct (§7.1), it is interesting to examine what is *not* expected of the TD:

(a) the TD is not expected to know the laws by heart: but they are expected to know where to look in the laws, and what regulations they may turn to;

(b) the TD is not expected to have the bridge judgement of a front-rank international player; they are expected to have a sound knowledge of the game and to be able to make broad judgements on that basis;

(c) the TD is not expected to act as counsellor to Appeals Committees on bridge matters; they are expected to provide them with correct statements of law and regulation, and to amplify these with sound interpretations where required.

7.2.2 Setting up

7.2.2.1 Arrival

The TD should arrive in good time to help with the setting up. For a 1pm start, arrive between 10am and 10:30; for a later start (e.g. 2pm), between 10:30 and 11am; and for an earlier start (e.g. 11am), arrive between 9am and 09:30. In most case the DIC will advise in advance.

Jobs include, but are not limited to:

- Putting up tables. It is best 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. The DIC will tell the TD if there is a special arrangement for tablecloth colours, otherwise 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.
- Assisting the scorer with Bridgemates setup.

Tables are set square to each other to eliminate as much as possible the chance of seeing hands at adjacent tables.

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.

7.2.2.2 Checking made-up boards

The DIC, or the TD in charge of a section, is responsible for getting a copy of the hand records for the team. TDs must be careful about security of the hand records during the session.

In multiple session events for which boards have been made up in advance it is 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 the TD can make to be confident.

1. Check one suit of one hand of the first board of each bundle of boards against the hand record.

   If board 1 is wrong it doesn't necessarily mean that the whole set is wrong – check board 2. Sometimes the duplicating machine has been known to just get the first board wrong.

2. Check the order of the boards.

   If the boards are out of order, suspect that they may have been duplicated that way and check them.

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

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.

7.2.3 Administrative tasks before the session

7.2.3.1 Know what is going on

Read the printed programme: there can be no excuse for not knowing what is planned for the event. There may a special regulation peculiar to the tournament or special conditions, e.g. for late arrival. The TD should note whether an Appeals Advisors has been appointed, and if so, who.

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. It may be necessary to have a TDs' meeting prior to the start of the event to make introductions and instructions.

7.2.3.2 Giving out name slips/assignment cards

The DIC will give the TD their best guess, based on advance entries, of the size of the event and what slips to put out. 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.

It is not usually necessary to check people off as they arrive. At some larger events EBU staff are on hand to take entries 'on the door'; otherwise, if players have not entered in advance or have not paid, the players should contact the EBU office on the next working day.

In many events the starting positions will have been assigned in advance so players will just need to find their names on the printed sheets. Very late advance entries or entries on the day will not be on the list and will need to be allocated a starting position by the DIC.

7.2.3.3 Sitters

When starting positions have not been prepared in advance, keep some North/South slips in reserve for the genuine sitters – but don't forget to put them back into the pile as starting time draws near. In a multiple session pairs event, check which is to be the 'stationary line'.

7.2.3.4 Get ready to start

The DIC will explain how to grow or shrink sections as the final numbers become clear. In extreme cases this may mean the demolition of a section or the creation of a new section.

When distributing boards always tell each table which direction to pass the boards during the round. 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.

7.2.4 Administrative tasks during the session

7.2.4.1 Name slips

Even when starting positions have been assigned in advance it is likely that name slips will be used. Although the players can enter their details at the Bridgemate, some do not, so the name slips are needed by the scorer to check for omissions and mistakes. They are also used to collect any prize category flags.

They should be taken to the scorer as soon as possible, sorted in order. Where separate slips are used for North/South and East/West, the correct order is N/S 1, E/W 1, N/S 2, E/W 2 and so on.

7.2.4.2 Arrow-switched boards

Sometimes the TD will require a table to arrow switch a board under Law 16D2 (a). Otherwise, if a table arrow-switches at the wrong time or does not arrow-switch at the right time, the scorer should be informed so that the necessary alterations can be made in the scoring program. It is best to record the table result on the change of result form, to ensure the scorer switches the right result.

7.2.4.3 Relay-and-share movements and Web Mitchell movements

With the use of Bridgemates, movements with sharing do not cause problems, as there are no issues with putting the scores on the wrong line of the traveller. There will often be extra sets of boards so that the 'sharing' tables can have their own sets of boards.

7.2.4.4 Fouled boards and Averages

Fouled boards that occur during the session should be corrected by reference to the printed hand record. Deals should be corrected as soon as the foul is discovered. If the TD determines that previous tables have played the board in a fouled state then the TD should advise the scorer who will use the 'fouled board' routine in the scoring program. Now that scores from other tables are displayed on the Bridgemate (where practicable) it is more likely that players will notice strange results from a fouled board during a session.

Players may claim after the session that the deal they played does not match the printed hand record. This is much more difficult to resolve.

- As top priority the TD 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 the TD have resolved the problem tell the scorers what the TD have done, what they need to do, and that they should proceed.
- In teams unplayable boards are scored as AVE+, AVE−, or AVE for teams that are partly to blame, and Law 86B may be applicable.

Averages should be entered into the Bridgemate by the TD. The TD can enter 4, 5 or 6 for 40%, 50% or 60%. Any other percentages should to be put in by the scorer at the computer.

Any score change should be filled in on the change of score forms. (Scraps of paper get lost.)

Note The TD can alter scores at the Bridgemate from earlier in the session even though the round may have ended, or even if the Bridgemate shows 'End of session'.

7.2.4.5 Weighted and Split Score Rulings

The TD should ensure that the table score is entered in the Bridgemate. Weighted score rulings and/or split score rulings, arising out of Law 12C1 (c) or (e) , must be filled in on the appropriate form. The scorer will enter the weightings in the scoring program and the program will calculate the correct scores.

7.2.5 Patrolling, giving rulings and appeals

Each TD will have an area to look after – maybe a section or a set of tables. The TD should not watch play at a table while directing: it leads to problems in fairness in giving rulings at that table and disturbs the balance of fairness to other tables. The TD should patrol their tables at regular intervals and avoid sitting down for long periods. Reading a newspaper or book can give the impression of not being interested in what is happening, and is best avoided.

If a TD starts off a ruling, then that TD will have to finish it. Even if the TD needs the assistance of a senior colleague, the TD should be the one to give the final decision. The TD must not give a judgement ruling without consulting first.

When the TD gets an appeal, they must make sure the DIC knows so that an Appeals Committee can be found. When players say they will appeal they often change their mind: the TD should not tell others that there is definitely have an appeal unless the TD has got the deposit.

If, at the end of a session, the TD has to go to an appeal then they must make sure that the DIC or the section leader is aware of this so that the 'end of session' duties (e.g. clearing up boards, putting out new stationery) can be covered. It is the TD's responsibility to get the players to the appeal. The TD will often not know the makeup of the Appeals Committee in advance, so the names will not be on the form. Nevertheless, it is the TD's responsibility to make sure the names are added to the form, as the Appeals Committee Chairman may overlook this.

7.2.6 Ruling at the table

7.2.6.1 Approach to the table

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 distracted so that they must be called two or three times before the players concerned can get their 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 they get to the table, the less time there will be for a disruptive 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 the TD cannot locate the call, they should

ask "Who called?" When the player raises their 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.

7.2.6.2 Getting the facts

When the TD arrives at the table, their manner should be friendly, courteous, unbiased and completely impersonal. The TD 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 their advantage – it is not wrong for the TD to sit at the table to deal with the ruling. 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. The TD should classify the problem area as quickly as possible, i.e. 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". The TD should indicate a player, normally the one that called, and say "What is the problem?" When the TD has received the answer, they should confirm with the other players that the situation is as stated. If they get one statement from the players, or one key word, and correlate it with the situation as they have perceived it, the TD will be able to listen much more knowledgeably and shorten their ruling time considerably.

The TD should listen to the facts as related by all, one at a time. At the completion of their statements, the TD should verify that this is indeed what happened by repeating it to the players sequentially and logically. The TD should not try to make a ruling until they have been able to do this. If the TD is not careful, they may start 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, the TD should quote the Law applying to the situation, preferably by reading from the law book. The TD should state the options and/or penalties that apply and stand by to see that any options are selected and penalties paid.

After giving any ruling the TD should ensure that any adjustments are entered in the Bridgemate and/or given to the scorer (on a change-of-score form).

7.2.6.3 Judgement rulings

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, the TD 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, the TD 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."

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

When giving a judgement ruling, the TD should inform the players of their right to appeal.

When a judgement ruling has been given, and players seem unhappy, or says they may or will appeal, the TD should suggest the player might consider talking to an Appeals Advisor if one is available. Do not just leave it to the player – the TD should also offer to find the Appeals Advisor for the player and introduce them. 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.

7.2.6.4 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 (e.g. the TD was the only one present). A different TD should attend the table whenever it is practicable to do so.

7.2.7 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 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 system 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; see §8.81.5.

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 hand records, and the EBU RC recommends that advantage is taken of this facility wherever practicable.

Forms should be fixed to the clipboard when the TD has completed them.

7.2.8 Fees and Expenses Forms

Forms should be completed before the end of the tournament and put on the clipboard or given to a member of EBU staff. Fees are paid by BACS transfer.

7.2.9 Clearing up at the end of the tournament

Equipment must not be returned to the EBU in a mess because TDs were in a rush to get away.

7.2.9.1 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:

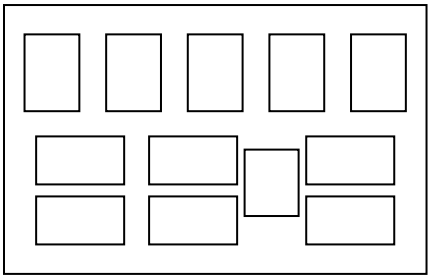
- They are all there
- They are in the correct order. The main cause of duplicating error is when the boards are returned out of order.
- They have their elastic bands around them.
- They are packed in the same box they came out of (where practical) – unless there is a special instruction to repack the boards in a different way.

If there is a loose card, don't waste time trying to find its home. Don't just put it into any old board either. If in doubt, just leave it in the case to which the TD think it belongs.

In a large event there may be 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 duplication) 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, duplicators and so on.

7.2.9.2 Bidding boxes

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.

7.2.9.3 Other equipment

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

- Putting stationery away neatly.
- Pack Bridgemates according to instructions.
- Folding tablecloths and putting them back into the black boxes.
- If the TDs are required to stack tables then they should be stacked 'baize to baize' to preserve the tops as much as possible.
- Lightweight notice boards should be packed correctly in their carrying-bags, with the plastic joining bits. They do not take kindly to being placed behind a rack of 60 tables as the weight will crush them.

7.2.10 Books

TDs are expected to own a current copy of the laws and be able to find relevant common laws when at the table. The TD should also have access to the current *Blue Book* and the *White Book*. Other books are available on movements, e.g. Manning's movement manual.

The Laws & Regulation Publications page on the EBU website contains downloadable *Laws of Duplicate Bridge*, *Blue Book* and *White Book* in PDF format. It also contains appeals booklets for many examples of rulings and various other useful items.

The scoring computers at EBU tournaments have electronic versions of the *Laws of Duplicate Bridge*, *Blue Book* and *White Book*.

Jacob Duschek's book *A Guide to the Bridge Laws* is recommended.

7.3 Role of the Scorer

The scorer is a TD with responsibility for (Bridgemate) scoring.

7.3.1 Setting up

The scorer is responsible for setting up the scoring computer: with Bridgemate server, printer and monitor screen; and any separate computer and monitor screen used to display a bridge timer.

The scorer is responsible for set-up of the Bridgemates and distribution to the tables.

The scorer is also responsible for establishing an internet connection for uploading results.

7.3.2 During play

The DIC will inform the scorer of exact numbers in sections, and confirm the proposed movement; the scorer will then complete the setup of the movement in the scoring program and launch the Bridgemates. The players should then be informed that the Bridgemates are live and that they should enter the EBU numbers *of the players at the table*.

Once results start to come in from every table, the names can be read from the Bridgemate server and gaps in the names filled in from the name slips. Then the scorer can process names, members' details, prize flags, and stratification.

During the session the scorer will process scoring adjustments and corrections, retaining change of score forms as an audit trail for the changes.

The scorer should try to check the travellers for the current session on the screen to see if there are any unlikely scores and try to resolve them while the players are still in the room.

The scorer will monitor the progress at slow tables from the Bridgemate results and liaise with the TDs to investigate tables that are a potential problem.

When a Swiss match is complete, the scorer will assign for the next round and update the movement on the Bridgemates and the players will be told to move for the next match. In consultation with the DIC, the assignment may be done before the match is complete.

If check slips are being given out, the scorer should print them as soon as possible after the end of the round and should get them guillotined and distributed to the tables.

7.3.3 At the end of the session

The scorer should display a provisional ranking list and data for the players to be able to check their scores: travellers, frequencies or section reports.

The scorer will deal with any scoring queries and produce a revised ranking list, with master points and prizes if appropriate at this stage of the competition.

The scorer should upload a current ranking and session data to the EBU website.

7.3.4 At the end of the event

Display a final ranking list and post final results to the EBU website.

Take a copy of all the data files used during the event and send to the EBU competitions staff: by copying to a memory stick and/or by email.

Pack away Bridgemates, servers, computer, printer, and monitor screens: ensuring all equipment goes back in the boxes it arrived in.

7.4 Director in Charge (DIC)

The additional duties and responsibilities involved.

7.4.1 General

The DIC is responsible for the technical realisation of the intentions of the Tournament Organiser. To that end they have full management of the tournament on site, with wide powers to achieve their objectives.

7.4.2 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 will be needed.

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 any tables need to be moved between sessions for any reason? If yes, who will be doing this and when?

Will there be sufficient staff? Consider TDs, scorers, caddies. Have all of your staff been notified of the arrangements: what time should they report for duty?

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

7.4.3 Advance preparation

Always plan ahead. As much work should be done as is reasonably possible well before the tournament starts. For example, the DIC might know in advance that they will have a final of some description which will require a special movement. In such a case, the DIC can ensure the movement is in the scoring program and movement cards can be printed. Posters will almost certainly need to be prepared or (better still) have a programme printed. This is the sort of thing which can (and should) be done in advance.

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

Does the Tournament Organiser have any unusual requests? If so, it is the DIC 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 the DIC 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 the DIC isn't thinking ahead all of 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 their presentation or collection);

(d) format of the event (including qualifying ratios if appropriate);

(e) starting instructions (including completion of any paperwork);

(f) any special regulations: a statement that EBU regulations as laid down in the *White Book* apply is often enough.

7.4.4 Getting ready to start

The tables are set up, everything is ready. What has been forgotten – what can go wrong? For example, make sure that all the stationery is out, 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 is the DIC going to do if the number of tables present is lower than expected? Similarly, what is the DIC going to do if some tables turn up unannounced?

Plan what announcements the DIC is going to make and ensure there is a microphone (if needed). If there are several playing areas, then brief the TD is charge of each room 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).

7.4.5 During the play

The DIC 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, the DIC is 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 scorer know exactly what is happening? Will the catering staff be delivering things on time?

More particularly, the DIC will want to be informed of any incidents that may arise. If something comes up of a disciplinary nature, the DIC will need to ensure it is properly dealt with. Reports of disciplinary penalties go to the EBU.

At the end of the session, the DIC will ensure that the scores are properly calculated and posted. The DIC 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.

The DIC should now be thinking ahead to the next session. What changes are required? Who should be doing what? In the meantime, the DIC will have to deal with queries from the previous session. Towards the end of the tournament, the DIC must still be thinking ahead to the prize-giving and to the clearing-up operation.

7.4.6 Tournament report

The DIC is responsible for completing a tournament report form: reporting on the event, the TD staff and the venue. Anything of significance should be noted on the report form, even if there are separate appeals forms or disciplinary forms. (It is best to make notes during the event for the purposes of completing the form.)

7.4.7 Summary

Plan and work as far ahead as you reasonably can.

Always think ahead towards the next stage.

The DIC is leading a team – the team must know what is happening.

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

Stay calm, relaxed and in control.

Enjoy yourself – there is real satisfaction in being responsible for a well-run tournament.

7.5 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 EBU RC easier. Most appeals from EBU events are published on the website. This requires the forms to be complete and legible.

7.5.1 Specific comments 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 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 relevant box can be left blank.

(c) 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.

(d) There can be no justification for not recording the names of the players or the members of the Appeals Committee.

(e) 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 EBU RC to guess whether it was pairs or teams.

(f) It is unhelpful for system information to be omitted, which frequently occurs, as the EBU RC is left guessing unnecessarily about pertinent information.

(g) 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 system card (either because the system card is silent, or because it contains conflicting information).

The absence of any mention of the system 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 system cards' section of the form.

(h) Where a TD or Appeals Committee wishes to include an element of the table result in a weighted score, the EBU RC requests that it should record the hypothetical legal auction through which that result is derived.

(i) 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.

(j) The L&EC noted a statement by a TD that in a situation where a deviation was recorded, no classification was required. This is wrong – recorded deviations should be classified.

(k) On certain hands the opening lead is important: the L&EC noted with dissatisfaction how rarely this box is completed.

(l) The L&EC considered a TD's report where they 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.

(m) 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.

(n) The L&EC noted a number of 'report of hand' forms where the type of infringement had not been recorded – either psyche, deviation, misbid or other. Furthermore, some forms were not classified when it was a 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.

7.5.2 Specific comments about Appeals Committees filling in forms

(a) The EBU RC 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 EBU RC considers it would be helpful if the Appeals Committee found out what was meant and recorded it.

(c) The EBU RC expect Appeals Committees to record some reasons for their decisions, not least because having nothing to say suggests that the decision was so obvious that consideration should have been given to imposing the appeal-without-merit sanction.

7.5.3 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) a player had failed to support a suit bid by partner when it appeared entirely normal to support it;

(b) the partner had in fact psyched, and did not hold the suit concerned;

(c) 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.

7.6 Role of the Club TD

7.6.1 General

The responsibilities of the TD at a club event are not different from those in the preceding sections but the emphasis is much different. The role of the TD is modified if the TD is playing in the event and there are particular considerations if a ruling is needed at the playing TD's table.

7.6.2 Good Practice for a Playing TD

7.6.2.1 Roles

There are separate roles in running an event: giving rulings, scoring, calling the move, dealing with slow play; and there may be more than one player performing one or more roles. It is important that there is one TD in-charge, with ultimate responsibility, and that the other TDs/assistants understand their roles and must defer to the TD in-charge.

7.6.2.2 Score queries

The scorer must recognise that some score queries/corrections are a matter of law and should be referred to the TD. For instance, if no result can be obtained then the TD should rule under Law 12C2 and it is up to the TD to decide between AVE+ / AVE / AVE− for each side.

7.6.2.3 Answering calls

Calls for the TD should be answered promptly but there is balance between inconveniencing other players at the TD's table and the players who need a TD. The TD may find another player (with some experience of the laws) to take a call for the TD; but if there is no other player available, the playing TD must take the call and give a ruling, even if the ruling is needed at the table the TD is playing.

7.6.2.4 TD unable to play a board

Having given a ruling at another table, the TD may gain too much information about a board the TD has yet to play. When the TD comes to play the board, they should explain the situation to the opponents and follow Law 16D (Extraneous Information from Other Sources). If the TD has to award an artificial adjusted score on the board, the opponents should get AVE+, but the TD's side should get (at most) AVE.

7.6.2.5 Judgement rulings

The playing TD need not attempt to decide a judgement ruling until the end of the session. At the table, the TD should gather the facts and record any statements the players want to make at the end of the hand. Later, the TD should consult and rule and tell the players.

An exception can be made in the case of disputed claims: it may be possible to resolve the number of tricks following discussion, if all four players (and the TD) can agree on the outcome.

7.6.2.6 Rulings at the TD's table

It may be unavoidable that the TD has to rule at their own table. For a book ruling, the TD should read the relevant law from the law book and offer to have the ruling reviewed at the end of the session.

For a judgement ruling, the TD should agree the facts with the other players at the table and record any statements from the players. The TD may need to find another TD to make the ruling, even if that means delaying the final result for a day or two.

7.6.3 Regulations

Some regulations are necessary: e.g. for use of bidding boxes, permitted agreements. If the club has no regulations, the club TD will need to adopt some regulations in order to give rulings.

See Law 81B1: the TD 'has power to remedy any omissions of the Tournament Organizer'.

8 Laws

Definitions

8.0.1 Artificial call: denomination

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

8.0.2 Artificial call: canapé [WBFLC]

In writing the definition the intention was not to deem it conventional [artificial] *if a natural opening bid carried an inference as a matter of general bridge knowledge that the hand held no longer suit than the one named.*

[WBFLC minutes 1998-08-24#5]

8.0.3 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]

8.0.4 Errors [WBFLC]

References to irregularities in the laws refer to irregularities committed by players. An action by a Director may be an error but this does not constitute an 'irregularity' within the meaning of the laws.

[WBFLC minutes 2001-10-30#5]

Law 1 The Pack – Rank of Cards and Suits

8.1.1 Defective pack

If a pack contains 52 cards but is defective (e.g. 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.

Law 4 Partnerships

8.4.1 Replacement of members of a team or pair

During a session (see §8.80.6), 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.

Law 5 Assignment of Seats

8.5.1 Swiss events

Unless otherwise indicated by the Conditions of Contest, in Swiss 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 §8.80.6). Similarly, in Swiss pairs a player may switch between East and West (for example) between matches.

Teams may not choose seats based on how the opposing team sit. If there is any such dispute, both team captains should submit their line-up (by compass direction) to the TD. These are to be submitted simultaneously, without knowledge of the opposing team's intentions. The TD then requires the teams to abide by these line-ups.

8.5.2 Extra boards in knockout teams events

The split-tie procedure for knockout teams (see §3.2.2) involves playing extra boards with no seating rights. Each team captain should be required to submit their 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.

8.5.3 Arrow-switched rounds and Howell-type movements in pairs events

In a pairs movement, where one pair remains at each table throughout the session, when there is an 'arrow-switch' round, the TD instructs the players to occupy their usual seats but to rotate the boards, so that East plays the North cards.

In other movements, where some moving pairs play other moving pairs ('Howell-type' movements), when pairs change direction, players should swap between the North and East seats or between the South and West seats.

In both cases, these provisions match the expectations of software as to where players will play.

Law 6 The Shuffle and Deal

8.6.1 Law 6D2

When preparing a set of boards for a simultaneous pairs event it is not in accordance with Law 6D2 to do anything other than deal a set of boards and then take it in its entirety.

8.6.2 Law 6D3: Redealing

Whether to redeal is generally a matter for regulation: §3.3 contains the EBU regulations on redealing.

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 the result when the board was played in the correct orientation was clearly favourable to one side, apply Law 86B1 (and do not redeal).
- If it is Swiss teams, score the board(s) as average minus to each side, see §4.1.1.1.
- If it is a teams match played in stanzas, and not the last stanza, replay the board(s) as part of the next stanza, with seating rights of that stanza, see §3.3.4.2.
- If it is a teams match played in stanzas, and the last stanza, but law 86A does not apply, replay it immediately with the same line-up, see §3.3.4.2; if Law 86A does apply, the board is cancelled.

Law 7 Control of Board and Cards

8.7.1 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 their cards, and is considered at fault if the player looks at them when the number is wrong. Accordingly, passing other than thirteen cards is not penalised automatically (see §2.8.2 items d/e). However, passing on the wrong thirteen cards is penalised since the recipient cannot tell the hand is wrong.

8.7.2 Shuffling at end of play and putting cards back in the board

It is now a requirement that players shuffle their cards before putting them back into the board. (Unless the TD instructs otherwise, see §2.1.3.) Like most other matters of procedure, the TD will not look for breaches but should make clear this is a requirement if asked.

8.7.3 Responsibility for table

8.7.3.1 The role of North

There is an impression amongst some players that only North is allowed to do anything. They assume North 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 laws, only moving the boards at the end of the round is the specific responsibility of North (Law 8). Scoring is normally done by North or South, and checked by East or West. For Bridgemate scoring, this is a requirement, see §1.6.7 – Bridgemate protocol.

8.7.3.2 Law 7D

A contestant who remains at the table is primarily responsible for maintaining proper conditions of play. With a n-type movement, that could be North-South; it could be East-West; it could be neither. If there is a stationary pair at the table, then only that side is at fault (for the purposes of Law 12C2) if the table plays the wrong boards.

The word 'primarily' (in Law 7D) does not mean that the other side is 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.

Law 9 Procedure Following an Irregularity

8.9.1 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 they may do so at a later time, but the player is obviously in breach of the intention of Law 9B1 (a). The player 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 soon 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 the TD 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.

Examples When doing the scoring the TD notices an error. Normally the TD will check with both sides before correcting it. But if that is impossible (perhaps because one or both pairs have gone home) the TD may still make an adjustment where they feel completely confident they know what the score should have been.

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

A score is entered on the Bridgemate as 2♥−1 by South on the lead of ♦K. Other heart contracts have been played by East-West and the hand records show ♦K is in North's hand. The TD will alter the result to 2♥−1 by *West* (on the lead of ♦K).

Subject to the above, provided a contestant applies to the TD before expiry of the correction period (see §8.92.1) they may not be denied a ruling or the opportunity to appeal a ruling. However, if because of the 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 9B1 (a). 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.

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. The player says they were 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.

Law 10 Assessment of rectification

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

Usually a player will know how they have 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: 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 their 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.

8.10.2 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 do they adjust? If the non-offending side would do better under one adjustment than the other, the TD should pick that one, i.e. the one that gives the non-offenders the better score.

Similarly, suppose there is a fielded misbid, which would give the non-offenders AVE+ (for an illegal agreement), and damage from unauthorised information. The TD should calculate what adjustment they would give from the unauthorised information, and then see whether that is better. If so, the TD adjusts that way; if not, they give them AVE+ for the illegal agreement.

8.10.3 Law 10C1: 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 they want 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 when they hear all the options.

Law 11 Forfeiture of the right to rectification

8.11.1 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 only at the end of a deal for a suspected revoke, or for the possibility of an opponent's call or play being based on unauthorised information from their partner. However, there are some cases where the right to penalise might be forfeited.

Example 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 declarer imposes a lead restriction (Law 50D2 (a)).

At the end of the play, the offending side call the TD and say that they were not aware that there were possible lead restrictions and that they could have defended differently to avoid potential disadvantage from the lead restrictions.

The ruling in this case would be to apply Law 11A; the defending side keep the score achieved at the table; but the declaring side get an adjusted score based on what the play would have been if the defenders had been aware of the potential lead restrictions.

Law 12 Director's discretionary powers

8.12.1 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 §8.12.5 for the procedure and §4.1.3 for the calculation.

8.12.2 Claims

When a TD has to decide a contested claim under Law 70, the TD is not assigning a score. Thus, none of this section applies: **the TD 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, and to a ruling on a cancelled concession under Law 71; see §8.69.2.

8.12.3 'Standard adjustment' and 'Standard penalty' for various methods of scoring

In order to apply Law 12C2 to various methods of scoring, there is a 'standard adjustment', which is the difference between average plus and average (or between average and average minus) for the purpose of Law 12C2. It is applied in the initial method of scoring (not Victory Points).

The 'standard penalty' is the amount of a standard (procedural) penalty and is applied in the final method of scoring (e.g. Victory Points if there is a conversion to Victory Points).

Penalties do not affect the scores of 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 (see §8.90.3).

Method of scoring	Standard adjustment	Standard penalty	Minimum unit
Match points	10%: Law 12C2 (a)	25% of top	0.0001 MP
Teams-of-four	3 IMPs: Law 12C2 (b)	6 IMPs	1 IMP
Teams-of-eight	Note (a)	8 IMPs	1 IMP
Teams-of-twelve+	Note (a)	10 IMPs	1 IMP
Aggregate / Total points	100 points	200 points	10 points
Point-a-board (2 points for a win)	0.5 point	1 point	0.1 point
Cross IMPs: Note (b)	2 IMPs per comparison	4 IMPs	0.0001 IMP
Butler scoring	2 IMPs	4 IMPs	1 IMP
Hybrid scoring	0.5 VP	1 VP	0.1 VP
Victory Points	matches of 5 boards or more	1 VP	0.5 VP
	matches of 4 boards or fewer	2 VP	Note (c)
	short triangles	as other matches in the event	

Notes

(a) The 'standard adjustment' for teams of eight or more depends on the number of missing scores, see §3.7.3 and §3.7.5.2.

(b) For Cross IMPs (and Butler scoring), 2 IMPs is an approximation to 3/√2 IMPs.

(c) If using a decimal WBF VP scale then the 'minimum unit of scoring' is 0.01 VP.

8.12.4 Keeping everyone happy?

Weighted score adjustments given under Law 12C1 (c) are popular. But the EBU RC warns TDs against giving weighted rulings 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 they decide to do so should they then consider how to adjust. Of course, the same applies to Appeals Committees.

8.12.5 When to deny redress

8.12.5.1 Introduction

When considering whether to award an adjusted score under Law 12, the TD must always bear in mind Law 12C1 (b), namely that the objective is to recover as nearly as possible the probable outcome of the board had the infraction not occurred. In particular, in misinformation cases, the question the TD must ask is 'would the non-offending side have got this right without the misinformation?', not 'should the non-offending side have got this right anyway?' It is commonly argued that the non-offending side had enough information to overcome any misinformation and that their failure to do so means that they have not been damaged. That is not the required standard.

Under Law 12C1 (e), the non-offending side does not receive relief for any damage caused, subsequent to the infraction, by 'an extremely serious error (unrelated to the infraction)' or by its 'gambling' action.

8.12.5.2 'gambling action'

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

(a) A gambling action may be related to the infraction.

(b) A gambling action is usually a deliberate action or positive decision by the non-offending side. An extremely serious error is, by its nature, generally an action that the player regrets immediately, i.e. a 'slip of the brain'.

(c) The standard for denial of redress should be 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-offender's action, it is normal to conclude that the action is gambling.

(d) Gambling actions are rare. Examples might be:

- A player uses Blackwood and discovers there are two aces missing so signs off at the five level. The opponents illegally (in breach of Law 73C) find a cheap save. If the player then bids slam in the hope that either it makes, or the TD will adjust the score back if it goes off, that could be considered 'gambling' as the other side also know there must be two aces missing.
- Passing partner's 'SOS' redouble in the hope that the opponents have had a bidding misunderstanding without any evidence to that effect. (Passing partner's SOS redouble in the belief that is the best available contract is a legitimate bridge decision.)

8.12.5.3 'Extremely Serious Error'

It should be rare to consider an action 'an extremely serious error'. In general, only the following types of action would be covered:

- Failure to follow proper legal procedure (e.g. 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 'an extremely serious error':

- Forgetting a partnership agreement, forgetting that partner is a passed hand or misunderstanding partner's call. The class of player and experience of the partnership are relevant. Treating a double of an opening 1S bid as penalties might be considered an extremely serious error by a strong player.
- 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. It is common in misinformation cases for a player to get 'tunnel vision': if they know from misinformation that there is a certain layout, they will not change that view during the play. It is sometimes possible to work out from the sight of dummy or the first few tricks that there must have been either misinformation or a misbid during the auction. Many people, including experienced players, do not correctly draw that conclusion if they have been misinformed, even if it would be considered obvious when given as an academic exercise away from the table.

8.12.5.4 '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 'an extremely serious error' has to be more directly related to the infraction to be given redress. Note that 'a gambling action' does not need to be related to the infraction.

If the TD believes that a player would have done the right thing in the absence of the infraction, the error is by definition related to the infraction and should not be penalised as 'extremely serious'. This is most common in misinformation cases but other types of infraction should be considered to the same standard.

8.12.5.5 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 '[extremely] serious'.

If the TD is considering ruling an action to be either gambling or an extremely 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.

8.12.5.6 Artificial adjusted score

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

Example One player psyched and their 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 gambling, the TD can reduce their score accordingly (see §4.1.3), while letting the offenders keep their AVE− and penalty.

8.12.5.7 Law 12C1 (e): Extremely serious error [WBFLC]

In Law 12, '[extremely] *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 12C1 (e)].

The standard for judging a '[extremely] *serious error' must be extremely high and the calibre of the player is also relevant.*

[WBFLC minutes 2009-09-08#6]

8.12.6 Score while suspended

A player is 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 match-pointed pairs (see §2.4.6). In addition, there may be a disciplinary penalty, the amount of which is at the discretion of the DIC.

8.12.7 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; see §8.12.10.

Example Declarer was playing 6♠ doubled which was clearly going four off, when they felt unwell because the room was very warm. They 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. The EBU RC has regulations based on this law (see §2.9.2.1), but the TD should only use this law as a last resort. Assigning is strongly preferred.

8.12.8 Law 12C2 (a): 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 the player had not done what they did then it would not have been cancelled, then they are 'directly at fault'. However, if it took the actions of both this player and someone else for the board to be cancelled then the player 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? The answer is the player who was not present for any reason has caused the board to be cancelled, so is directly at fault.

Note This may be clearer if 'at fault' is read as 'responsible'.

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−.

8.12.9 '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 12C2 (a).

'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. The TD 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. In this case, it is usually possible to get the half table into the movement in the scoring program, so the Bridgemates will not expect anything to be entered.

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

When the Director is empowered elsewhere in the laws simply to 'award an adjusted score' he refers to Law 12 to determine whether this will be an assigned or an artificial adjusted score. Law 12 intends that whenever he is able to award an assigned adjusted score he does so; if 12C1 (d) or Law 12C2 (a) applies the adjusted score is artificial.

Note that 12C2 (a) does not say 'no result has been obtained' but 'no result can be obtained', so that if a board is incomplete but has reached a stage when completion of the board can be foreseen an assigned score is appropriate.

[WBFLC minutes 2008-10-10#3]

8.12.11 Law 12C1: Assigned adjustment – general [WBFLC]

When there has been misinformation and a damaged side is to receive an adjusted score this should be assessed on the basis that the non-offending side is entitled to know the partnership understanding and to draw logical conclusions, given the information it received.

If given the correct information the partnership might or might not be aware that a misunderstanding had occurred, depending on the situation.

[WBFLC minutes 2003-11-09#2]

8.12.12 Law 12C1 (c): Assigned adjustment – example

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.

With Law 12C1 (c) the TD assigned:

10% of	6♠−1,	N/S +100
+ 20% of	4♠+1,	N/S −650
+ 40% of	4♠+2,	N/S −680
+ 30% of	6♠=,	N/S −1430

This is called a 'weighted score', as opposed to a 'split score' where the two sides get different scores. Scores which are both 'split' and 'weighted' are possible: see §4.1.4 for an example.

Note It is easier for players, scorers and TDs if weighted scores are shown in a consistent way, with the N/S scores listed in descending order.

Suppose that East-West in the other room scored 680, i.e. N/S −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

North-South would get −2 IMPs and East-West would get +2 IMPs: see §4.2.6.1 re rounding.

8.12.13 Law 12C2: Artificial adjustment [WBFLC]

'average minus' means the player's session percentage or 40% whichever is the lower.

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

[A member of the committee] *would not wish the laws to permit a total score in excess of 100% on a board unless both sides were entirely innocent.*

[WBFLC minutes 1998-09-01#3]

Note 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%.

If a non-offending side would be disadvantaged by an award of average plus (60%, or higher where [Law 12C2 (c)] *allows) the Committee does not consider a higher percentage may be awarded under* [Law 12C2 (a)]*. If the circumstances allow the Director may assign a score under Law 12A1.*

[WBFLC minutes 2000-08-30#9]

8.12.14 Split scores and sympathetic weighting

Split scores arise when the two sides are awarded non-balancing scores on a board. Split scores are specifically required by the following laws: Law 11A, Law 12C1 (e), Law 12C2, Law 43B3, Law 79B3.

Sympathetic weighting is the practice of biasing the weighting in an assigned adjusted score in favour of the non-offending side to ensure that that side does not lose out. Sympathetic weighting is not explicit in the laws, but it is not disallowed and is recommended by the EBU RC.

In some rulings, where both sides are (treated as) non-offending, the sympathetic weightings will be different for the two sides and there will be a split score: Law 82C, Law 86B1.

8.12.15 Weighted scores online

When the TD awards an assigned adjusted score which is weighted, the online platforms do not allow this adjusted score to be entered. Instead, the TD will enter a score as a percentage of the match points on the board – this artificial score attempts to recreate the effect of the assigned adjusted score.

The ruling can be entered as an assigned adjusted score, to appear in the EBU results only. The EBU results will differ from the results shown on the platform. See §2.5.6.

Law 13 Incorrect Number of Cards

8.13.1 53 cards in pack

If a board 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 §8.1.1.

8.13.2 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 standard penalty (see §8.90.2 and §8.12.3) to an offending side, but not always.

When one hand has 14 cards, but no player has identified their hand as only containing twelve cards, the deal can usually be corrected and played. For this reason, it is advisable, when called by a player with 14 cards, not to ask the other players to count their cards.

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.

Law 14 Missing card

8.14.1 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

8.15.1 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.

Law 16 Authorised and unauthorised Information

8.16.1 Unauthorised information not from partner

8.16.1.1 General

If a player accidentally gets some information about a board to be played, e.g. by overhearing the result, and (as they 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. The TD 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.

8.16.1.2 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.

8.16.2 What does a hesitation mean?

The EBU RC 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

Example

W	N	E	
1♠	Pass	3♠	(slow)

East might be considering a number of actions, i.e. the pause could have suggested either a 2½♠ or a 3½♠ bid.

8.16.3 Weighting when an action is disallowed ('Reveley' rulings)

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 (see Law 12C1 (c)). 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.

Illegal rulings which do include a weighting corresponding to a disallowed action are referred to by the EBU as 'Reveley' rulings.

8.16.4 'Hesitation Blackwood' and similar breaks in tempo

In some cases, a substantial break in tempo from partner may act as an alarm call, waking up partner that he has misbid. Players sometimes argue that Law 16B1 does not apply because (for example) the contents of their own hand is always authorised information. However, Law 73C still applies and the TD may award a procedural penalty.

Example Opener has ♠Qxxx ♥AKQJxx ♦Kx ♣x and the uncontested auction starts:

1♥	Pass	1♠	Pass
3♠	Pass	4NT (RKCB)	Pass
5♣	Pass	5♠	Pass
?			

Opener mistakenly responds 5♣ to Roman Key-Card Blackwood, systemically showing zero or three key cards. If partner had signed off in 5♠ in tempo, opener would likely have passed without thinking further. However, when partner takes a long time to sign off, that serves to alert opener to the fact that his response was unexpected and may cause him to look at his hand again, or to remember that they had recently changed their response scheme. The player is not allowed to 'wake up' in this manner and bid on if he has unauthorised information that partner was surprised by his previous call.

The responder to a Blackwood bid is normally expected to accept their partner's decision, and when that decision is after a pause for thought, responder is not permitted to continue except when partner 'cannot' have a hand on which slam will fail. (See *EBU Appeals 2000*, hand 2.)

While this is the normal case there are particular positions where it *might* be acceptable for a player to continue (where Pass is not a logical alternative), which include:

- Responder holds an unshown but useful void.
- After a response showing 0/3, 0/4 or 1/4, responder has the higher value.

These are expectations and do not supersede the definition of 'Logical Alternative' in Law 16B1 (b) – but if Pass is not a logical alternative, Law 73C2 may still apply.

8.16.5 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

8.16.6 Logical alternative

8.16.6.1 Is an action a logical alternative?

When deciding whether an action constitutes a logical alternative, the TD should decide two things.

1. The TD must decide whether a significant proportion of the player's peers, playing the same methods 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 a logical alternative.

   Serious consideration is more than a passing thought.

2. If a significant proportion would consider the action, then the TD must 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 a logical alternative.

8.16.6.2 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 a logical alternative. If a TD takes a poll and then it goes to appeal the TD should write the results of the poll on the form.

8.16.6.3 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 the player is average for the competition.

8.16.7 Did anyone hesitate?

When a TD is called for an alleged hesitation they 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 jump bid, the mandated ten seconds pause by left hand opponent is free thinking time (whether or not the Stop card was used). Any alleged pause is above and beyond that time. The TD should be satisfied whether the Stop card was used and that the hesitation was beyond the required ten seconds – the players may be ignoring the Stop card regulations.

8.16.8 Law 16A1 (d): Permitted information [WBFLC]

16A1 (d) allows the player use of his memory of information in the laws and regulations. It does not authorise him to look during the auction and play at the printed regulations, the law book, or anyone's scorecard or the backs of bidding cards etc. Neither does 78D authorise players to consult during the auction and play printed copies of the information given them under this law.

[WBFLC minutes 2008-10-10#3]

8.16.9 Law 16B: Unauthorised information from partner [WBFLC]

The committee noted extensive correspondence concerning unauthorised information derived from a question asked following an alert. […] *Such unauthorised information can arise.*

[WBFLC minutes 2001-10-30#8]

A question about the meaning of a call (even of an alerted call) may provide unauthorised information to partner.

8.16.10 An illogical alternative suggested by the unauthorised information

If a player (in receipt of unauthorised information) chooses an action that no one else would choose, that action is not a logical alternative (based on Law 16B1 (b)). If the action is suggested by the unauthorised information, the action is a breach of Law 16B1 (a).

Choosing an action which no one else would choose but which is suggested by the unauthorised information is likely to be a breach of Law 73C1 and subject to a procedural penalty (see §2.9.1.2 and §8.73.3)

8.16.11 Unauthorised information online

Significant hesitations and remarks ('table chat') are unauthorised information, which will constrain the player and can be subject to a ruling under Law 16B or Law 73C.

There can be reasons for pauses in an online game, due to the environment, but the TD is entitled to determine that a significant hesitation is nevertheless unauthorised information and rule accordingly.

Law 20 Review and Explanation of Calls

8.20.1 Asking about individual calls

This is permitted by Law 20F3, though unauthorised information may result. The dangers of doing so are considered in the EBU *Blue Book*, section 2E.

8.20.2 Questions asked for partner

Questions may not be asked just for partner's benefit: Law 20G1.

8.20.3 Law 20F: Answering questions [WBFLC]

If a player knows that his partner's call is conventional but says he cannot recall what was actually agreed the Director may in his discretion send the player away from the table and allow the partner to tell opponents in his absence what the agreement is. The Director must be called and no action may be taken before he arrives.

The partner continues in the auction on the basis that the player has understood his call, and does not use the unauthorised information that his partner is uncertain of the meaning. The Director is strongly urged to remain at the table whilst the hand is completed. This procedure is only for the exact circumstances described; it does not apply when the player says that the position is undiscussed or there is no agreement.

[WBFLC minutes 1998-09-01#8]

[…] *as to whether it is legitimate for a player to address a question to the player who has made the call asked about.*

This abnormal procedure can only be followed with the consent of the Director, who must be called, and at an appropriate time in the absence of the player's partner. Furthermore the Director must be persuaded that the circumstances require it: it is to be avoided absolutely that a player should be allowed to verify from player A (who made the bid) whether the explanation of his partner B was correct.

Players must correct their partner's explanations voluntarily at the due time specified in the Laws.

[WBFLC minutes 1998-09-01#14]

20F1 defines the manner in which, during the auction and play, a player may request and receive an explanation of the opponents' prior auction. At this time 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 diamonds preference", any reply to a further question "what would it mean if 4NT were Blackwood ?" is given voluntarily and not as a requirement of Law 20F1.)

[WBFLC minutes 2008-10-10#3]

Note This minute was questioned and discussed at a subsequent meeting *[WBFLC minutes 2009-09-*04*#7]* but a later meeting *agreed to abide by the 2008 minute [WBFLC minutes 2009-09-08#13]*.

When under Law 20F4 an explanation is corrected before the auction has closed the Director is pointed to Law 21B. This law does not indicate how the Director should then proceed but it was agreed that the player may use both the misexplanation and the correct information.

[WBFLC minutes 2009-09-08#12]

8.20.4 Review of the auction online

Where the online platform makes the auction available to players, players are allowed to review the auction, despite the words in Law 41 'this right expires when he plays a card'.

Law 21 Call Based on Misinformation

8.21.1 When is it too late to change a call?

8.21.1.1 When to call the TD

When a player corrects a misexplanation, they must call the TD. Otherwise, when a player finds that they have been misinformed they should call the TD, otherwise they will not be able to change their last call; they need not call the TD if they do not want to change their last call, and they fear calling the TD may create unauthorised information.

8.21.1.2 Changing the last call by the non-offending side

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 they find themselves misinformed but asks for an adjustment later they seem to have gained an advantage: instead of having to decide whether to change the last call that can be changed they expect to be able to rely on an adjustment that will give them the benefit of the doubt.

8.21.1.3 Changing the score

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

8.21.1.4 What to tell the TD

When the TD is called before the hand is completed, the TD will ensure the non-offending side have the correct explanation, and allow the last call by the non-offending side to be changed if appropriate. The TD will explain that if the non-offending side would have made different calls with the correct explanation, that will be addressed at the end of the hand.

Player should not tell the TD if they feel they have been damaged and what different calls they would have made, and the TD will not ask at this stage. If the players tell the TD what different

call they would have made with the correct explanation this can create unauthorised information; even if they leave the table to tell the TD.

At the end of the hand TD will have to judge whether the player would have made the different call, regardless of whether the player said earlier.

8.21.2 Misunderstandings

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

8.21.3 Law 21: Misinformation [WBFLC]

Acting upon misinformation which in the Director's opinion inhibits them from a presumed 3NT contract, a side arrives in a high level contract, which may appear to be a good contract but as the cards lie cannot be made.

A score adjustment is appropriate if the side is damaged, as in the specific example owing to the misinformation, but if the side is not damaged the laws do not allow of score adjustment. The WBF Code of Practice defines 'damage'. A player claiming to be damaged must convince the Director this is the case. The quality of the contract is not a consideration.

[WBFLC minutes 2000-01-12#5]

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 has been damaged since the score they obtained (5♣−1) is worse than the result without the misinformation (3NT=).

Law 21B1 applies in respect of a call that has been made; the Director is required to judge whether the call 'could well have been influenced by misinformation given to the player'. Unless he judges that in possession of the correct information (only) the player could well have made a different call no change of call under Law 21B1 is allowed nor is an adjusted score under Law 21B3.

[WBFLC minutes 2009-09-08#12]

Note If the required correction is not given at the end of the auction, it is appropriate to apply Law 72C and adjust on the basis that the non-offending side would have heard the original misexplanation and the correction.

Law 21B2 – When a player elects not to change a call because of misinformation, [Law 16C] *will still apply. The situation is analogous to the withdrawal of an original call followed by the subsequent replacement of the same call. Information arising from inferences that only become available because of the correction of misinformation is authorised to the non-offending side, but unauthorised to the offending side.*

[WBFLC minutes 2013-09-19#5]

8.21.4 Law 21B1 (b): Misinformation rather than misbid

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 21B1 (b) requires the TD 'to presume mistaken explanation, rather than mistaken call, in the absence of evidence to the contrary.'

Example

W	N	E
1NT	2♠	3♥

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

system card. However, when the responder admitted they had forgotten the pair were playing Lebensohl (which is shown on the system card) and this implies that 3♥ is forcing, this is evidence, and the TD may feel that the player has produced sufficient evidence to accept it was a misbid.

8.21.5 Law 21B1 (b): Deciding whether misbid or misexplanation

If a TD or Appeals Committee is not sure whether there has been a misbid or misexplanation they may not give a weighted score based on Law 12C1 (c) to reflect their uncertainty. They must make a decision one way or the other, remembering that Law 21B1 (b) requires them to presume mistaken explanation rather than mistaken bid in the absence of evidence to the contrary.

8.21.6 Misexplanation from self-alerts

An explanation of a player's own call (with screens or an online self-alert) which does not explain the partnership understanding is misinformation and can cause damage, even if the explanation accurately discloses the player's hand.

Law 22 Procedure after the bidding has ended

8.22.1 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 (Law 17D1). Declarer or dummy may consult their own system cards during this period. Furthermore, any player may consult their opponent's system card during this period (Law 40B2 (c) (ii); but also §1.6.4 (f)).

8.22.2 Failure to use a pass card correctly

The L&EC considered what happened when players did not properly complete the auction by playing a final pass card. It was acknowledged that many players at all levels do not always complete the auction in the prescribed way (examples included touching a pass card already on the table, sweeping up the cards before any lead has been placed on the table). Such an action will usually be deemed to constitute a Pass, but this should not be confused with the situation where a player picks up the bidding cards because of a misapprehension that the bidding is already over.

The TD needs to distinguish between a player who thinks it is their turn to call and picks up their bidding cards to denote that they are passing, and a player who mistakenly thinks the auction is already complete and picks up their bidding cards. In the first case, the player picking up the bidding cards will be deemed to have passed (because they intended to pass); in the second case, the player has not passed.

However, once a player has acted in this way, a lead has been faced and the dummy revealed then the play period has begun irrevocably regardless of the reason for pickup up the bidding cards; the auction is deemed to have been completed with a pass/passes. This should be contrasted with a lead before the auction has been properly completed, without the dummy being revealed, which should usually be dealt with under Law 24.

The bidding box regulations (EBU *Blue Book* 3M3) say that an action may be deemed by the TD to be a pass (e.g. general 'waft' of the hand, tapping cards already there, picking up the cards).

Example

W	N	E	S
1NT	3♦	double	pass
? *	(* at this point West starts to pick up the bidding cards)		

When the auction came back to the West, West thought that the double was actually a pass card and that they were therefore in the pass-out seat, and started to pick up the

bidding cards, without contributing a pass card to the auction. The player then realised that they were not in the pass-out seat and wanted to make a call. The TD would rule that picking up the bidding cards constitutes a pass and that pass cannot be changed.

Law 23 Comparable Call

8.23.1 Comparable call ruling in matches played privately

In a match played privately, with no neutral TD, it may be difficult to achieve a satisfactory ruling when the laws require a determination of a comparable call. This is a suggested procedure:

Firstly, the table should read the laws.

If possible, the offending player should take the opportunity to discuss their options with someone who understands the law.

Somehow, someone needs to rule on whether the replacement call is a comparable call, so that play can continue – this may well be the offender themself.

At the end of the hand, the players can decide if there is a problem; and then the captains can review the 'ruling' made at the table and may adjust the score as allowed by the relevant law (Law 23C or Law 27D). The captains may later agree to ask a neutral TD to review the 'ruling' at the table, treating the TD's ruling as a ruling of first instance.

Law 24 Card Exposed or Led Prior to Play Period

8.24.1 Law 24: Exposed card

A card exposed during the auction period but before the auction has commenced (between a player inspecting their cards and a call being made) is dealt with under Law 16D1.

Law 25 Legal and Illegal Changes of Call

8.25.1 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.

8.25.2 How to determine whether Law 25A applies

The main issue 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 the TD 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 (the call may be changed) or whether they had pulled out their originally intended call and subsequently there was a change of mind (the call may not be changed).

8.25.3 Change of call using bidding boxes

A call is made using bidding boxes when it is removed from the box 'with apparent intent' (see §1.6.2). 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.

If a card has been taken out of the box, so that the card is clear of the remaining cards in the box, the call has been made.

8.25.4 Law 25A1: Correction of an unintended call

The time limit for the application of Law 25A1 is 'until his partner makes a call'. The requirement that there is an attempt to change 'without pause for thought' is no longer in Law 25.

Example A player places a bidding card on the table then gazes off into space. Eventually, the player looks down and sees it is not the card they intended. So long as their partner has not subsequently called, they are in time, even if it is quite some time after the call was originally placed.

If LHO has called before this attempt to change LHO may withdraw their call without penalty (Law 25A6). The withdrawn call is unauthorised to the side that originally made the wrong call but authorised to the other side (Law 16C).

8.25.5 Law 25A3: 'no matter how he may have become aware of his error'

Note Previously, Law 25A3 was a footnote to Law 25A.

Example A player makes a call and partner alerts (or announces), and so the player looks to see what they have bid. If the player now recognises their unintended call, they may change it, regardless that it was partner's alert that woke them up.

8.25.6 Law 25A – match played privately online

Playing online with no TD, players should take care to only request an UNDO in the auction for a genuine misclick. Opponents should accept an UNDO request in the auction. Following an UNDO request the board should be completed, and if there is a dispute the players should seek a ruling, see §2.6.3.

Law 26 Call Withdrawn, Lead Restrictions

8.26.1 Reference from other laws to Law 26

There are several references to Law 26, e.g. in Law 27B2 'The lead restrictions in Law 26 may apply'. Such references mean the whole of Law 26 and not just the lead restrictions.

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

8.26.2 Law 26: Lead restrictions

In the 2017 Laws, Law 26 was substantially rewritten, based on 'Comparable Call' (Law 23); and further amended.

20 June 2017: Following a meeting of the WBF Management Committee, Law 26B is amended.

See https://www.worldbridge.org/wp-content/uploads/2017/06/RevisedLaw26B.pdf

Previous WBFLC minutes and EBU guidance are no longer relevant.

Law 27 Insufficient Bid

8.27.1 How to deal with an insufficient bid

When called to the table the TD should not automatically take players away but should always be ready to do so at the first sign that it might be necessary. Try to stop the offending player from saying anything – giving away less information sometimes increases the options open to them. If the offending bid could well be an unintended call, the offender should be given an opportunity to say so – but the TD should not ask directly.

Sometimes players will already have given so much unauthorised information that there is no point in trying to mitigate it; other times the situation will seem so clear that there is unlikely to be any need to find out any more before ruling.

What the TD should do is effectively to read (or better, paraphrase) the law as it is before allowing LHO to exercise their options. In presenting the options for replacement calls for offender, the TD should take account of the actual auction and concentrate on the options that are likely to be relevant.

Before deciding whether to accept, LHO does not have a right to know whether the offender had a non-barring replacement call available nor whether intending to use it. They may however ask questions about system and make their own decision based on that if they wish.

Something like:

> *You have the right to accept the insufficient bid if you wish and if you do the auction will continue without any further adjustment. Otherwise there are three possibilities*
>
> *(a) if the insufficient bid [specifies a denomination] and is corrected by the lowest sufficient bid which specifies the same denomination the auction will just carry on from there.*
>
> *(b) Otherwise, the insufficient bid may be corrected with a legal call (which in this case could be a double, redouble or pass) that is a 'Comparable Call'. That is a call that has at least as precise meaning as the insufficient bid. [It seems quite unlikely that such a call would be available in this case, but nevertheless the option is there if you think you can use it*]. If so the auction will just carry on from there but if you think this option might apply we should probably go away from the table to discuss it further before you make your decision*
>
> *insert this if appropriate
>
> *(c) Failing either of those two possibilities, the insufficient bid must be corrected by a sufficient bid or a pass (but not a double), the offender's partner would be barred from bidding for the rest of the hand and there will be lead penalties if the offending side ends up defending.*
>
> *In any of these instances, if the offending side appears to have gained from the insufficient bid there is a possibility that the result could be adjusted afterwards.*

Then:

> *So now the first decision is for LHO of offender: do you wish to accept the bid?*

If yes, obviously everything carries on from there. If no, ask the offending player if they need to go away to discuss things further or if they are happy to make their decision now.

If a player does make a decision without having any discussion with the TD, you may need to check with them afterwards that you are satisfied that they were entitled to do what they did. Otherwise, Law 27D (or Law 23C) might apply.

If the TD did go away from the table to find out whether or not a (non-barring) replacement bid was available, you should not say anything either way when you go back to the table. They may be able to work it out when the player makes the replacement call, but they weren't entitled to know that before deciding whether or not to accept.

Law 29 Procedure after a Call out of Rotation

8.29.1 Law 29C: Artificial calls out of rotation

Law 29C is often overlooked. The Law refers to 'Laws 30, 31 and 32', which in turn refer to 'comparable call (see Law 23A)'. If the call out of rotation appears to be artificial, this will change the 'meaning[s] attributable to the withdrawn call' (Law 23A).

Law 40 Partnership Understandings

8.40.1 Psychic calling

8.40.1.1 General

The regulations for psychic calls are contained in §1.4. Note that this includes regulations for and definitions of misbids and deviations. A few additional matters are included below.

8.40.1.2 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 §1.4.2.5). 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.

8.40.1.3 Partnership understanding from frequency of occurrence [WBFLC]

Note WBFLC minutes 2000-08-30#8, which appeared here, was withdrawn, see §8.40.6.

8.40.1.4 Adjustment for fielding

See §2.9.2 for how to adjust a score when the TD rules a psyche or deviation as red. There is no automatic adjustment for a fielded misbid.

8.40.1.5 Auctions which suggest a player does not have their 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.

8.40.1.6 EBU procedures on psyching

The EBU RC reviews psyches 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 EBU RC determines the new classification, the players are invited to explain their actions. The EBU RC also review misbids and other reports of hands reported to by TDs, and reviews the rulings made by the TD.

8.40.1.7 Misbidding a strong artificial opening

A psychic strong artificial 2♣ opening is permitted 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 *Blue 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 they have eight semi-solid spades and no other high cards saying that they want to be in game. If the player and their partner consider this the correct opening then the opening bid is not a departure from the partnership agreement and the player has not psyched. However, if 2♣ is a strong opening bid (EBU *Blue Book* 7C1 'any number of strong meanings') then the partnership understanding is illegal, and the pair will receive AVE− (unless they do worse than that on the board – see §2.9.2).

8.40.1.8 Opening 1NT with a singleton

Opening 1NT with a singleton should be properly disclosed (including announcing "may contain a low singleton" if it can be a *low* singleton, if there is an agreement or an implicit understanding. Otherwise, opening 1NT with a singleton can be recorded.

8.40.1.9 Opponents' views on psyche

When a TD is asked to record a psyche, they are expected to classify it. When classifying it the TD 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 the classification.

8.40.1.10 What is frivolous?

The L&EC concluded that this was a matter of judgement 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 their own side's score.

8.40.1.11 Psychic tendencies

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

8.40.2 Disclosure of methods

8.40.2.1 General

The regulations for system cards, alerting and the general approach to disclosure are included in the *Blue Book*.

8.40.2.2 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, they will know something about the factors that influence their partner's choices.

8.40.2.3 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, e.g. as to general principles in similar circumstances.

8.40.2.4 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 system cards are exchanged at the start of each round. It will often be preferable to refer an opponent who asks a question to the system card as well as answering the question. Answering the question might begin "We play unusual methods and … ".

8.40.3 Illegal agreements

If a pair uses an illegal agreement the board is scored as in §2.9.2. 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 gets a score of at least 40% on a board. The TD should consider the two infractions, namely misinformation and using an illegal agreement.

If the TD would adjust because of misinformation to a score that gives the non-offending side greater than 60% the TD should do so: otherwise the TD gives them AVE+ per §2.9.2.

8.40.4 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 §3.3.7 or §3.3.8.

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

8.40.5 The requirement for players to protect themselves

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 (e.g. by transmitting unauthorised information or waking the opposition up), failure to do so may prejudice the redress to which they would otherwise be entitled.

8.40.6 Law 40A3 and Law 40C1: Psychic calls and plays [WBFLC]

These are entirely legal so long as they are not based on a partnership understanding. A [so-called] 'psychic call' (or play) which is based on a partnership understanding is not properly called 'psychic' – it is a part of the methods of the partnership in question and subject to the regulations of the sponsoring organisation [Tournament Organiser] *authorised by* [Law 40C].

The committee affirms that a psychic call or play which is evidently identified by the course of the auction or play, as a matter of general bridge knowledge, is not the subject of an understanding peculiar to that partnership and is a legitimate ploy. Other than this an understanding may be created in the partnership by explicit discussion or by the implicit learning from repeated partnership experience out of which it may reasonably be thought the partner will recall and be influenced by earlier occurrences.

[WBFLC minutes 1998-08-30#5]

A player who normally plays a natural system but with a new partner agrees to play Precision. He forgets and opens 1♣ on a 12-count and five clubs. This is a misbid, not a psyche.

[WBFLC minutes 1998-09-01#11]

Minutes of 30th August, 2000, section 8, was reconsidered. It was noted that there is an obligation on players to make a proper disclosure of their understandings as to potentially psychic situations. Until a further review of the policy in the matter has taken place, and a new statement is issued, the said minute is withdrawn.

[WBFLC minutes 2002-08-27#4]

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

Interim regulation of 'encrypted' signals. Although the subject may be looked at in any major revision of the laws, general opinion was that the question is one for regulation rather than law. [Law 40B] *empowers a regulating authority to make such a regulation. If a good definition of this type of signal were available it could be offered to regulating authorities for possible use worldwide.*

[WBFLC minutes 2000-01-20#6]

Neither the WBF in its code of practice, nor the ACBL, recognises 'convention disruption' as an infraction in itself. The Chief Director referred to the requirement for the responder to give full information, including agreements relating to relevant alternative calls. The committee observed that the Director in forming an opinion as to the existence of a partnership understanding should take into account subsequent action in the auction. In relation to [Law 21B1 (b)] *the Director is required to determine what agreements the partnership has.*

[WBFLC minutes 2000-01-20#7]

Note 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.

A regulating authority has unrestricted powers to regulate conventions under [Law 40B] *. Attention was drawn to situations where these powers are used* […] *to ban the psyching of opening artificial bids in specified circumstances,* […]*.*

The committee deprecated reported occurrences of applying penalties when players err in their use of Ghestem except in the circumstances envisaged in the WBF Code of Practice.

[WBFLC minutes 2001-11-01#7]

8.40.8 Law 40B2: Written defences [WBFLC]

The Systems Committee (and any sponsoring organisation [Tournament Organiser] *likewise) has unrestricted power to identify any method as 'unusual' and to authorise reference to written defences at the table in countering such methods*

[WBFLC minutes 1998-08-24#2]

Example In some competitions, the Multi 2♦ may be permitted where other artificial openings are not permitted. It would be open to the Tournament Organisers to permit written defences against the Multi.

8.40.9 Law 40B2: Consulting system cards [WBFLC]

Law 40B2 (b) specifically allows a player to consult his system card or an aide memoire in the interval between quitting one board and commencing another. Any relevant regulation should also be taken into account.

[WBFLC minutes 2009-09-08#8]

8.40.10 Law 40B2: Regulating Authority options

See §1.6.4 for the selections made by EBU from the options in Law 40B2.

Law 41 Commencement of Play

8.41.1 Face-down lead is not a played card

If a *faced* opening lead is made by the wrong hand before the correct opening lead has been faced, any face-down opening lead is withdrawn and the faced card is treated as a 'faced opening lead out of turn'.

8.41.2 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.

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.

8.41.3 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.

8.41.4 Dummy not displayed properly

If dummy is displayed incorrectly so that all the cards are not visible or a card is in the wrong suit, this is an irregularity. If the defenders are damaged by not seeing dummy's cards when dummy is displayed incorrectly (according to Law 41D) they are entitled to redress – the defenders are not responsible for ensuring that all 13 cards are displayed. There is no penalty defined in Law 41D so the TD should award an adjusted score, according to Law 12A1.

Law 42 Dummy's Rights

8.42.1 Law 42A: Dummy's absolute rights

When declarer calls for a card from dummy that is a revoke card, dummy may ensure that dummy follows suit and the revoke is corrected: Law 42A3. [Even if dummy has lost their rights.]

Law 43 Dummy's Limitations

8.43.1 Law 43A1: What if dummy does call attention to an irregularity

If dummy draws attention to an irregularity, despite Law 43A1 (b), the TD must rule on the irregularity, as if (say) declarer had drawn attention – as required by Law 81C3 ('becomes aware in any manner'). But the TD should issue a procedural penalty for the breach of Law 43A1.

Law 45 Card Played

8.45.1 Law 45C4 (b): 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 declarer's left and declarer said "king". A few seconds later declarer tried to change it to a small card. The TD must consider whether the designation was unintended. Since it appeared that declarer had only tried to change the card from dummy when declarer realised, they 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.

The time limit for the application of Law 45C4 (b) is 'until he next plays a card from either his own hand or from dummy'. The requirement that there is an attempt to change 'without pause for thought' is no longer in the Law.

8.45.2 Law 45D: Card misplayed by dummy

Law 45D2 says what happens if it is too late to change a card misplayed by dummy: cards remain as played and, if dummy led to the trick, the card misplayed by dummy becomes the card led (for the purposes of Law 44).

8.45.3 Law 45F: Dummy indicates card [WBFLC]

The Director should not adjust the score if the player would have played the indicated card anyway […]*. Dummy is liable to a procedural penalty.*

[WBFLC minutes 2008-10-10#3]

Law 46 Incomplete or Erroneous Call of Card from Dummy

8.46.1 Law 46: "Run the clubs" [WBFLC]

Declarers sometimes give an instruction to Dummy to run a suit […] *without giving, as is procedurally correct, a separate instruction for each card. A question can arise as to when the second, or a later, card is played from dummy, since the Declarer is not able to stop play of the card once it is played. The Committee ruled that the card is deemed to be played when Declarer's RHO follows to the trick.*

However, the committee deprecates instructions given to Dummy in this irregular manner.

[WBFLC minutes 2000-01-12#6]

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.

Law 47 Retraction of Card Played

8.47.1 Retraction of played card after correction of misinformation

If declarer or dummy corrects misinformation after the opening lead is made, the opening lead may be changed (even if has been faced) unless dummy has been exposed.

If any player corrects misinformation, the TD should be called, see §8.21.1. If declarer or dummy corrects misinformation after the opening lead is made, but the TD is not called and the lead is not changed, there need not be any adjustment subsequently. The TD should deny redress if the non-offending side should have known to call the TD at the time.

Leads/plays after the opening lead may only be changed if misinformation is corrected after the card is played and no subsequent card has been played; this is rare.

Law 50 Disposition of a Penalty Card

8.50.1 Law 50: Beneficial effect of a penalty card [WBFLC]

If possession of a penalty card has a beneficial effect for the offending side, the Director may have recourse to [Law 72C].

[WBFLC minutes 1998-08-24#4]

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

8.50.2 Law 50E: Knowledge of major penalty card

Example

Dealer West, EW vulnerable:

W	N	E	S
1NT	pass	pass	4♠
pass	pass	pass	

1NT is 15-17. West leads a club, East plays ♠A, East notices this is a revoke, substitutes ♣2, and South ruffs; the ♠A is a major penalty card. South now leads a small spade and West, holding ♠K doubleton, would have a guess (if it were not for the knowledge of ♠A). It is legal for West to play small but the TD may adjust the score on the basis that West might get this wrong without the information from the penalty card.

8.50.3 Law 50D: Penalty cards for both defenders

In the case where both defenders have penalty cards, the possible lead restriction on partner takes priority over that caused by the player's own penalty card.

For example, West is on lead: West has ♠J as a penalty card and East has ♠7 as a major penalty card.

- If South (declarer) forbids a spade lead, the ♠7 must be put back in East's hand, while West cannot lead their penalty card (for as long as West remains on lead).
- If South demands a spade lead, ♠7 goes back and West has to play ♠J.
- If South does not exercise their options related to East's penalty card, West has to play ♠J and East's ♠7 remains as a penalty card, and must be played to the trick.

The TD explains these consequences before declarer makes their choice of lead penalty.

8.50.4 Law 50, preamble: 'unless the Director designates otherwise'

There is no limit in the laws on the ability of the TD to designate otherwise and it can be applied whenever the other side has contributed to the situation that has led to the card becoming a penalty card.

Law 58 Simultaneous Leads or Plays

8.58.1 Visible

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

8.58.2 Minor penalty card if two cards visible?

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

Law 61 Failure to Follow Suit – Inquiries Concerning a Revoke

8.61.1 A player believes they may have revoked

A player believes that they 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.

8.61.2 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 the player is surprised: this tells their 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.

Law 63 Establishment of a Revoke

8.63.1 Law 63A4: Disputed claim – revoke by other side not established [WBFLC]

If a defender revokes and Declarer then claims, whereupon a defender disputes the claim so that there is no [agreement], the revoke has not been established. The Director must allow correction of the revoke and then determine the claim as equitably as possible, adjudicating any margin of doubt against the revoker.

[WBFLC minutes 2000-01-12#3]

Note

- The minute is still relevant as the last part is not explicitly stated in the law book, see §8.70.3.
- Law 63A4 Says that a revoke is established if the offending side claim or if there is agreement, but not if the opponents claim and the offending side dispute the claim.

Law 64 Procedure after Establishment of a Revoke

8.64.1 Ruling following a revoke

Normally a few questions elicit the required information to apply Law 64A.

(a) Who revoked?

(b) Who won the revoke trick?

(c) Did the offending side win any subsequent tricks?

If declarer revoked and the players answer "declarer" to (b) it is wise to ask "In which hand?" – the players may not appreciate the significance of the difference between declarer and dummy.

8.64.2 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 TD rule?

The TD should act under Law 64C2 (b) to restore equity, as though there had been no revoke by either side. Law 64B7 makes it clear there are no rectification tricks.

8.64.3 Two revokes by same player

A player revokes, and then again in the same suit. Law 64C2 (a) comes into play and the TD calculates the equity position after the first revoke if there had been no revoke, and then adds a trick penalty for the first revoke. See §8.64.4.

8.64.4 Law 64C: Two revokes [WBFLC]

If there are two revokes on the same board 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]

Note 'the position after the first revoke' means the position after the first revoke is established; and includes the one- or two-trick penalty for the first revoke.

8.64.5 Revoke by dummy

Suppose that when dummy is faced a singleton diamond is hidden completely by the heart suit, giving the appearance of a void in dummy. Declarer plays 4♠, wins the opening lead and immediately ruffs a diamond in dummy. Some tricks later when the hearts are played, dummy's diamond is revealed. Under Law 64B3 there is no automatic rectification for a revoke by dummy but the TD should apply Law 64C1 and check for equity. Any tricks that were won which could not have been won in normal play will be transferred. See §8.41.4 for the general case where defenders are damaged by not being able to see all dummy's cards.

8.64.6 Law 64C: Adjusted score

Law 64C instructs the TD to assign an adjusted score when necessary to compensate the non-offending side following a revoke. Assigning an adjusted score is an application of Law 12C1 and so the TD can award a weighted score, and the TD should do so if there is uncertainty in the number of tricks without the revoke.

Law 66 Inspection of Tricks

8.66.1 Online

Where the online platform allows players to view the previous trick, players are allowed to view the last played trick until they play to the next trick; Law 66C notwithstanding.

Law 67 Defective Trick

8.67.1 Player still thinking whilst play to following trick has started

If, while a player (RHO of declarer) is still considering their 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.

Law 68 Claim or Concession of Tricks

8.68.1 Play may continue after a claim or concession

An opponent of the player who claimed or conceded may suggest that play continues, and the other players may agree. If all players agree and they do play on after a claim, the subsequent play stands and the TD will not alter the result.

If the TD is called while play is suspended, play cannot continue. The TD follows Law 68D2 (a), or Law 68D2 (b) (i), and applies Law 70.

8.68.2 Law 68B: Objection to concession

Law 68B2: 'if a defender attempts to concede one or more tricks and his partner immediately objects; neither a concession nor a claim has occurred.'

Law 16 may apply 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 their cards until everyone has accepted their concession/claim.

8.68.3 Claims online

8.68.3.1 Claims on BBO

(a) If there is a claim and the opponents rejects the claim, play continues - Law 68D2 applies.

(b) If there is a claim and the opponents rejects the claim and call the TD, the TD can allow play to continue, as in (a).

But if the TD find that the claimer could be informed by the objection to the claim, the TD will rule in accordance with Law 70 on Contested Claims. To enable the board to be finished, the TD will instruct the players to claim and accept the claim, for the TD to adjust the score when the TD has ruled.

(c) If there is a claim (which has not been accepted) and the round ends (and play is curtailed), then the TD will rule on the claim using Law 70, as if the opponents had objected to the claim. The opponents may need to call the TD after the round, to request a ruling.

(d) If there is a claim and the claim is accepted but the opponents subsequently disagree, the TD will apply Law 69B.

If one defender concedes and the other objects but the declarer accepts the claim/ concession, then play ceases – there is no option for play to continue. In this case, or any case where one side object to their side conceding tricks, the TD will apply Law 71.

8.68.3.2 Claims on RealBridge

(a) If there is a claim and an opponent objects, the opponents should (reject the claim and) call the TD.

(b) If there is a claim and an opponent objects and calls the TD, the TD will rule according to Law 70.

(c) If there is a claim and the TD is not called and play continues, the other side are deemed to have suggested that play continues – Law 68D2(b) applies.

Law 69 Agreed Claim or Concession

8.69.1 The difference between a concession and an agreement

When a player announces they will lose some tricks they have conceded. When a player's opponent says they will win some tricks they have claimed. If the player's opponent claims, and the player accepts this, they have agreed. Both agreement (to an opponent's claim) and concession are acceptance that opponents will win tricks, and both may be withdrawn; but different laws apply to withdrawn agreement and a withdrawn concession.

If one side claims and the other side later disagrees with the number of tricks claimed, Law 69B applies. But if one side makes a claim or concession and that side later disagrees with the number of tricks conceded, Law 71 applies.

8.69.2 Law 69B: Agreement withdrawn [WBFLC]

In no circumstances can the application of Law 69B2 lead to a weighted score. The law requires that 'such trick' shall be transferred or not transferred as determined by the Director's ascertainment of facts.

[WBFLC minutes 2009-09-04#9]

Note If the TD considers that 'a player has agreed to lose a trick his side would likely have won' then they transfer such a trick. Such a decision may not be weighted.

Law 70 Contested claim or concession

8.70.1 Interpretation of Law 70A

The TD is required to simply use their 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'.

8.70.2 '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 not be '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.

8.70.3 Revoke

If one side revokes then the other side claim, the claim does not establish the revoke, as it would if it was a revoke by the claiming side. If the revoke was during the preceding trick, and the claim is disputed, then the revoke is not established. The TD should assess the claim on the basis that the revoke is corrected; see §8.63.1.

If there has been a revoke (or other infraction) and a disputed claim, the director rules any doubtful point in assessing the claim against the offending side, not against the claiming side. Both Law 70A and Law 84D instruct the TD how to rule on 'any doubtful point', but Law 84D takes precedence when there is an offending side.

8.70.4 Missing trump

A declarer who is unaware of a missing trump is 'careless' 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 (♦9), two spade winners and a heart winner. The defence can ruff the heart with their outstanding small trump.

Despite declarer swearing that they knew there was a trump out, if they are too careless to mention it, then they 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. Declarer cashes one round and says "All mine" when both players follow. They clearly have not forgotten the outstanding three trumps and the claim is good.

8.70.5 Top down?

A declarer who states that they are 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 them three tricks since it might be considered not 'normal' to play the 5 first. However, with 754 opposite void it may be considered 'careless' to lose a trick to a singleton six.

8.70.6 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. They appear to have forgotten their ♦J is not a winner. It is 'careless' that they should discard some other winner to retain the ♦J.

8.70.7 Law 70: Contested claim [WBFLC]

Suppose a player claims, and part of the claim is to discard a club on dummy's diamond. Unfortunately the player will have to follow suit at that time: how does the TD rule? (Or if there is any other irregularity embodied in a claim?)

When there is an irregularity embodied in a statement of claim the Director follows the statement up to the point at which the irregularity (as for example a revoke) occurs and, since the irregularity is not to be accepted, he rules from that point as though there were no statement of claim but should take into account any later part of the claim that he considers still to be valid.

[WBFLC minutes 2001-11-01#3]

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

It is assumed declarer would see cards as they would be played and to take account of what he would see.

[WBFLC minutes 2001-10-30#3]

Sometimes the deal would become clear if it were played out.

Example Declarer (South) claims but has forgotten about an outstanding trump. If East has the trump and when East could ruff South would be able to over-ruff, then it can be assumed that South would not lose a trick to the outstanding trump.

8.70.9 Claim can be seen to break down – when can claimer change line?

Suppose it is explicit or implicit in declarer's claim that a long suit will be good (if played from the top) but in fact the suit is breaking badly and the long cards in the suit are not good. Is it normal for declarer to continue to play the suit, when the bad break has come to light, or in adjudicating the claim, can declarer be assumed to try a different suit for the tricks they need?

The EBU RC is aware that different attitudes to this question are sometimes expressed, in both rulings and TD training. Some would allow claimer the benefit of noticing that the suit has broken badly (for instance) and to depart from their original line.

The interpretation/implementation of Law 70 in the EBU remains that it is careless, and therefore 'normal', for the claimer not to pay attention to cards played by the other side, and that claimer will continue with the original line, subject to §8.70.8.

Law 71 Concession Cancelled

See §8.69.1.

Law 72 General Principles

8.72.1 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 overall success in the event. If a Tournament Organiser wishes to prevent such tactics then the competition should be designed accordingly.

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.

8.72.2 Law 72C: Examples

For references to the use of Law 72C, see §5.1.3 (twice), §8.21.3, and §8.50.1.

Law 73 Communication

8.73.1 Hesitating with two small cards

Pausing to consider whether to signal is an infraction, under Law 73D1. 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 73E2.

8.73.2 Pauses at trick one

8.73.2.1 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 they have been misled; indeed, such a pause is recommended practice.

8.73.2.2 Pause by third hand

Similarly, a reasonable pause by third hand should not usually be considered to transmit any unauthorised information to partner, nor to convey potentially misleading information to declarer. No disclaimer is necessary.

The freedom for third hand to think about the deal generally at trick one applies irrespective of their 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 rarely entertain claims that declarer has been misled by a pause from third hand at trick one. This is especially the case if declarer has failed to pause before playing from dummy.

8.73.3 Law 73C: Requirements of players in receipt of unauthorised information

Procedural penalties should be applied in aggravated circumstances where players ignored their requirements, whether or not there has been a Law 16 adjustment (see §2.9.1.2).

8.73.4 '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 with a natural 2NT which partner describes as artificial, and partner then bids 3♣ or 3♦ which is presumably systemically 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.

8.73.5 Supplementary question after an incomplete explanation cannot mislead

An opponent gives an incomplete explanation in response to a player's question and the player asks a supplementary question because they expect the explanation is incomplete. That supplementary question cannot mislead: it is a demonstrable bridge reason to extract a proper explanation, regardless of the hand the player holds.

Example West (on lead) asks South about a 5♥ response to 4NT (RKCB). South says "2 key cards" but the agreement is "2 key cards and not the queen of trumps"; so West asks "without the queen of trumps?" This is a proper question regardless of whether West does or does not hold the queen of trumps. South will not get an adjustment under Law 73E2 if they assume West cannot have the queen of trumps to ask the question.

Law 75 Mistaken Explanation or Mistaken Call

8.75.1 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.

If declarer or dummy believes partner may have misinformed the opponents, there is an absolute requirement to correct the mistaken explanation before the opponent's opening lead. The player should also call the TD at this stage. (See also EBU *Blue Book* 2D5.)

8.75.2 Law 75B: Correcting errors in explanation [WBFLC]

A declarer or dummy who corrects his partner's explanation at the end of the auction must explain his partnership agreement. If his hand does not conform to the corrected explanation he must be especially careful to ensure that he is right in his understanding of his partnership agreements.

Whilst no obligation exists he is free to be helpful to opponents with complete gratuitous information as to fact concerning his action (but not where such action is purposeful – e.g. psychic).

[WBFLC minutes 1998-09-01#13]

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 declarer to comment further, perhaps by pointing out that a full 18 count is unlikely because they did not break a transfer.

Law 76 Spectators

8.76.1 Kibitzers at EBU events played in public

In EBU events played in public (including parts of competitions, such as the *Crockfords Cup* 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.

8.76.2 Basic rules for kibitzers

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

Law 78 Methods of scoring and Conditions of Contest

8.78.1 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. *EBUScore* bridge scoring program follows all the recommendations.

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

8.78.2 Law 78D: Availability of Conditions of Contest [WBFLC]

See §8.16.8 – *WBFLC minutes 2008-10-10#3.*

Note 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.

8.78.3 Law 78D: other scoring methods

Law 78D states that 'If approved by the Regulating Authority other scoring methods (…) may be adopted'. The EBU, as the Regulating Authority in England, has approved the following additional scoring methods.

8.78.3.1 Methods of Scoring Approved and Recommended by the EBU

'Original' forms of scoring

- Total points, with honours counting (*Hubert Phillips Bowl* scoring)
- Point-a-Board: a difference of 10 points either counts as a win or a draw, as determined by the Conditions of Contest of the competition in question
- 'Instant' scoring, where a score in IMPs or match points is calculated by comparison with a published scorecard rather than with the results from other competitors (e.g. 'Play with the Experts', 'Instant match points')

Conversion of the original form of scoring to a final ranking

- Carry-forwards: multiple session events with a carry-forward counting towards the final ranking (with any original form of scoring).
- Victory Points, where the margin in any original form of scoring is converted into VPs using a defined scale, for matches with any number of boards from 5 upwards. VP scales other than those published in the *White Book* may also be used, e.g. the full (decimal) WBF scale is used in the Premier League and other trials.
- IMP scoring across multiple matches with a cap on the total winning margin.
- 'Hybrid' scoring: a VP scale using a combination of multiple original forms of scoring such as both point-a-board and IMPs (e.g. Patton, Pachabo).
- 'Play with the Experts' scoring: the winning score is the one with the highest positive deviation from the average score in the same direction.

8.78.3.2 Methods of Scoring Approved but not Recommended by the EBU

- Teams-of-8 IMPs, where all four table results are added up and the result converted to MIMPs (modified IMPs) using an adjusted conversion table, see §3.7.1. (Cross IMPs is preferable.)
- 'Add up and imp': teams of eight scoring where all four table results are added together and the result converted to IMPs using the standard IMP conversion table. (Either cross IMPs or the modified IMP table is preferable.)
- Butler IMPs: a form of scoring for pairs events where each result is imped against the average result for all tables, sometimes with one or more extreme results removed. (Cross IMPs is preferable.)
- VP scales for matches of four boards or fewer (total IMPs is preferable).
- Win-Loss scoring: a form of VPs where a win is scored as 1, a loss as 0 and a tie as ½.

Law 79 Tricks Won

8.79.1 Time limits – correction period

The EBU regulations for correction periods are given in §2.5. 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. 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.

Authorities should allow a longer period, at least 48 hours, for later scoring errors – see §6.1.6.

See §8.92.1 for other correction periods.

8.79.2 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.

8.79.3 Correction periods: Law 79C and Law 92

In the laws, the correction periods of Law 79C relate to errors in the score, while the correction periods of Law 92 relate to rulings and appeals. For historical reasons, some laws refer to 'the correction period established under Law 79C' even when application of the law requires a ruling by the director. Nevertheless, the correction period for a ruling by the director is the 'correction period' for 'rulings' defined in §2.5.1, even if it a ruling under a law which refers to Law 79C.

The one exception in §2.5.1 is Law 87 'Fouled Board'. Contestants may not be able to detect there has been a fouled board until they see board scores from other tables, so a long correction period is available to correct the scoring of a fouled board.

Law 80 Regulation and Organisation

8.80.1 Competition regulations, authorities and organisers

The EBU has delegated Regulating Authority powers (Law 80A3) to EBU county associations and clubs, except for those powers under Law 80 itself, and powers under Law 89 (illegal communication) and Law 93C (procedures for further appeals).

This does not constrain clubs and counties from dealing with disciplinary matters themselves and for clubs to refer these matters to their county association – except where the disciplinary matter concern illegal communication (in the sense of Law 89).

For events played in England run by the WBF or the European Bridge League that body is the Regulating Authority. For other events played in England, including events run by the EBU, the EBU is the Regulating Authority. For events run by the EBU, the EBU is also the Tournament Organiser.

When players enter a competition, they accept the Conditions of Contest. If it is organised by the EBU, they agree to abide by the current *Laws of Duplicate Bridge*, the EBU *Bye Laws*, regulations and directives of the EBU, and the procedures that have been laid down for their application. The EBU 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 to 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 (e.g. 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 §0.3.

8.80.2 EBU regulations

There are regulations published by the EBU RC: in the *Blue Book* and in this *White Book*. Regulations for specific competitions (Conditions of Contest) appear in the programme for those events.

The Selection Committee publish regulations for the competitions it organises: The Premier League and other trials; the regulations are the Conditions of Contest for those events.

8.80.3 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 they should be informed. The TD will take any action they see fit and make a confidential report to the 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 EBU Conduct Committee and marked 'PRIVATE'. Contact details can be found in §0.4.

The complainant must not discuss the matter with others, even if they are members of the Board, the Regulation Committee, the Conduct Committee, the Prosecution Panel or the Disciplinary Panel, 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 Conduct Committee are protected by qualified privilege from legal action, as are the members of the Conduct Committee and the Disciplinary Committee when acting to fulfil their duty under the EBU *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 Conduct Committee when the member is not acting within the Conduct Committee 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 them grave offence, as for instance by making public a defamatory statement about their behaviour, or by refusing to play against them in a competition at a club, county or national event.

The Conduct Committee and the Disciplinary Committee must act in accordance with natural justice. For instance, members of the Conduct Committee and 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 comfortably satisfied for an allegation to be proved if there is any allegation of dishonesty, or in other cases proved on the balance of probabilities.

Comfortably satisfied is a standard of proof that is stated to be lower than the criminal standard of *beyond reasonable doubt* but higher than the civil standard of *balance of probabilities*.

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

EBU members and participants in its competitions may obtain a copy of the EBU *Bye Laws* and disciplinary rules from the EBU:
https://www.ebu.co.uk/information-resources/official-documents#bye-laws.

8.80.4 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 – see §2.4.9.

Master Points and prizes are re-issued in accordance with the revised ranking list.

8.80.5 Sit-outs

Contestants who sit out for a set of boards receive their average for the whole stage of the competition involved, not their average for the session involved. This is done by factoring their score by the number of boards played.

8.80.6 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.

8.80.6.1 Specific definitions of session in Swiss events

(a) For the purposes of Correction periods (see §2.5.4) in Swiss events, a session ends at the end of a match – but '20 minutes of non-playing time' will not occur until a major break.

(b) For the purposes of

- When players may replace each other in teams (see §8.4.1).
- When players may change directions (see §8.5.1).
- Adjusting AVE+ and AVE− (see §4.1.1.1).

In Swiss events, a session ends at the end of a match.

8.80.6.2 Specific definition of session for other events

For the purposes of adjusting AVE+ and AVE− (see §4.1.1.1) in an all-play-all stage (of a competition), a session is the whole stage of the competition. This may be a suitable definition for some other events, and can be specified in the Conditions of Contest.

See note in §2.4.2 for the definition of 'all-play-all'. Examples of an all-play-all stage of a competition are: the entire event is all-play-all, or an all-play-all final.

8.80.6.3 Default definition of session

For the purposes other than those listed in §8.80.6.1 and §8.80.6.2, a session ends when there is a major movement of the sections or there is a major break and corresponding calculation of scores.

8.80.7 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 be the EBU Chief Tournament Director 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.

8.80.8 Laws with Regulating Authority powers/options which are delegated

Law 1B – symmetrical face of cards

Law 12C2 – artificial adjusted scores

Law 16B – reservation of rights

Law 18F – different methods of making calls – e.g. bidding boxes

Law 20 – REVIEW AND EXPLANATION OF CALLS

LAW 40 – PARTNERSHIP UNDERSTANDINGS

Law 41A – face-up opening lead

Law 70E2 – "from the top down"

Law 73D3 – mandatory pauses

Law 76 – SPECTATORS

Law 78D – approval of other methods of scoring

Law 86B3 – variation of regulations for adjustments

Law 81 The Director

8.81.1 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 they have been damaged by an irregularity or an impropriety, they must wait until the end of the deal before calling the TD again for a ruling.

8.81.2 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.

8.81.3 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 where the TD has discretion, they should remember that, for such players, bridge is more a social event than a matter of serious competition. See §2.8 – Schedule of Standard Penalties.

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 their 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 their rulings – what may seem routine to them may seem confusing to such players. Even if another table is calling the TD should not leave a table until they know they have 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.

8.81.4 Slow play

8.81.4.1 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 pressured 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.

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.

The TD should not cancel a board because the table is late, once the auction period has commenced. If the table is told not to play the board before it is played, the board is cancelled and an artificial adjusted score awarded (Law 12C2). If the table do start to play the board, having been told not to, the board is cancelled and there should be procedural penalties for ignoring the TD's instruction (Law 90B8).

8.81.4.2 Pairs events

If the TD is unable to establish which pair is to blame, then the TD should award average for each board removed. A non-offending pair is entitled to AVE+, and an offending pair receives AVE− (see §4.1.1.1).

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.

8.81.4.3 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 depend on the sequence of boards played at the two tables. 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.

8.81.4.4 Pairs events on BBO

Pairs events on BBO are run under a regime where the round ends after a fixed time and the play of any unfinished boards is curtailed. If there are only at most four tricks remaining, the platform will assign a result based on the outcome from robots playing on from the point where play was curtailed. If there are more than a few tricks to be played, the TD will assign a score based on the auction and play that occurred.

It is possible for slow play to result in an advantage for one side; for example, if declarer can avoid taking a two-way guess until the last four tricks and the round ends before the board is finished, the assigned score will be the outcome where declarer always 'does the right thing'.

If the side that was responsible for slow play gains an advantage in this manner, the TD can assign an adjusted score: for example, a weighted outcome between normal lines.

The laws expect an artificial adjusted score for boards which are not completed (Law 12C2) but a WBFLC minute (item 3 of the minutes of 2008-10-10) allows an assigned score 'if a board is incomplete but has reached a stage when completion of the board can be foreseen' (see WB 8.12.7 and WB 8.12.10). This allows the TD to award an assigned score, rather than an artificial score, when a board has been curtailed by the online platform. If the assigned score is weighted it may have to be entered as a match-point percentage (or IMP score), due to limitations of the online platform, see §8.12.15.

8.81.5 Recording deals

The TD is expected to record the deals whenever there is a red or amber psyche or deviation. The TD 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, as an Appeals Committee or the EBU RC might see the matter differently. See §8.40.6.

The TD is expected to record the deals whenever there is a fielded misbid and to give details of the ruling given (but not to classify the misbid).

The TD also records other deals where there is some matter of interest for the EBU RC, for example if a completely incredible bidding sequence comes to their attention which could possibly suggest some problem, even if they are 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 they consider it inappropriate.

When asked to record a psyche 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 the call was fielded should be considered.

8.81.6 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.

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

81C2 requires the Director to advise 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]

8.81.8 Law 81C7 and Law 93B3: Appeals Committees' difficulties [WBFLC]

An appeals committee has the power in [Law 81C7] *to refer a matter 'to the appropriate committee'. The committee urges strongly that where an appeals committee has a difficulty with the law as given to it by the Director, its first step should always be to invite the Director to reconsider his interpretation of the law as is provided in Law 93B3.*

[WBFLC minutes 2001-11-01#6]

Law 82 Rectification of Errors of Procedure

8.82.1 Director's error

Law 82C is concerned with an error by the TD. In many cases the TD can recover. If they cannot then Law 82C permits the TD 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 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. The TD later realises that it will always make nine tricks. Despite the obvious embarrassment the TD 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 a senior colleague explains. Now the TD realises that the score should be adjusted from 6♠ doubled making in one direction to 6♥ doubled making in the other direction. Giving AVE+/AVE+ is not an option! The TD 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 §2.9.2. However, worse is to follow when the TD discovers it was not illegal anyway! Since the board was not completed Law 12C2 applies after Law 82C and the best the TD 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 the TD realises that they should have they also realises that they have 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 the TD should assign scores, treating both sides as non-offending. The TD 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 the TD will give one side 110 for 2♠ making, and the other side 120 for 2NT making. More likely the TD should give weighted scores – see next section.

(e) If it is more complicated, they can give weighted scores; see §8.82.2. For examples, see §4.1.1.5 (b) and §4.1.4.

To summarise, if the TD knows what would have happened if the TD had given the correct ruling originally then they should just correct it, however embarrassing. If the TD does not and a result has been obtained on the board then they should assign, treating each side as non-offending for the purpose, which will often result in split scores. The TD will frequently use their powers under Law 12C1 (c) to weight each of these scores. The TD only gives artificial scores if they have incorrectly cancelled the board.

Any clear error should be corrected, but a ruling which was essentially a matter of judgement, or one where there was a strong argument in favour of the original ruling, should not be corrected. Reviews of matters of judgement 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.

8.82.2 Law 82C: Director's error [WBFLC]

When Law 82C is applied the Director's error may still allow of a score being obtained normally; a rectification may allow of normal play. In these circumstances should it then be necessary to adjust the score the Director awards an adjusted score (either assigned or artificial as appropriate).

[WBFLC minutes 2001-10-30#6]

Law 85 Rulings on Disputed Facts

8.85.1 Looking at the hand

When a TD is called to the table and attempts to determine facts, they 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 them their cards.

If, for example, the TD were to look at the cards of a player who alleges their bid was unintended so could be changed under Law 25A, then any comments the TD makes and the decision they make passes information about the player's hand to the other three players.

Law 86 In Team Play or Similar

8.86.1 Law 86B1: Unusual result

The law defines when and how a team should be assigned the benefit for a favourable result when no result can be obtained at the other table.

The normal result (in lieu of the result not obtained) should normally be a weighted score and can include a proportion of the favourable result, if the favourable result is possible. For this purpose, it is appropriate to look at the results from other tables if other teams are playing the same boards.

Examples

(a) A team bid 4♠ that might not be bid and might not make. They should get the result of 4♠= scored against a normal result of 25% 3♠=, 25% 3♠+1, 25% 4♠−1, 25% 4♠=.

(b) A team bid 6♠ off two aces, after an ace-asking response mix-up, and make when the defence revokes. The normal result is 100% game making 11 tricks.

(c) At multiple teams, scored point-a-board, the normal result can be taken as the totality of actual results at other tables – scoring the board by 'match-pointing against the field'.

8.86.2 Law 86A: Substitute board [WBFLC]

In [Law 86A] *the meaning of the Law is that if one of the players who has to replay the board might know the score in the match without that board, the board shall not be redealt.*

[WBFLC minutes 1998-09-01#6]

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 knows the score, then it can be replayed. But if one player knows the final score (without this board) then it cannot be replayed.

This law allows the replaying of a board played in a stanza before the last, or for two or more boards to be replayed; see §3.3.4.2 and §8.6.2.

8.86.3 Law 86B2: Multiple Results Obtained at One or More Tables

In this law, 'multiple results' does not just mean 'more than one result'. It is possible to have two (or more) applications of Law 86B1 to boards at one or more tables in the same stanza, if the causes of there being no result on the boards are unrelated. For the application of Law 86B2, there must be a common cause for the need for more than one adjusted scores.

8.86.4 Law 86B1 at Teams of Eight or more

Law 86B is applicable to teams of eight or more, with some interpretation/implantation for the different formats.

For 'imp then add', Law 86 can be applied as teams-of-four to the comparison in that section.

For Cross IMPs, Law 86 is applied to the constituent comparisons. If Law 86B1 does not apply to all comparisons, an artificial adjusted score is awarded for the remaining comparisons. If the artificial adjusted score is for more than one comparison, the calculation follows §3.7.2. If the artificial adjusted score is for only one comparison, then the score is as for teams of four.

Other formats ('add then imp', aggregate), the phrase 'the result at the other table between the same contestants is clearly favourable to one side' is interpreted as 'the results at other tables between the same contestants are clearly favourable to one side'.

Law 87 Fouled Board

8.87.1 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 scoring can accommodate the result. However, the type of contest may make this impossible: for instance, teams of four or two-winner pairs.

8.87.2 Law 87C: Teams scoring

The law refers specifically (and deliberately) to Law 86B2. If a board is played in two different forms at the two tables in a match, and both sides are non-offending, Law 86B2(a) applies: AVE+/AVE+. Only if one side is offending does the TD have to consider whether one (or both) results are favourable to the non-offending side: Law 86B2 (b).

8.87.3 Law 87B: Pairs or individual scoring

If a score on a board cannot be compared with any other score, it is scored as if 'no result can be obtained', Law 12C2.

Where scores can be compared with other scores, apply above Neuberg's formula (§4.2.3.2) or the Small sub-fields formula (§4.2.3.3).

Law 89 Prohibited Behaviour and Reprehensible Conduct

8.89.1 Investigation, prosecution and conviction

EBU RC, as the (National) Regulating Authority, retains the power to investigate, prosecute and convict in cases of illegal communication. This power is not delegated to clubs and county associations (see §8.80.1).

Law 90 Procedural Penalties

8.90.1 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.

8.90.2 Standard penalty

While a TD can legally issue a procedural penalty for any amount they think fit, in practice they 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 EBU RC defines a 'standard penalty' for penalties. The 'standard penalty' for various methods of scoring is defined in §8.12.3.

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 them to fine twice the 'standard penalty', or three times the 'standard penalty', and so on.

8.90.3 Penalties and adjustments at knockout teams

In knockout teams play there are different views as to how an 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 penalty' makes a difference of 6 IMPs in the result of a match.

(c) AVE+/AVE− with a further 'standard penalty' (the normal penalty for a red psyche) makes a difference of 9 IMPs in the result of a match.

(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.

Note '2 IMPs' in (d) arises from a 3 IMPs/0 IMPs adjustment becoming ±1.5 IMP from Law 12C4, which becomes ±2 IMPs under EBU rounding (§4.2.6.1).

8.90.4 Appealing a procedural penalty

Procedural penalties may be appealed, see §1.7.11. A non-offending side can appeal solely on the basis that a penalty should be imposed or a penalty should be greater (see §2.8 – Schedule of Standard Penalties).

8.90.5 Decimal IMP penalties

Tournament Organisers can prescribe penalties (for example, for slow) play in decimal fractions of an IMP, where IMPs is the final method of scoring (no conversion to VP). The minimum unit of scoring for IMP-as-the-final-method-of-scoring becomes 0.1IMP (or 0.25IMP).

1IMP remains the minimum unit of scoring for IMP-as-the-initial-method-of-scoring, but an application of Law 12C4 can result in 0.5IMP, which is retained. The '2IMP' adjustments in §8.90.3 become 1.5IMP.

Law 91 Penalise or suspend

8.91.1 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.

8.91.2 Standard penalty

A TD can legally issue a disciplinary penalty for any amount they think fit. However, to try to get the level of penalties consistent the EBU RC have defined a 'standard penalty': the 'standard penalty' for various methods of scoring is defined in §8.12.3. The standard disciplinary penalty is twice the 'standard penalty'.

If a TD feels a greater penalty is in order because the offence is worse than normal, then they should fine more, in multiples of the 'standard disciplinary penalty'.

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 penalty listed in §8.12.3 is 25% of a top, thus the standard disciplinary penalty is 50% of a top, and they would fine twice the standard disciplinary penalty, i.e. 100% of a top. Similarly 4.0 VPs in a VP event is twice the standard disciplinary penalty.

8.91.3 Appealing a disciplinary penalty

Disciplinary penalties may be appealed, see §1.7.11: an Appeals Committee cannot overturn the TD in the matter of issuing a disciplinary penalty, but can recommend that the TD changes it. Only in extreme circumstances would it be expected that a penalty be changed when the opposition appeal.

8.91.4 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 EBU RC, 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.

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

The DIC has the authority 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. See Law 91B: 'disqualify a player or contestant'.

Example A player says some unacceptable things while playing a Swiss teams match, which shocks their partner as much as their 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.

8.91.6 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.

8.91.7 Encouragement to use disciplinary powers

The EBU RC encourages the DICs of events to exercise their powers under Law 91 and §8.91.5, in appropriate cases, to suspend a contestant or player from the remainder of a session/event and to issue more disciplinary penalties.

Law 92 Right to Appeal

8.92.1 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 laws permits different correction periods for scoring under Law 79C and rulings and appeals under Law 92A. The EBU has differing correction periods.

Example A 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 later scoring errors (see §8.79.1). 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; the EBU uses a default period of twenty minutes. Correction periods in EBU events are given in §2.5.

8.92.2 Law 92: Appeals [WBFLC]

An appeal under Law 92 is an appeal of a Director's ruling. The ruling exists and it is for the appeals committee to uphold it or to vary it.

[WBFLC minutes 2000-08-30#4]

8.92.3 Law 92B: Time limits [WBFLC]

Where there had been a request for a ruling only just within the time limit (Law 92B). This had created a difficulty for the Director. The committee was of the view that the Director should provide a ruling before bringing it to the appeals committee. Laws 84 and 85 are specific and take priority over any attempt to take the matter directly to the appeals committee.

[WBFLC minutes 2009-09-08#4]

Law 93 Procedures of appeal

8.93.1 Law 93B: Appeals Committees [WBFLC]

An appeals committee which believes a Director has ruled incorrectly as to a matter of Law should invite the Chief Director to review the application of law. A committee may, however, alter the Director's ruling where it finds differently from the Director as to the facts (although this may be an infrequent occurrence).

[WBFLC minutes 2000-08-30#3]

Note A Committee may not overrule the TD on a point of Law (though they may suggest to the TD that the TD reconsiders) but may overrule the TD in their decision as to the facts, though this is rare.

Example 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 TD is wrong the Committee may not overrule the TD. They are allowed to be forceful when explaining this!

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

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

The power of modification given in this law is a right to modify the procedure in dealing with appeals. It does not extend to overriding the rights of contestants to appeal under Law 92A. If the Regulating Authority makes no arrangement for an appeal to be heard (see Law 80B2 (k)) the Director in charge shall hear and rule upon it under Law 93A.

[WBFLC minutes 2008-10-10#3]

8.93.3 Law 93C1: procedures for further appeals

The procedure for further appeal is an appeal to the National Authority (see §1.7.2).

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