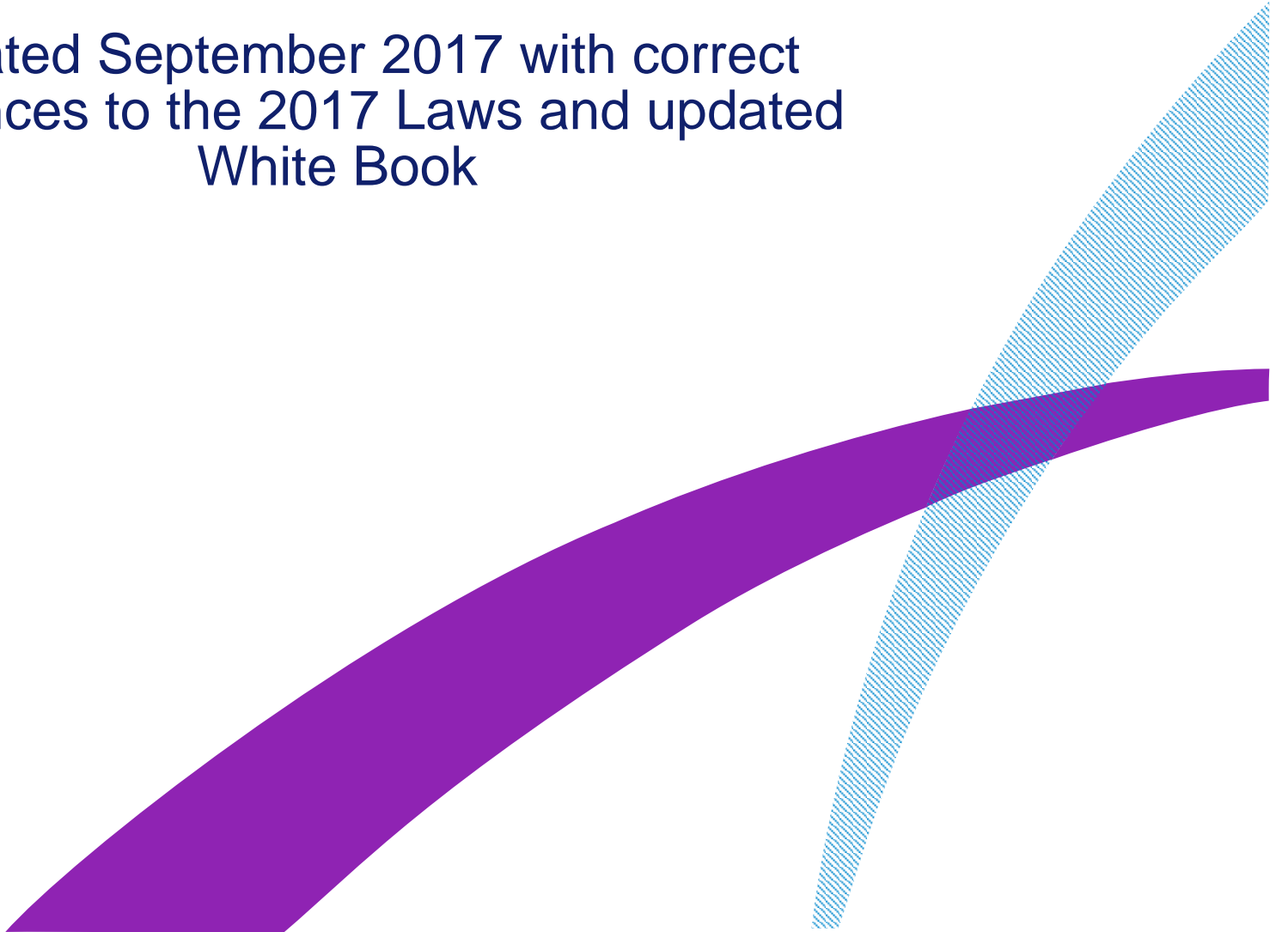


# County TD training & meeting

Saturday 17<sup>th</sup> September 2016



Updated September 2017 with correct references to the 2017 Laws and updated White Book



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# Quick Quiz 1



1. How much is the deposit for making an appeal in a pairs event? In a teams event?
2. Can one make a weighted and split score at the same time?

3. If the frequencies on a board are:

Score	NS MP	EW MP
1430	36	4
680	30	10
-100	12	28

A weighted score is 25% of +1430, 50% of +680 and 25% of -100 is awarded. How many MPs do NS receive?

4. A deposit may be kept when an appeal is deemed to be ..... (fill in the blanks)

# Quick Quiz 1 ANSWERS



1. How much is the deposit for making an appeal in a pairs event **£20**? In a teams event **£30**
2. Can one make a weighted and split score at the same time? **Yes**

3. If the frequencies on a board are:

Score	NS MP	EW MP
1430	36	4
680	30	10
-100	12	28

A weighted score is 25% of +1430, 50% of +680 and 25% of -100 is awarded. How many MPs do NS receive? **27MPs**

4. A deposit may be kept when an appeal is deemed to be **WITHOUT MERIT**



## Split Scores

- When NS/EW get a different score
- Used when wild or gambling action is taken (or TD had made a wrong ruling). The scores do not need to balance

## Weighted Scores

- When both NS and EW receive e.g. 50% of +420 and 50% of -50.
- Used in when result unclear and adjustment is being made
- 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'.

# Weighted scores

(WB p73)



- Because of misinformation a pair defends 4H 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 (6S=)
  - plus 40% of +680 (4S+2)
  - plus 20% of +650 (4S+1)
  - plus 15% of -100 (6S-1)



- Example
- A Ghestem jump overcall of 3C over 1C is described as hearts and diamonds. Overcaller looks surprised at their partner's explanation and bids 3S over their partner's 3H and then 4S over 4H. No doubt this will be ruled back since overcaller appears to have used unauthorised information. But an opponent makes a ridiculous double of 4S, which makes.
- The offenders get adjusted back to some contract in hearts. If the doubler's action is considered 'wild or gambling' then the non-offenders' redress is reduced by the amount the double cost, i.e. the difference between 4S made and 4S doubled and made.

# Polling Players

Law 16B1b



Polling is simply asking players or other TDs what bid they might make on a hand and is used to help decide on your ruling.

Often, but not always, when we need to poll it is to determine

- i. logical alternatives to an action that was taken.
- ii. Actions after misinformation
- iii. Whether something is “Wild & Gambling”

Law 16B1(b) defines an LA as follows:

*A logical alternative action is one that, among the class of players in question and using the methods of the partnership, would be given serious consideration by a significant proportion of such players, of whom it is judged some might select it.*





- *When deciding whether an action constitutes a logical alternative under the 2007 Laws, 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.*
- *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.*
  - *Serious consideration is more than a passing thought.*

# Advice on Polling – good practice



- If possible, ask players of similar standard, class & style of bidding (aggressive or not)
- Inform the person of methods available
- It is good to lead the player through the entire auction, asking what they would bid
- Ask one person at a time
- You may like to ask why they bid that? Or is there anything else you are considering?
- Decide what you would do first, and ask as many questions at the table needing the ruling first so you do not need to go back
- Write down answers and keep a note of whom you ask

# Advice on Polling – pitfalls



- Don't be intimidated by good players
- Do not allow this to become a search for as many as possible to agree with you! Be prepared to change your mind.
- Do not tell them of the unauthorised information (and if they start guessing ask them to forget this)
- Don't ask a group – views need to be independent
- One of the problems with polling is that players may give a different answer to the one they might find at the table because they answer too quickly; conversely they might think about it rather more deeply because it has been presented as a problem.

## Advice on Polling – advanced info



- Some TDs build up a list of appropriate players to ask by text message. This is a good idea as long as you remember to exclude anyone who is playing in the event in question and might not yet have played the hand!
- **How many should we poll?**
- There's no hard and fast rule about this, but in most cases the more the better unless it seems very clear-cut. When a case does seem clear-cut and your first two or three polling results confirm your initial opinion, it may well not be necessary to continue polling further.
- A minimum figure of five pollees has sometimes been given, but this is not as important as ensuring that the correct questions are asked.

# What does a hesitation mean?

WB 8.16.2



The L&EC considers that:

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

However, in cases such as

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  $2\frac{1}{2}\spadesuit$  or a  $3\frac{1}{2}\spadesuit$  bid.

To the above list one might also add:

- (d) A hesitation followed by a takeout double suggests imperfect shape for the action and therefore may well be more willing for it to be left in.

## Did anyone hesitate?

WB 8.16.7



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

## Quick Quiz 2



5. What information is in the Blue Book, Tangerine Book and White book?
6. If someone makes an insufficient bid, when applying Law 27 should the TD always take the player away from the table?
7. If dummy revokes, is there a penalty?
8. If a defender revokes, wins the trick on which the revoke occurred and one subsequently, is it always a two trick penalty?

## Quick Quiz 2      ANSWERS



5. What information is in the Blue Book, Tangerine Book and White book?

Blue: Handbook of permitted conventions

Tangerine: simplified guide to EBU regulations

White: Technical matters

6. If someone makes an insufficient bid, when applying Law 27 should the TD always take the player away from the table?

Often a good policy but not mandatory

7. If dummy revokes, is there a penalty?

No penalty, but equity is restored

8. If a defender revokes, and the defenders win the trick on which the revoke occurred and one subsequently, is it always a two trick penalty? **No – law 64**



# Simple guide following a revoke

WB 8.64.1



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

- To the table: (a) Who revoked? (b) Who won the revoke trick?
- To the revoker: (c) Did you or your partner win any subsequent tricks?
- If the answer to (b) is 'partner' then (c) is unnecessary.
- If declarer revoked and the players answer "declarer" to (b) it is wise to ask "In which hand?" The players often fail to see the difference between declarer and dummy.





# HAND 2: SIMULATION



South is in 3NT and has 7 tricks

The lead is in dummy and he calls for D6

But dummy leads H6.

Each plays SQ and south the DJ and West H5. East leads D10 for the next trick and declarer thinks that it's a lead out of turn and calls TD

		S			
		H	64		
		D	Q96		
		C			
S		BOARD 2 NS Vul		S	
H	85			H	Q3
D	75			D	K
C	J			C	109
		S			
		H	109		
		D	AJ		
		C	5		

# HAND 2: SIMULATION RULING



South is in 3NT and has 7 tricks  
 The lead is in dummy and he calls for D6  
 D6  
 But dummy leads H6.

Each plays SQ and south the DJ and West H5. East leads D10 for the next trick and declarer thinks that it's a lead out of turn and calls TD

		S		
		H 64		
		D Q96		
		C		
S				S
H 85		BOARD 2		H Q3
D 75		NS Vul		D K
C J				C 109
		S		
		H 109		
		D AJ		
		C 5		

**RULING:** Apply law 45D, perhaps look at 16D.

The 2007 laws do not say what happens if it is too late to change a card misplayed by dummy.

The 2017 laws cover this 45D2

# HAND 3: SIMULATION



NS are playing in 6S,  
west on lead. Dummy  
is displayed less the 2  
of clubs

Defence begins Ace  
clubs, diamond switch.  
2 clubs in dummy is  
revealed.

EW kick up a fuss,  
what should TD do?

		S	KQJ2		
		H	A94		
		D	Q1094		
		C	10(2)		
S	86			S	75
H	652	BOARD 4		H	1087
D	J532	EW Vul		D	K876
C	AKQ8			C	7654
		S	A10943		
		H	KQJ3		
		D	A		
		C	J93		

# HAND 3: SIMULATION RULING



NS are playing in 6S, west on lead.  
Dummy is displayed less the 2 of clubs

Defence begins Ace clubs, diamond switch. 2 clubs in dummy is revealed.

EW kick up a fuss, what should TD do?

		S	KQJ2		
		H	A94		
		D	Q1094		
		C	10(2)		
S	86			S	75
H	652		BOARD 4	H	1087
D	J532		EW Vul	D	K876
C	AKQ8			C	7654
		S	A10943		
		H	KQJ3		
		D	A		
		C	J93		

## 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.

# Appeals without merit



- Any appeal, if deemed to lack merit, may be the subject of a sanction. This sanction will be both of:
  - i. A score adjustment of twice the standard adjustment (e.g. 20% of a top, 6 IMPs or 1 VP)
  - ii. Forfeiting the deposit (£20 in pairs, £30 in teams)
- 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)



# Appeals form & committee



- Complete in black ink
  - At county events, email copy to me afterwards
  - Ensure all is completed
  - Ensure signed by players
  - Ensure deposit is taken
- 
- Ideally three experience players, appoint a chair-person
  - Balanced, avoiding from same club or friends
  - Try to avoid players that might be affected by the appeal
  - No person may be used if consulted at an earlier stage
  - No EBU TDs



- The appeals form must be at the appeal
- 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.
- Committee should meet in private, then decision written on form and TD informed of decision...s/he passes this decision to players
- No further discussion should follow
- Appeal-without-merit sanction: 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.

# Dealing with difficult players:

Scenario 1



- Defender had determined that declarer had AQ of trumps left. As it was declarer's lead and she was thinking for some time, defender showed his cards KJ of trumps and said one each.
- Declarer then said that as defender had showed his cards they were both penalty cards and that she could determine the order of play.
- Director was called who ruled it was one trick to both sides.
- Two minutes later the director was called back by the defender whom said that the declarer was continuing to complain about the decision and had called the defender a cheat and was ruining his enjoyment of the game.

# Dealing with difficult players:

## Scenario 2



- My team mates were playing in Swiss teams. From the minute they sat down the opposing lady started on west. Hold you hand up I can see your cards. You shouldn't pause between pulling out your pass card and putting it on the table (Imperceptible). I can still see your cards.
- Then she started on East. You are sitting to close to the table. Having pushed further away and crossed his legs, Your foot is too close to my face.
- When West made +2 and enquired in a reasonable voice, should I have bid slam, the lady told her off for shouting. Director was then called with East complaining S was ruining their enjoyment of the game.

# Defusing difficult situations



- Ask players to stop talking and get on with playing boards.
- “We are here to enjoy bridge”
- Remind them of Best Behaviour at Bridge
- Take a player away from the table to chat/reprimand
- If match has finished, perhaps wait a little for a player to calm down
- Appoint a TD to observe what is going on
- .....

# Best Behaviour at Bridge

WB 1.5.1



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

# Procedural penalties – smooth running

WB 2.8.2



ACTION	1st offence	2 <sup>nd</sup> offence	More
Not scoring a board	W	W	PP
Slow play	W	PP	PP
Mis-boarding – passing on wrong 13 cards	PP	PP	PP
Mis-boarding – passing on fewer than 13 cards	W	PP	PP
Not arrow-switching	None	None	None
Causing a board to be unplayable e.g. sitting at wrong table, seeing a score from another board	W(5)	PP	PP

W(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. Making a board unplayable by scoring on the electronic scorer 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).

W=warning, PP=procedural penalty



- **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.
- 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.



# Procedural penalties – others

WB 2.8.3.4



ACTION	1st offence	2nd offence	More
Incomplete disclosure of methods	W	PP	PP
Failing to alert an alertable call	W(9)	W	PP
Incomplete system card – regular partnership	W/PP <sub>12</sub>	PP	DP
Not announcing correctly	None	W	PP
Not calling the TD once an irregularity is pointed out/making up your own ruling	W	PP	DP

W(9) If the pair concerned clearly know that the call is alertable a penalty may be given for a first and second offence

(12) 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.

W=warning, PP=procedural penalty, DP=disciplinary penalty

# Hand 4 : to discuss



Bidding:

W	N	E	S
	P	1H	3C
P	3S	x	P
4D	all pass		

East/West complained that South's hand did not correspond with description. North had convention card which showed 3C as showing D and S. South had convention card which stated 'Ghestem' but had no explanation of the 3C bid.

When South bids 3C she intends it to show a jump overcall in clubs. North/South play this type of bid as weak

		S	10743		
		H	107543		
		D	Q4		
		C	84		
S	J9			S	AQ85
H	J9	BOARD 33		H	AQ862
D	KJ109753	Love all		D	A8
C	J9			C	KQ
		S	K62		
		H	K		
		D	62		
		C	A1076532		

4D made 10 tricks  
for +130

As TD, how do you  
proceed?

# Hand 4 : to discuss



Bidding:

W	N	E	S
	P	1H	3C
P	3S	x	P
4D	all pass		

East/West complained that South's hand did not correspond with description. North had convention card which showed 3C as showing D and S. South had convention card which stated 'Ghestem' but had no explanation of the 3C bid.

When South bids 3C she intends it to show a jump overcall in clubs. North/South play this type of bid as weak

**Director's ruling:** 4Sx - 6 by North/South, -1400

**Details of ruling:** When South bids 3C she intends it to show a jump overcall in clubs. North/South play this type of bid as weak. South knows she has misbid or North has misunderstood. Law 73C makes clear that she may not seek to take advantage of this

		S	10743		
		H	107543		
		D	Q4		
		C	84		
S	J9			S	AQ85
H	J9	BOARD 33		H	AQ862
D	KJ109753	Love all		D	A8
C	J9			C	KQ
		S	K62		
		H	K		
		D	62		
		C	A1076532		

## Hand 4 : to discuss



WENT TO APPEAL, TD'S ruling was upheld (4Sx - 6 by NS, -1400)

Reviewed by EBU L&E committee, some comments:

- Sadly another Ghestem mix up leads to a huge penalty. South would probably not bid on the previous round (3S was doubled and might be left in), but would surely bid 4S on the next round
- Agree with the director and the Appeals Committee. Sometimes it's hard to explain things to the players. A poll might have helped with that.
- The fact that North is a passed hand means that 3S is not a strong bid, but is likely to be bid on the basis of a partial club fit. Given this, it seems clear to be bidding on to 4S with the South hand given the spade fit and extra club length. I agree with the TDs ruling.
- I don't agree with this. North is a passed hand and for South to bid 4S is very optimistic (whilst a perfect hand will give you play for 4S, partner never holds one). Had South bid 4C over the double of 3D it would be a different matter but, by passing, she indicated that she was not taking advantage of the UI.

# Alerts / announcements, bids over 3NT



- BLUE BOOK : 4 B 4 Calls above 3NT
- Once the auction is above the level of 3NT, no calls are to be alerted except for:
  - (a) Artificial suit bids above 3NT made before the opening bidder's second turn to call (i.e. the first bid and the next three calls) e.g. 1S – pass – 4C (splinter) or pass – pass – 1S – pass – 4C (splinter). In both cases 4C is alerted
  - (b) Lead-directing passes
  - (c) Doubles or redoubles that are lead-directing but ask for the lead of a suit other than the suit doubled (or redoubled)
  - (d) Doubles and redoubles of no trump contracts that call for a specific suit to be led.