

Slow play is costing you, the players, money. Slow play is defined by ACBL as *not completing the number of boards in a round before time expires*. When boards are taken away as a round ends, you are not getting your full money's worth for the boards to be played. In other words:

- 2 board rounds in a 15-minute round does not mean 7½ minutes per board
- 3 board rounds in a 21-minute round does not mean 7 minutes per board
- 4 board rounds in a 30-minute round does not mean 7½ minutes per board

Some boards take longer to bid, defend, and play, whereas others take less. With COVID we also have some newbie players in our games getting to know how to play on BBO. Thank goodness as too many of our seniors either won't play on-line or are not able to play anymore.

Please, please, only call the Director if you think you won't finish the round on time, not a specific board. Here are a few examples:

Round	Boards per round	Playing board	Clock	Director call
24 minutes	4	3 of 4	6	Maybe
21 minutes	3	1 of 3	13	No
14 minutes	2	2 of 2	2	Maybe

For the first *Maybe*, there is a difference between being on the 11th rather than the 3rd trick of the board. For the second *Maybe*, again it depends on whether the table is on their 3rd rather than the 9th trick of the board.

Many times, as the Director surfs the tables looking at pace, we discover some tables on the last board's third trick and 3 minutes on the clock. We just mosey on to the next table.

Some players mention that they find slow play distracting. Colin and I maintain that making a Director call, when not necessary, is more distracting than what a "slow player" may be doing ③.

Oddly enough, often when the Director is called to a table for "slow play" by East, a few rounds later, and sometimes the same round, when the Director monitors pace at that table for a few minutes, guess who turns out to be the slow player at that point? That's right, the very person who did the slow play Director call ②.

Colin & Michael