

ADBC Score Correction Policy

July 8, 2013

This Memo is intended to confirm the Arlington Duplicate Bridge Club (“ADBC” or the “Club”) policy on scoring corrections, AND to offer suggestions on how to avoid such problems.

- I. **The Policy.** Players are required to agree on the score at the table and submit it on the handheld scorer. Typically a N/S player enters the contract, the declarer, and the result, and an E/W player reviews it, confirms its accuracy, and hits ACCEPT to send in the score. If entry errors are discovered after the fact, corrections can be made to scores:
 - A. **Corrections DURING the Game.** The game director supervising the game (the “Director”) will correct a score at any time during the game, provided both pairs confirm the proper score. This may involve a correction entered on the handheld scorer.
 - B. **Corrections immediately AFTER the game.** Players should remain on site until the game is scored, if they want the opportunity to check scores. If a scoring error is discovered immediately after the game, the Director will correct the score, provided (i) the change is confirmed by the pair that was improperly ADVANTAGED (in person, by phone or otherwise), or (ii) the error is so *clear* that it can be corrected without confirmation. *(E.g., if 4S was played by N/S at every other table, but one showed E/W declaring, if the personal score sheets of a player still on site reflects that N/S played the hand, or if it is clear that EW would not have played in spades, the Director or Club Manager can correct the error, even at his own initiative.)*
 - C. **NEXT DAY Corrections.** A player’s right to correct a score ends when she leaves the building. Next day corrections are totally at the discretion of the Director or the ADBC Club Manager (Bill White), and can be made only if the scores have not been submitted to ACBL (which ADBC does promptly.) Corrections not likely to impact masterpoint (“MP”) awards should not be submitted late. *The improperly ADVANTAGED pair should report a scoring error, if it might affect the MP awards, as a matter of ethics. To request a next day correction, contact both the Director and the Club Manager by email. Email addresses are on the ADBC website.*

II. **Doing Your Part.** Try to eliminate scoring errors, or catch them before you leave the Studio. Here are some tips, or reminders, that may help.

A. **Do the Right Thing.** Bridge is a game of high ethics. It speaks well of you if you see an error in your favor, and you self-report.

B. **Take your Scoring Job Seriously!**

1. **Confirm the PAIR number.** When the next pair sits at the table, N should confirm their pair number as a part of the greeting – it is listed on your hand held. If you are playing a Howell movement, ALSO look at the guide card and confirm the proper direction for each pair.
2. **Confirm the BOARDS.** The hand held (and the guide card in a Howell) shows the boards that should be in front of you. Confirm that you have the right boards, that they are stacked in the right order, and that they are all pointed the correct way. Do this EVERY TIME.
3. **Confirm EACH Board again, as you score.** Is the BOARD shown on the hand held as next to be scored the right board number? (Be sure you didn't skip a board, or aren't playing them in the wrong order— sometimes pass-outs don't get entered, then you end up a board off for a while)
4. **Enter the Scoring with thoughtful awareness:**
 - a. WHAT is the contract?
 - b. Was it Doubled?
 - c. WHO is the Declarer?
 - d. What was the Result?
5. **The job of the E/W player “checking’ the entry is equally important!** Check the score (ie, -50 or 110), and EACH element—Board number, Contract, Declarer, Result. YOU are the one that hits the ACCEPT button and sends it on! If you are in a Howell movement, you are responsible for confirming that you are at the right table, in the right seats, and playing the right boards! LOOK at the guide card each time you sit down to confirm where you are sitting. Your pair number, their pair number, the boards... all listed for each round. Don't just blame North, help North keep it straight!

C. **Check Scores after Last Board.** When the game is done, check scores.

1. You can ask the director for a **summary**, which is a printed report with your scores and how you compared to the other tables.
2. You can also **pull up the summary information from the hand held** at the table after your last round. Rank and Percentage Results for each pair are available (hit RANK). *(This may not be final, as other tables may still be in play, but it will be very close, and it shows where you are that moment.)* From there, a GAME SUMMARY is available. Initially it will pop up a summary for N/S.
 - a. North can scroll through all entered results for N/S and compare them to the personal score sheet to confirm that all N/S scores are entered correctly. USE this FIRST to check scores, then let E/W do the same.
 - b. North can then hit the E/W button, which toggles over to all of the boards that E/W has played, and either player from that pair can scroll through all scores and compare them to their own scorecard for accuracy.
 - c. Once the actual scores (-50, 110, 420) are confirmed, either pair may review the results more carefully to see the duplicate results (5, 0, 2.5) showing how you compared to others in the field. Again, the E/W or N/S key toggles between the results for each pair at the final table. In a Howell movement, your direction at the LAST table is the direction used.

III. Don't be so Hard on Howelling! Bridge is hard, we get that! For new players, there is a lot to keep up with... conventions for bidding, keeping up with the cards played, keeping a scorecard, entering scores on the hand held... So much to do! As a result, many players balk at Howell¹ movements. It just seems so much easier for half of the field to sit, and the other half to move one table at a time, and for everyone to be the same 'direction' for the entire game. *Yes, it is easier.* But we all must learn to Howell! There are sometimes very good reasons why a Howell is the *right* movement.

- Sometimes, in smaller games, it is the ONLY movement that will work.
- Even in mid-sized games, it can be the BETTER movement—
 - It may avoid imposing on EVERY E/W pair a *loooooong* torturous four or five board sit-out under a Mitchell movement.
 - It will *always* produce HIGHER MP awards for the players.²

So be a good sport, and don't moan audibly when the Director puts out the guide cards for a Howell. Instead, see it as an opportunity to learn to do it well.

BUT—with a Howell, you MUST be extra careful! Move to the right table, sit at the right seat at that table, know what your direction is in that round, and score accordingly. It isn't that hard, if you will READ your guide card!

- NOTE your PAIR number before leaving the first table—It may NOT be the same as your first table number!
- LOOK at the guide card instructions before leaving your table, to see exactly where you will be going.
- LOOK at the guide card when you arrive at the next table to be sure you are sitting in the right spot... check the pair numbers for that round.
- **Remember when scoring whether you are N or E, and CHECK the score!**

¹ For the newest players, a Mitchell movement is the one where N/S are all stationary, and E/W progress one table at time through the room. A Howell movement is the one where only one or two pairs are stationary, and everyone else seems to move helter-skelter through the room, playing each other in what seems at first to be random fashion, relying on the 'guide cards' to tell them where to go next.

² Bridge scoring is based in part on how many different opponents you encounter in the game. When you do a Mitchell, at most you will play half of the opposing pairs, and even less when there is a skip required. When you play a Howell, you might actually play everyone else in the room! Even when the same number of boards are played, the masterpoint awards are HIGHER when you play fewer boards against *more* people.