

# Club Director Refresher Course

Welcome Club Directors



American Contract  
Bridge League

# What We'll Cover

**The Roles of a Director**

**Skill Sets**

**Delivery of Rulings**

**Frequent Auction Infractions**

**Frequent Play Infractions**

**Unauthorized Information**

# Anybody Can Run a Bridge Game When There Are No Problems

What distinguishes a good bridge  
director is his ability to perform when  
things go wrong

# Our responsibilities as a Director



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# Director's Responsibilities

**Provide a safe, temperate playing space**

**Keep the game moving**

**Make correct rulings**

**Make sure that all players' rights are protected**

**Educate players about the law**

# Communicating club policies

- **Supplementary play regulations  
(Conditions of Contest)**
- **Acceptable behavior (whether called  
Zero Tolerance or not)**
- **Appeals of rulings**
- **Slow play**
- **Information on where results and  
future club events are posted, both on  
site and on line**

# Delivering Your Rulings



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# Delivery of a Ruling

Quiet, low-  
key tone of  
voice

Clear  
pronunciation

Appropriate  
speed

Self-  
assurance



# Delivery of a Ruling

Phrasing,  
emphasis

Breaking into  
manageable parts,  
each with a key  
word

Non-  
threatening  
posture

Eye contact

# Tips

Make sure each player's viewpoint is heard

Treat people pleasantly

Avoid snap decisions on judgment rulings

Do not inject your own ego into a decision or situation. ("The Law says...")

# Tips

Listen to other directors to pick up the good points of their rulings.

Endeavor to be sure that the players understand why the facts and the law resulted in the decision. Offer to discuss the ruling in more detail later.

Acknowledge your mistakes and correct them.

Apologize when you are wrong.

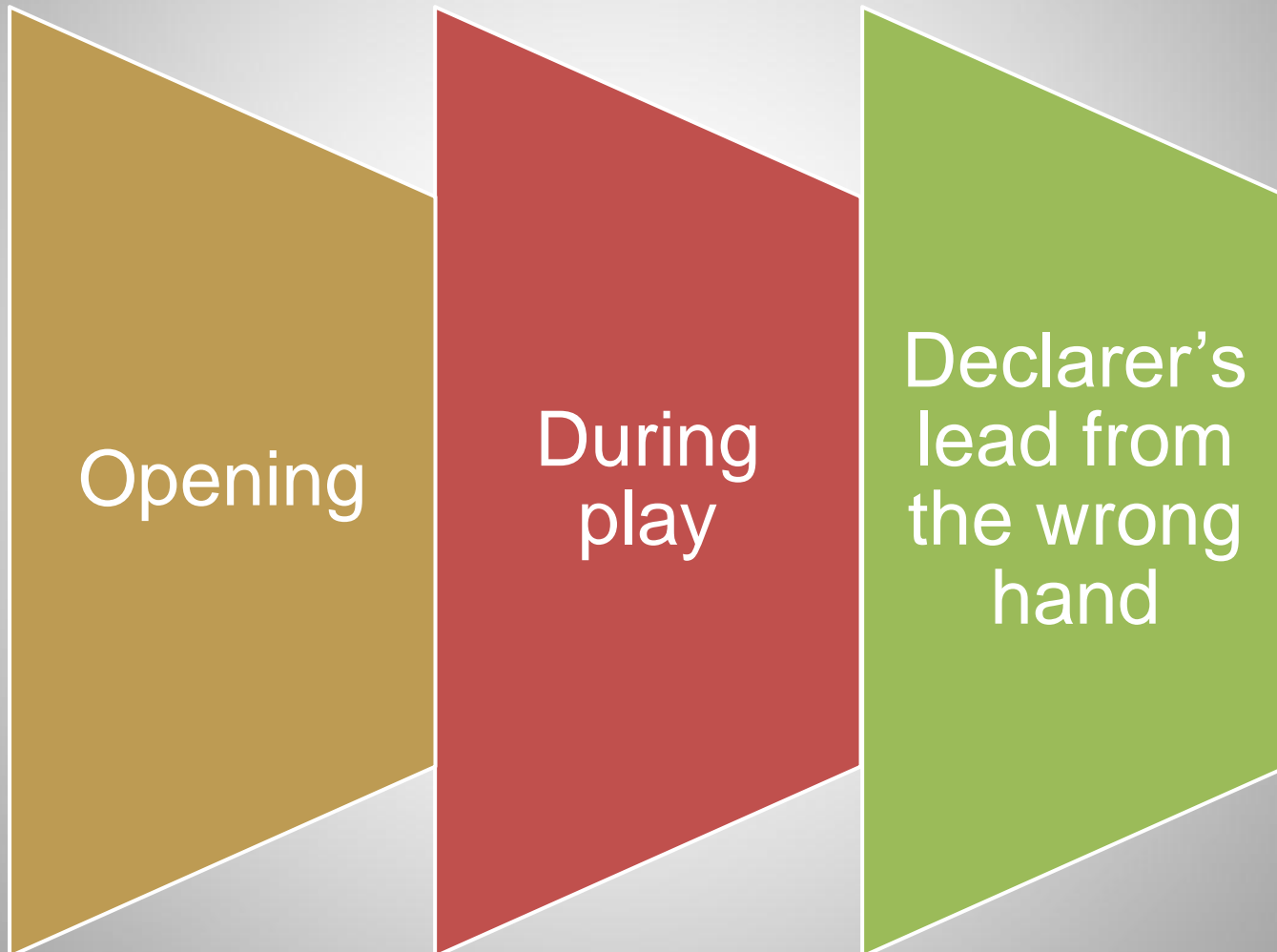
**PRACTICE!**

# Common Rulings Laws 53-58 Leads Out of Turn



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# Leads out of Turn – Laws 53-58



The contract is  
2♥ by North

West	North	East	South
West	North	East	South
Pass	1♣	1♦	Pass
1♠	2♥	Pass	Pass
Pass			

2♥ North	NS 0 EW 0
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Opening lead out of turn

# Opening Lead Out of Turn: The five options

- First. You can accept the lead and become dummy
- Second. You can accept the lead see the dummy and you play the hand
- Third. You can require the lead of a spade from the proper defender
- Fourth. You can prohibit the lead of a spade from the proper defender (If you prohibit or require the offender will restore the incorrect lead to his hand; the prohibition applies as long as that specific defender retains the lead.)
- Fifth. You can allow the proper defender to lead whatever he wants, and the ♠5 will become a penalty card



# Leads Out of Turn During Play

## Law 55

If by declarer in leading from hand or from dummy, either defender may accept the lead. If not, declarer may lead what he likes from the correct hand.

# Leads Out of Turn During Play

If by defender, when the lead is in hand or in dummy, declarer may:

- Accept the lead or
- Allow the card to remain faced as a penalty card

# Leads Out of Turn During Play

If by defender, when the other defender is on lead, declarer may:

- Accept the lead.
- Require the lead of that suit from the proper defender
- Prohibit the lead of that suit from the correct defender; such prohibition applies as long as that defender retains the lead  
(If the lead is prohibited or required the offender restores the incorrect lead to his hand.)
- Allow the proper defender to lead whatever he wants, and the incorrect lead will become a penalty card

# Other Lead Issues

Simultaneous play from one player:

If only one card is visible, that one is a played card and the others are restored to the hand

If multiple cards are visible, the player designates his intended card; the remaining exposed cards become penalty cards.

Simultaneous play from two players:

If one play is legal and the other is not, the illegal play is deemed to be subsequent to the legal play

Determining simultaneous plays

# Incorrect Leads: Skill Sets you will use

- Careful fact gathering:
  - Whose lead was it?
  - Has the lead been accepted already?
- Differentiating between pointing out an irregularity and exercising an option
- Parsing the ruling into understandable parts
- Talking to the person who will make the decision so that he understands it is his choice alone
- Making sure all players understand the choices at hand
- Remaining until all aspects of the ruling are complete

# Common Rulings Laws 48-52 Penalty Cards



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# Penalty Cards – Laws 48-52

Major penalty card

Minor penalty card

# Minor Penalty Card – the definition

A minor penalty card is a single card with a rank of 9 or lower that is exposed by accident (as in playing two cards to a trick or dropping one accidentally).

A deliberately, even though erroneously, played card is not a minor penalty card.



# Minor Penalty Card

The following facts are true about a minor penalty card:

- It must be left face up on the table.
- It does not have to be played at its first legal opportunity.
- It must be played before any other spot card, i.e., 9 or lower, of the same suit.
- It is permissible to lead or play an honor card, 10 or above, in the same suit before playing the minor penalty card.
- It is permissible to play another suit.
- The offender's partner is not subject to lead penalties (but Law 16A, Unauthorized Information, may apply).

# Disposition of a Major Penalty Card

The player with the penalty card must play it at his first legal opportunity, whether in leading, following suit, discarding, or trumping.

# Disposition of a Major Penalty Card

If the partner of the player with the penalty card gains the lead while it is still on the table, declarer may:

- Require the lead of the suit of the penalty card
- Prohibit the lead of the suit of the penalty card
  - In which case, all penalty cards in that suit are picked up
  - The prohibition applies as long as he holds the lead
- Allow the lead of the defender's choice
  - In which case the penalty card remains on the table

# Disposition of a Major Penalty Card

If the partner cannot comply with the require or prohibit instruction, the penalty card is picked up nonetheless.

# Penalty Card: Skill Sets

- Knowing the difference between Major and Minor Penalty Cards
- Understanding that the rectification often comes in discrete steps, and that the completion of the ruling may come several tricks in the future
- Being diligent to the payment of the correct penalty at the correct time
- Being aware of the need to repeat options previously explained at the time they are actually exercised.

# Exposed cards



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# Card Exposed or Led During the Auction

How did it get there?

- Without the player's own error; i.e. a "boxed" card
  - See Law 16C – Extraneous Information from Other Sources
  - Try to save the board but stand ready to adjust the score if the information affected the result
  - Caution the offender from the previous table to be more careful; consider a procedural penalty if adjusted scores were required.

# Card Exposed or Led During the Auction

- With the player's own error:
  - a dropped card
  - a deliberately but erroneous played card
- Low card not led
- Honor not led or
- Any card led or
- Two cards exposed led or not

No Penalty



Partner must pass  
at his next turn to call





# Compulsory Play of a Card



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# Compulsory Play of a Card

- Defender's card
- Declarer's card
- Dummy's card



# Compulsory Play of a Card

## For a defender...

**A card held so that it is possible for his partner to see its face must be played to the current trick.**

**(if the defender has already made a legal play to the current trick, see Law 45E, which deals with the fifth card to a trick).**



# Compulsory Play of a Card

## For a declarer...

**Declarer's card must be played if it is:**

- **held face up, touching or nearly touching the table; or**
- **maintained in such a position as to indicate that it has been played.**



# Compulsory Play of a Card For the dummy...

**Distinguish between:**

**Law 45C4 – compulsory play of a named card and**

**Law 46 – Incomplete or erroneous call of a card  
from dummy**

# Compulsory Play of a Card

## For the dummy...Law 45C4

- **A card must be played if a player names or otherwise designates it as the card he proposes to play.**
- **Declarer may correct an unintended designation of a card from the dummy until he next plays a card from either his own hand or dummy. A change of designation may be allowed after a slip of the tongue, but not after a loss of concentration or reconsideration of action.**



# Compulsory Play of a Card

## For the dummy...

On this subject the ACBL Laws  
Commission has stated:

**“The bottom line is that there is to be a strong presumption that the card called is the card that was intended to be called.”**



# Compulsory Play of a Card

## For the dummy...

- **If the next card played to the trick by a defender contains information related to the original card, you should be very skeptical of the claim of unintended designation.**





# Compulsory Play of a Card

## For the dummy...

- **A conversation away from the table may help elicit what declarer was thinking.**
- **He may be a trick ahead of himself.**
- **He may not have fully considered the bridge problem before his action.**



# Compulsory Play of a Card For the dummy...Law 46B

**In case of an incomplete call by declarer of the card to be played from dummy, the following applies, except when declarer's different intention is incontrovertible.**

# Compulsory Play of a Card

## For the dummy...

- 1** “high” means highest card  
“win” means lowest card that will win the trick  
“low” means lowest card
- 2** Suit but not a rank: lowest card
- 3** Rank but not a suit: In leading, declarer is continuing the suit of the previous trick, if that rank exists in that suit. If not leading, declarer must play a card of that rank if he can legally do so.
- 4** A card not in dummy: Declarer must designate a legal card
- 5** “play anything”: Either defender may designate the play



# Compulsory Play of a Card

## For the dummy...Law 46B

**“Incontrovertible” is a very strong adjective. It should be applied sparingly.**

**If you do allow a play other than that specified on the previous slide, stand ready to adjust the result if the subsequent play suggests that declarer’s intent was not so incontrovertible after all.**

**Examples follow...**

*Board 1 (1)*

North Deals

None Vul

♠ 9 5 4

♥ 9 5

♦ A K Q J 7 4 3 2

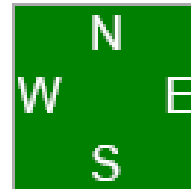
♣ —

♠ 10 2

♥ J 10 7 3

♦ 9 8 6

♣ K Q J 10



♠ 7

♥ K Q 8 6 2

♦ 10

♣ A 9 6 5 4 2

♠ A K Q J 8 6 3

♥ A 4

♦ 5

♣ 8 7 3

South is in 7 ♠. The opening lead is the ♣ K. South trumps in dummy, leads the ♥ 5 to his ace, trumps another club, and leads the final trump from dummy to his hand. He draws trump in two rounds and leads the ♦ 5 and says "play." There's a momentary pause and he says "I mean the ace!"



# Compulsory Play of a Card

## For the dummy...

**The play of the diamond ace should be allowed.  
Declarer's intention to play high is incontrovertible.**

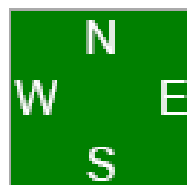
*Board 2*

East Deals

N-S Vul

♠ A Q  
♥ A Q 9 5  
♦ 10 2  
♣ J 10 8 6 4

♠ J 10 4 2  
♥ K 6 3  
♦ J 7 6  
♣ A Q 5



♠ 9 8 6 5  
♥ 7 2  
♦ 9 8 5 4 3  
♣ 9 3

♠ K 7 3  
♥ J 10 8 4  
♦ A K Q  
♣ K 7 2

South is in 4 ♥. The opening lead is ♠ J. Declarer wins on the dummy and leads a diamond to his ace. He plays the ♥ J, West plays low and he lets it ride. He follows by playing the ♥ 10 and says "sma..." when he sees the ♥ K pop from West's hand. He immediately says "Win it."



# Compulsory Play of a Card

## For the dummy...

**Even though little time elapsed before the attempted correct, “sma..” implies he had made a bridge decision and had failed to observe the play from LHO. The attempted correction to the ace should not be allowed.**





*Board 4*

West Deals

Both Vul

♠ A 7 5 4

♥ 10 8

♦ 4 3

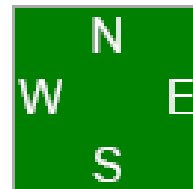
♣ A K Q 10 9

♠ 2

♥ K 6 4 3

♦ K Q 10 6

♣ J 7 4 3



♠ 10 9 6 3

♥ 9 5

♦ J 8 7 5 2

♣ 8 6

♠ K Q J 8

♥ A Q J 7 2

♦ A 9

♣ 5 2

South is in 6 ♠. The ♦ K is led won by Declarer's ace. He takes a few moments to plan his play then leads the ♠ K and calls for the ace from dummy. He blurts out, "I mean small."



# Compulsory Play of a Card

## For the dummy...

**The director should speak with declarer away from the table to discover the line of play that declarer had in mind. Transportation and timing on this hand are critical. There should be a presupposition that declarer has not just misspoken but has actually lost track of the winning line of play. In determining “inadvertent” the burden of proof of inadvertency is on the declarer. The standard of proof is “overwhelming”.**

# Common Rulings Laws 61-64 Revokes



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# When is a Revoke Established?

- When the offender or his partner leads or plays to the following trick (any such play, legal or illegal, establishes the revoke).
- When the offender or his partner names or otherwise designates a card to be played to the following trick.
- When a member of the offending side makes or agrees to a claim or concession of tricks orally or by facing his hand or in any other way.

# Correcting a revoke that is not established

- Offender plays a legal card
- The illegal card becomes a major penalty card
- A non-offender may return to his hand any card he played after the revoke
- If he does, and offender's partner has also played, offender's partner may change his play, but his previous card also becomes a penalty card



# An often contentious situation...

	♠: K J 4 3	
♠: 10 6		♠: 8 5
♥: 4		
	♠: A Q 9 7 2	

North leads a small spade to the Ace and West plays the ♥4. South leads the ♠2 and West says “Oh, I have a spade.” and faces the ♠10.



# Law 64A – Automatic Trick Adjustment

Tricks won on or after the revoke

None

No  
rectification

1

One trick  
transferred  
to the non-  
offenders

2

2 trick  
rectification  
only if  
the offending  
player wins the  
trick of the  
revoke with the  
revoking card



# Understanding Law 64A1 – the two trick penalty

A two trick penalty is applied only when:

- Offending player wins the trick of the revoke with the revoking card (i.e., by trumping) and
- His side wins at least one more subsequent trick

# Understanding Law 64A2 – the one trick penalty

A one trick penalty is applied if:

- Offending player does not win the trick of the revoke but
- His side wins the trick of the revoke or at least one subsequent trick

# Understanding Law 64A2 – the one trick penalty

Therefore, a one trick penalty is applied in either of these situations:

- If either member of the offending side wins the trick on which the revoke occurred (even though they win no subsequent tricks)
- If either member of the offending side wins at least one subsequent trick (even though they didn't win the trick of the revoke)

## Law 64B – No Automatic Trick Adjustment – in any of these situations:

- If the offending side did not win either the revoke trick or any subsequent trick.
- If it is a subsequent revoke in the same suit by the same player.
- If the revoke was made in failing to play any card faced on the table or belonging to a hand faced on the table, including a card from dummy's hand.

Law 64B – No Automatic Trick Adjustment –  
in any of these situations:

- If attention was first drawn to the revoke after a member of the non-offending side has made a call on the subsequent deal.
- If attention was first drawn to the revoke after the round has ended.
- If it is a revoke on the twelfth trick.
- When both sides have revoked on the same board.

## Law 64C – Adjusted Score for Redress of Damage

Applies if the non-offenders are insufficiently compensated by this law for the damage caused

May apply to a revoke with either an automatic or a non-automatic trick adjustments.

# Revokes: Skill Sets

- Recognizing key words to identify the problem: Listen for “revoke”, “failed to follow”.
- Asking questions in the proper order
- Paraphrasing the ruling as a summary of the facts
- Visualizing the layout at the time of the revoke – being aware of the need to replay the entire hand
- Controlling the table – revoke rulings tend to generate a lot of simultaneous conversation

# Law 23

## Comparable Call: Definitions and Concepts



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# Law 23 Comparable Call

- Purpose of this Law

# Law 23.A – Definition

A call that replaces a withdrawn call is comparable if it:

**1. has the same or similar meaning**

**Or**

**2. defines a subset**

**Or**

**3. has the same purpose**



# Law 23.A.1

## Same or Similar Meaning

Similar strength

and

Similar distribution



Law 23A1

East deals. South opens 1♥ out of rotation, not accepted

Actual Auction:

West	North	East (Dlr)	South
		1♠	2♥

Is 2♥ a comparable call?



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Law 23A1

East deals. South opens 1♥ out of rotation, not accepted

Actual Auction:

West	North	East (Dlr)	South
		1♦	1♥

Is 1♥ a comparable call?



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North deals. South opens 1♥ out of rotation, not accepted

Actual Auction:

West	North (Dlr)	East	South
	1♦	Pass	1♥

Is 1♥ a comparable call?



## Law 23A1

North deals. South opens 1♥ out of rotation, not accepted

Actual Auction:

West	North (Dlr)	East	South
	1♥	Pass	2 NT *

\* 4 card support, game forcing

Is 2NT a comparable call?



East deals. South opens 2 ♠ out of rotation, showing spades and a minor, 6-10 HCP, not accepted  
Actual Auction:

West	North	East (Dir)	South
		1 ♥	???

Is 2 ♠ a comparable call?

Is 3 ♠ a comparable call?

Is 2 ♥ (Michaels) a comparable call?





# Law 23.A.2

## Subset of Meanings

Although the legal call might not have the same meaning as withdrawn call,

The legal call provides more precise information than the withdrawn call.



# Law 23.A.2

## Subset of Meanings



The big circles define the hands that could have made the withdrawn call.

The blue oval represents a subset of those calls.

The orange oval includes hands that would not have made the withdrawn call, and therefore is not a subset.



Consider a withdrawn call showing 5+ hearts and 10-20 HCP

Subsets:

- Calls showing 6 hearts and 16-20 HCP
- Calls showing 5 hearts and 4 clubs and 10-15 HCP
- Calls showing 5 hearts and a 5 card minor and 10-15 HCP



Consider a withdrawn call showing 5+ hearts and 10-20 HCP

Not Subsets:

- Calls showing hands with only 4 hearts
- Calls showing 6 hearts but only 6-10 HCP



## Law 23A2

East deals. South opens **2♦** out of rotation, Multi, showing a weak two in either major, 6-10 HCP, not accepted

Actual Auction:

West	North	East (Dir)	South
		1♦	2♠

Is 2♠ a  
comparable call?



## Law 23A2

North deals. South passes out of rotation, not accepted

Actual Auction:

West	North (Dlr)	East	South
	1 ♥	Pass	???

Is 2 ♥ a comparable call?

Is 1NT a comparable call?

Is 2 ♣ a comparable call?



# Law 23.A.3

## Same Purpose

Asking bids or relays

The legal call asks the same questions as the withdrawn call.



## Law 23A3

North deals and opens 2NT. East passes. South bids 2♣, insufficiently, thinking that North had opened 1NT. 2♣ would have been Stayman over 1NT.

Actual Auction:

West	North (Dir)	East	South
	2NT	Pass	3♣

Is 3♣ a comparable call?





# Law 23A

## The trap of mixing definitions

North deals.

East opens 1♣ out of rotation, not accepted

Actual Auction:

West	North (Dir)	East	South
	1 ♠	???	

Is Double a comparable call?



# Law 23 – Comparable Calls

## When a call is ruled comparable...

The auction and play continue without further rectification

Law 16C2 – Unauthorized information – does not apply

Law 26 – Lead Restrictions – do not apply



# Law 23 – Comparable Calls

## Tips for the Director

Determining the meaning of the withdrawn call

Taking the player away from the table to find out

Asking the questions correctly

Determining available potential comparable calls without naming them

Making sure the players know what happens next



# Law 23C – Comparable Calls Non-offending Side Damaged

Why does this section exist?

Sometimes unforeseen things arise

A bad result for the non-offenders is not sufficient  
reason to invoke this section of the Law

There has to be a link



# Common Rulings

## Law 30

### Pass Out of Rotation



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# Law 30A – Pass Out of Rotation – at Right hand Opponent's Turn

North deals. East passes out of rotation.

Actual Auction:

West	North (Dir)	East	South
	Bids or Passes	Pass	

East must pass at this  
turn.



# Law 30B – Pass Out of Rotation – at Partner's Turn

North deals. South passes out of rotation.

Step One: What may North do?

West	North (Dir)	East	South
	?		

North may make any legal call.

But unauthorized information  
may apply.



# Law 30B – Pass Out of Rotation – at Partner's Turn

North deals. South passes out of rotation.

Step Two: What may South do?

West	North (Dir)	East	South
	Any Legal Call	Any Legal Call	?

South chooses a comparable  
call.

No further rectification.

Or... South does not choose a  
comparable call.

North must pass one round.





# Common Rulings

## Law 31

### Bid Out of Rotation



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# Law 31A – Bid Out of Rotation – at Right hand Opponent's Turn

North deals. East bids 1 ♥ out of rotation

Actual Auction: North passes.

West	North (Dir)	East	South
	Pass	1 ♥	

East must repeat his bid.



# Law 31A – Bid Out of Rotation – at Right hand Opponent's Turn

North deals. East bids 1 ♥ out of rotation

Actual Auction: North bids.

West	North (Dir)	East	South
	1 ♠	?	

East gets to make any legal call, but we need to determine if it is comparable.



# Law 31A – Bid Out of Rotation – at Right Hand Opponent’s Turn

Actual Auction: North bids 1 ♠.

These are the decision steps:

West	North (Dir)	East	South
	1 ♠	?	

East chooses a comparable call.

No further rectification.

Or... East does not choose a comparable call.

West must pass one round.



# Law 31B – Bid Out of Rotation – at Partner's Turn

North deals. South bids 1♥ out of rotation.

Step One: What may North do?

West	North (Dir)	East	South
	?		

North may make any legal call.

But unauthorized information may apply.



# Law 31B – Bid Out of Rotation – at Partner's Turn

North deals. South passes out of rotation.

Step Two: What may South do?

West	North (Dir)	East	South
	Any Legal Call	Any Legal Call	?

South chooses a comparable  
call.

No further rectification.

Or... South does not choose a  
comparable call.

North must pass one round.



# Calls Out of Rotation: Skill Sets you will use

- Know the auction that preceded the infraction and whether it has been condoned
- Know when and how to communicate effectively with a player away from the table
- Make sure the players understand their choices, including whether comparable call is applicable
- If a comparable call is not selected, make sure players understand what auction rectifications will be imposed and lead penalties may ensue
- Stick around until all aspects of the ruling have been completed



# Common Rulings

## Law 26

### Call Withdrawn, Lead Restrictions



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# Law 26

## Call Withdrawn, Lead Penalties

Law 26A – No lead restrictions

If a withdrawn call is replaced by a comparable call and the offender becomes a defender, there are no lead restrictions for his side.



# Law 26

## Call Withdrawn, Lead Penalties

Law 26B – Lead restrictions – Decision tree

Was there a withdrawn call in the auction that was not replaced by a comparable call?

If so, what suits did the offender name or specify in the actual auction?

When offender's partner is first on lead, declarer may prohibit the partner from leading any (one) suit not specified by the offender in the legal auction.



# Law 26B – Lead Restrictions

North deals. East bids 1♣ out of rotation

Actual Auction:

West	North (Dlr)	East	South
	1♥	1♠ (not comparable)	1NT
Pass (required)	Pass	Pass	

At the opening lead, declarer may prohibit one of Hearts, Diamonds, or Clubs. He may not require the lead of any specific suit.



# Law 26B – Lead Restrictions

North deals. East bids 1♣ out of rotation

Actual Auction:

West	North (Dlr)	East	South
	1♥	1♠ (not comparable)	1NT
Pass (required)	2♥	3♣	3♥
Pass	Pass	Pass	

East may lead what he likes. At West's first turn to lead, declarer may prohibit the lead of either red suit.

# Common Rulings

## Law 27

### Insufficient Bid



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# Insufficient Bids...First Steps

- Review the auction
- Consider whether the call might be inadvertent instead of insufficient
- Check if the insufficient bid has been accepted
- Find out if the bidder has attempted to correct his bid before you arrived.



# Insufficient Bids...Second Steps

- Take the player away from the table to discuss whether a comparable call is available.
- Determine the offending player's original intent at the time of the infraction and investigate the pair's methods.



# Insufficient Bids – Rectification under Law 27B1(a)

- Correction by the lowest sufficient bid in the same denomination.
- Both the insufficient bid and the correction must specify the same suit for a penalty-free correction under this section





# Insufficient Bids – Rectification under Laws 27B1(b)

- Law 27B1(b) Correction with a comparable call.
- Use any of the three definitions of a comparable call as needed. (Law 23)



# Law 27 – Insufficient Bid – an Example of a Comparable Call

North deals and opens 1NT. East bids 2♦, natural. South does not see the overcall and bids 2♣.

West	North (Dir)	East	South
	1NT	2♦	??

Suppose N/S have agreed that a cuebid is Stayman.

Is 3♦ a comparable call to the withdrawn 2♣ call?



# Insufficient Bids – Rectification under Laws 27B2

- If a simple correction of an insufficient bid specifying a suit with the cheapest bid specifying the same suit is not applicable,
- And if a comparable call is not available,
- Then the offender must substitute either a pass or a sufficient bid, and his partner is barred for the rest of the auction.



# Change of Call and Insufficient Bids: Skill Sets you will use

- Differentiating between unintended and intended calls
- Knowing when to consult with players away from the table
- Learning how to question players about their methods and their alternatives
- Determining if a comparable call is available.



# ACBLscore

Direct link for ACBLscore program:

[http://www.acbl.org/clubs\\_page/acblscore/](http://www.acbl.org/clubs_page/acblscore/)

**Resources are available... help is a call or click away.**

**Club hotline: 662-253-3181 Canada: 888-219-9901**

Live for Clubs [live.acbl.org](http://live.acbl.org)

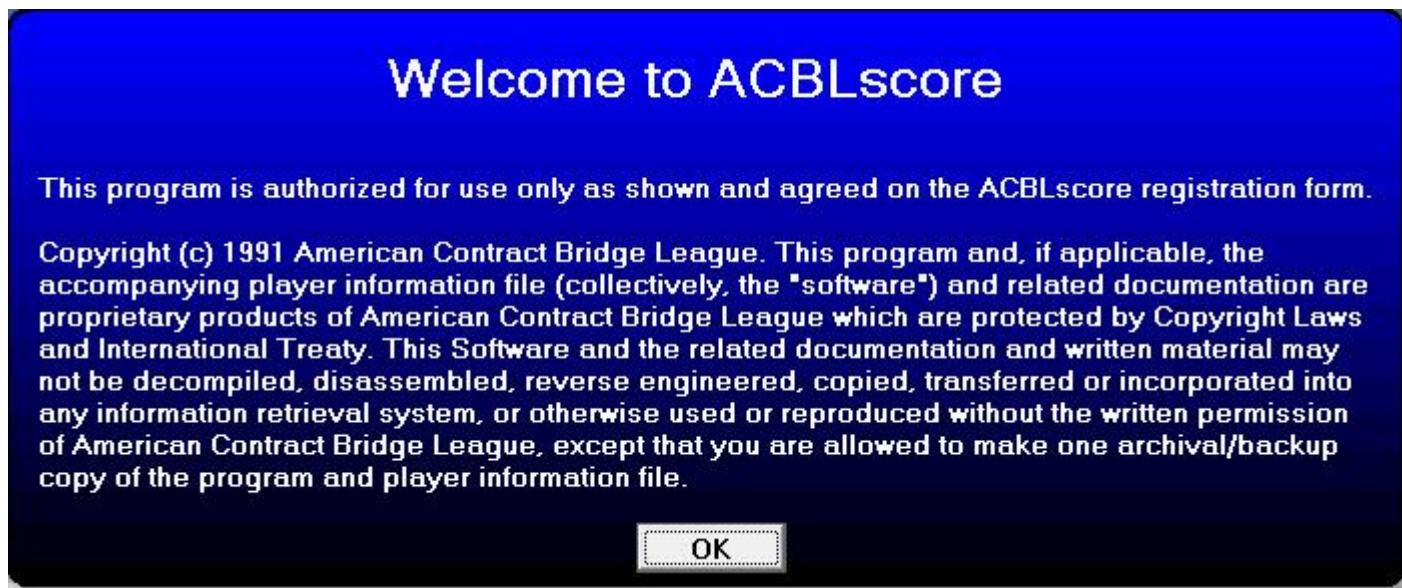
[https://www.acbl.org/clubs\\_page/club-administration/resources-and-forms/](https://www.acbl.org/clubs_page/club-administration/resources-and-forms/)

Bookmark <https://results.acbl.org/#/>



# Welcome Screen

[www.acbl.org/clubs\\_page/acblscore/](http://www.acbl.org/clubs_page/acblscore/)



The glitch: Avoiding frustration



# F1 Gets the help screen

The screenshot displays the ACBLScore software interface. The main window shows a menu bar with options: File, Edit, View, Scores, Section, Event, Reports, Configuration, and Help. The left pane lists game details for 'Section A: Saturday', including 'Type of Movement: 5', 'Number of tables: 5', 'Boards in play: 25', 'Scoring method: Match Point', 'Rating: Club Master', 'Club session: 16', 'MP Limits: None/25', 'All Names Entered: ', 'Posting method: Pick', 'Special game: Standard', and 'DBADD: Not Done'. The bottom status bar shows '120728 (M) - F11 or', 'Section: A (Pairs)', 'Printer: Epson Wide', and 'WSCORE Version V...'. An 'ACBLScore Help' window is open, showing a tree view of help topics. The 'Printer Configuration' topic is selected and highlighted in blue. The right pane of the help window displays the text: 'Printer Configuration', 'After intallation, you should configure ACBLScore for your printer.', 'From the **Main Menu**, select **Setup**, then **Select Printer**, then **Make/Model**.', and 'ACBLScore uses PCSPool, a public-domain print spooler to take care of all its printing needs. PCSPool writes all output to temporary files on your hard disk or computer memory and allows you to do other things without...'. Navigation buttons like 'Previous', 'Top', and 'Next' are visible at the top of the help pane.



# ACBL Quick Keys

<b>Activity</b>	<b>ACBLscore Command (F11)</b>	<b>Quick Key</b>
<b>Change to another section</b>	<b>CH</b>	<b>F7; PgDn, PgUp</b>
<b>Enter or correct scores</b>	<b>EN</b>	<b>F2</b>
<b>Event Leaders</b>	<b>EV</b>	<b>F6</b>
<b>Enter/Modify Player Names</b>	<b>NA</b>	<b>F3</b>
<b>Print recap sheet</b>	<b>RE</b>	<b>F5</b>





# ACBL Frequent Activities

<b>Activity</b>	<b>ACBLscore Command</b>
<b>Add a section</b>	<b>ADD</b>
<b>Store Game Results for Monthly Reporting</b>	<b>DBADD</b>
<b>Print Players Personal Scores</b>	<b>SUM</b>
<b>Print List of Winners for Posting or Newsletter</b>	<b>BUL</b>
<b>Print Master Point Coupons</b>	<b>PCON</b>



# Claims And Concessions

When is a claim made?

When is a concession made?



# Defining a claim

A claim is made when

- A player makes a statement to the effect that he will win a specific number of tricks.
- A player also claims when he suggests that play be curtailed, or when he shows his cards.

# Defining a concession

A concession is made when

- A player makes a statement to the effect that he will lose a specific number of tricks; a claim of some number of tricks is a concession of the remainder, if any.
- A player concedes all the remaining tricks when he abandons his hand.
- Regardless of the above, if a defender attempts to concede one or more tricks and his partner immediately objects, no concession has occurred.



# Clarification Required for Claim

A claim should be accompanied at once by a clear statement as to the order in which cards will be played, of the line of play or defense through which the claimer proposes to win the tricks claimed.

# Law 68 D Suspension of Play

Call the Director or

Continue Play



# Considerations for the Director

- Did the non-claiming side make the request to continue?
- Was there concurrence?



# Claim adjudication

Maintain calm

Gather the facts

Resolve claims with an outstanding trump





# Control of the table

Claim situations often involve disagreements as to what was said. The director must take care to control the table and hear everyone in turn.



# Gathering the facts

Listen carefully to determine the sequence that occurred

Require claimer to repeat the claim statement he made at the time of the claim. If he was interrupted in his original statement, he should be allowed to complete it.

Be mindful, especially when a player has simply faced his cards without a statement, that any objection by the other side may provoke more careful thought by the claimer.



# Gathering the facts

Hear the opponents' objections

Require players to face their remaining cards

Listen to any rebuttal or clarification any player wishes to provide

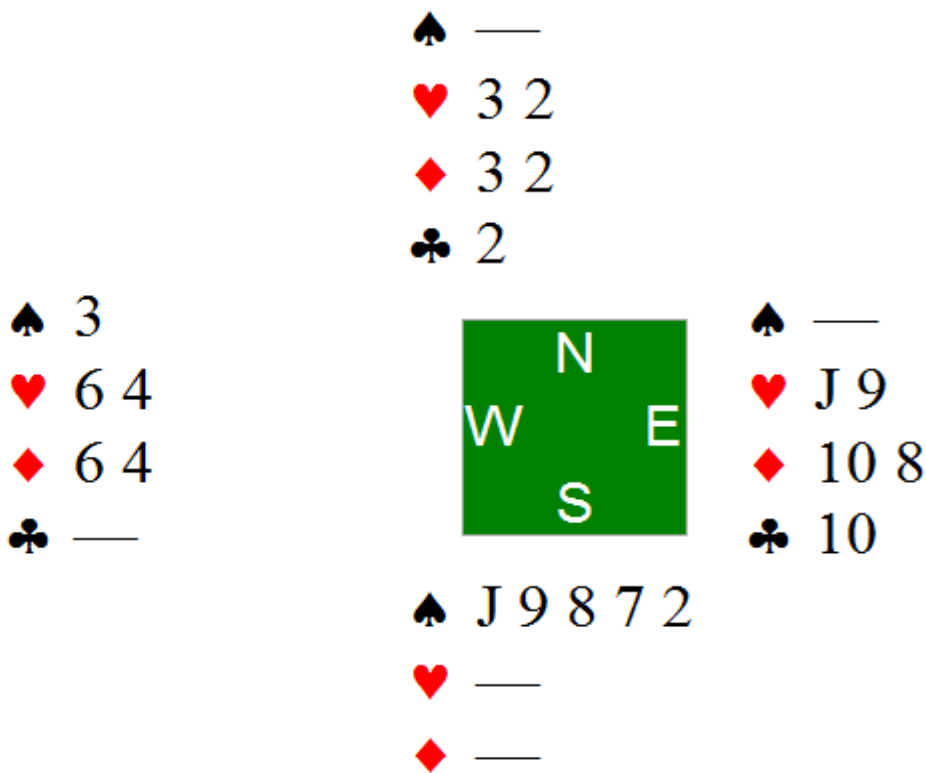
Maintain control; don't allow players to repeat the same arguments multiple times

# Claims with an outstanding trump

The non-claimers get a trick if

- Claimer did not mention the trump(s) in his statement, and
- There was a chance that the claimer did not realize a trump remained in an opponent's hand, and
- There is a normal line of play that would allow the claimer to lose a trick to that trump.






Spades are trump.  
 The lead is in North.  
 Declarer, South, claims  
 with no statement.

If the Director feels there is a possibility that declarer was unaware of the outstanding trump, a trick should be awarded to the defense because he carelessly may choose to ruff the ♣2 with the ♠2 and West can overruff.

The E/W hands have been reversed:

♠ —		♠ —
♥ 3 2		♥ 6 4
♦ 3 2		♦ 6 4
♣ 2		♣ —
		
♠ —		♠ 3
♥ J 9		♥ 6 4
♦ 10 8		♦ 6 4
♣ 10		♣ —
♠ J 9 8 7 2		
♥ —		
♦ —		
♣ —		

Spades are trump.  
The lead is in the North  
Declarer, South, claims  
With no statement

The claim should be allowed. In the application of Law 70E1, declarer is allowed to observe East's play. If East plays the ♠3, declarer is not required to underruff.






# Resolving doubtful points

Our goals:

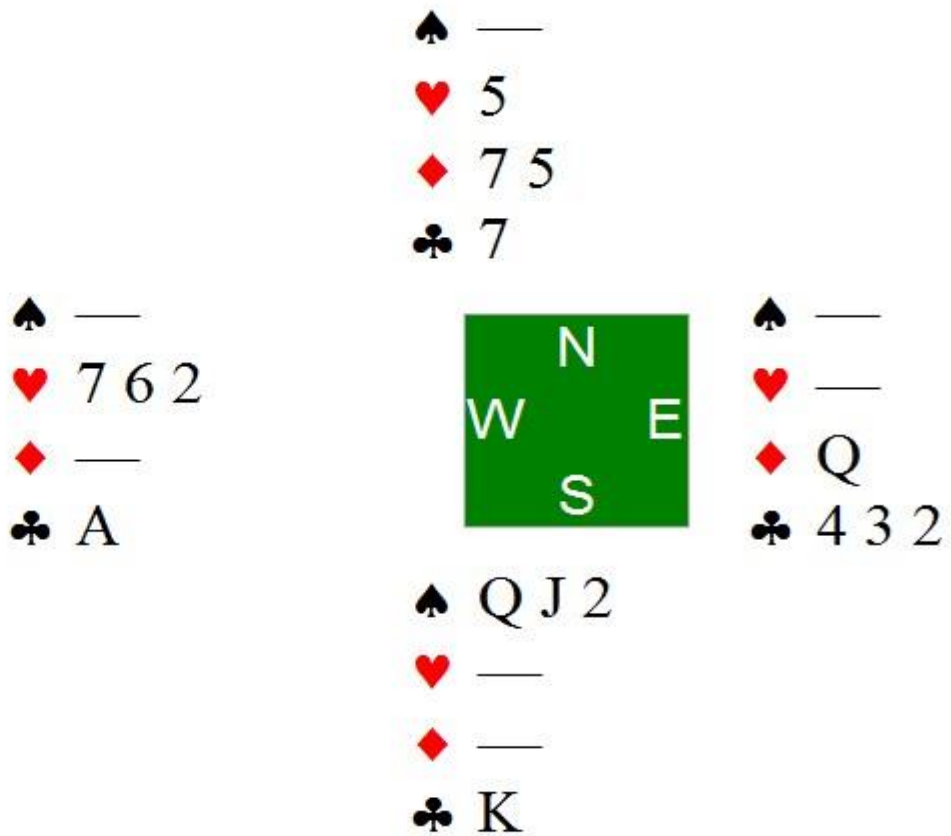
- To Adjudicate the result as equitably as possible to both sides, but any doubtful point shall be resolved against the declarer.
- To Understand the definition of “normal” play – it includes play “that would be careless or inferior for the class of player involved”.





When adjudicating claims, the director's most difficult task is to distinguish between a bad claim and a correct claim poorly stated.

- When the player has erred in his analysis of the situation, the claim is likely to be faulty.
- When the player has solved the bridge problem, but stated it poorly, the director should allow the claim.



South is on lead.  
 He faces his hand,  
 claiming the rest,  
 without stating a line of play.

**The defense should be awarded all the remaining tricks. It must be presumed that declarer thought that he held the winning cards in both black suits. He cannot amend his statement to play the spades first.**



♠ —  
♥ J 9  
♦ 5  
♣ —

♠ K Q 5  
♥ —  
♦ —  
♣ —



♠ 7  
♥ 10  
♦ —  
♣ 9

♠ 6 4  
♥ —  
♦ —  
♣ 8

Contract is 4C by South  
Lead is in the South  
Claim made with no statement

♠ —  
 ♥ —  
 ♦ 10  
 ♣ Q J 10

♠ 7  
 ♥ —  
 ♦ —  
 ♣ 9 8 5



♠ 8  
 ♥ 10  
 ♦ —  
 ♣ 7 6

♠ —  
 ♥ K 6 4  
 ♦ Q  
 ♣ —

Contract is 4H by South  
 Declarer has just ruffed his low diamond  
 lead with the ♥ J in Dummy  
 He claims making no statement.



# Claims: Skill Sets you will use

- Control of the table
- Anger management
- Careful listening
- Understanding the definition of “normal” play:  
“normal” includes careless or inferior

# Common Rulings

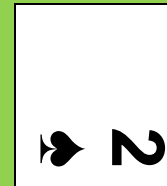
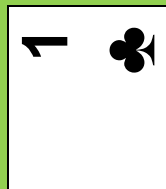
## Law 25

### Legal and Illegal

### Changes of Call



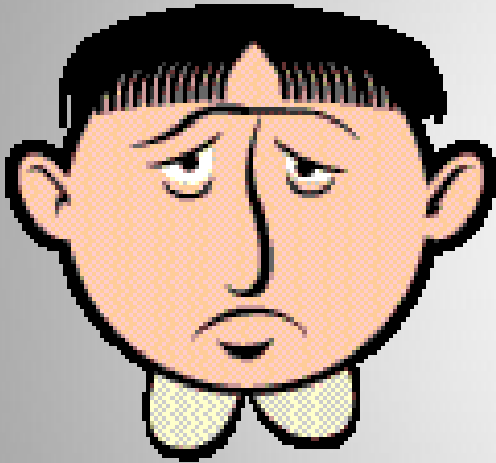
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**DIRECTOR!  
Insufficient!!!**

*This  
is  
Fred*

Fred says:



- I always meant to bid 3♥.
- It was a mechanical error. I meant to pass.
- We were talking and I didn't see East's bid.
- Why do you always rule against me?



# Law 25

## Legal and Illegal Changes of Call

If the player's original intent was to make the call selected or voiced, that call stands.

A change of call may be allowed because of a mechanical error or a slip of the tongue, but not because of a loss of concentration regarding the intent of the action.

A change of call may not be allowed if partner has made a subsequent call.

LHO may withdrawn any call made over the original call; information from such call is unauthorized to the offenders.



# Law 25

## Legal and Illegal Changes of Call

A player is allowed to replace an unintended call if the conditions described in Law 25A are met, no matter how he may become aware of his error.



# Law 25

## Legal and Illegal Changes of Call

West	North (Dir)	East	South
	1 ♥	Pass	2 ♥
Pass	3 ♦	Pass	Pass !

Is a correction to 3 ♥ permitted under Law 25A?



# Law 25B

## Legal and Illegal Changes of Call

When there is an attempt to change an intended call...

- The substituted may be accepted by LHO.
- If not accepted, the substituted call is cancelled, and the auction continues from the original call
- Information from a withdrawn or cancelled call is unauthorized to the offending side





# New Alert Procedures

Highlighting the Major Differences in  
Alerts/Announcements



# DISCLAIMER

This is not meant to cover ALL alertable calls. In general, artificial calls are still alertable, natural calls are not.

This presentation is meant to cover the highlights of the new procedures and what has changed as well as some special cases where the above does not apply.

# Pre Alerts

**Players are required to inform their opponents prior to a round/segment beginning if any of the following:**

- If any one level opening is artificial or forcing

NOTE: This does not apply to opening 1C when the shape is ONLY 4432

- Any canape system
- Playing different systems depending on seat and/or vulnerability

NOTE: This does not apply to variable NT ranges if that is the only thing changing

- Any artificial opening preempts below 3NT
- Leading low from a doubleton NO LONGER requires a pre-alert

# Announcements – What's New?

Transfer is no longer a term that will be used. Instead, when a player is showing length in a suit, you name the suit being shown

Examples:

- 1N – 2D – the player now says "hearts" instead of transfer
- 1C – 1H – if the pair is playing transfer responses to 1C, here, they would say "spades"
- 1D - (1H) - X – if this shows specifically some number of spades and only spades, the player says "spades." This also applies when a double or redouble is showing specifically the next higher suit.
- 1H – 1N - if the pair routinely passes 4 spades, they must not only announce "forcing" but must also say, "May have four spades"
- Opening 1C/1D which could be short is now announced as "Could be x"(0, 1, 2)



# Natural Bids – Some are now Alertable

Below are the natural calls that we are now alerting:

- Natural 2C (although that was always the case)
- A natural preemptive bid if there is an alternate way to preempt in the same suit (eg Namyats)
- An opening NT bid that is natural but always based on a long suit (ACOL 2NT)
- A natural NT overcall that does not contain at least 14 HCP
- A direct cuebid of opener's natural suit
- A jump overcall that shows at least Average strength
- After a 1 level opening, a natural 2NT overcall that shows a Strong hand
- A double raise in response to partner's opening bid showing a forcing raise.

# What no longer requires an Alert

- After a Quasi-Natural opening bid – A cuebid is not alertable regardless of meaning
  - Example: 1D (2+ precision style) - (2D natural) does not require an alert
- After an Artificial opening bid – A bid of the same suit opened OR the suit shown by the opening, regardless of meaning
  - Example: 1C (strong) - (2C) showing D or H+S is NOT alertable
- After a Quasi-Natural or Artificial bid – A jump to 2N showing any two suits (known or unknown)
- After a 2 level preempt – a forcing 2NT response, regardless of meaning
- Most doubles including support double
- Weak jump shifts

## 2C Openers

In Open/Open+ (must meet definition of Very Strong for Basic/Basic+), it is acceptable to open 2C on a hand that is not Very Strong, but instead Strong and tricky. If the players are opening 2C on a hand with long, solid suits but it would not meet the definition of Very Strong, it needs to be alerted. Most players are not going to realize this and it will require a lot of education and patience.

Example of a Strong 2C that needs an alert:

AKQJxxxxx, Qx, x, x

AKQJxxxxxx, x, x, x

# Definitions from Convention Charts

“Strong”: A hand that contains:

- 1) at least 15 HCP; or
- 2) at least 14 HCP and meets the “Rule of 24”.
- 3) at least 5 Control Points and is within one trick of game assuming suits break evenly among the other hands.

“Very Strong”: A hand that contains:

- 1) at least 20 HCP; or
- 2) at least 14 HCP and is within one trick of game assuming suits break evenly among the other hands.
- 3) at least 5 Control Points and is within one trick of game assuming suits break evenly among the other hands.

# Delayed Alerts

Currently, while only playing online, all alerts are immediate. However, when we get back to face-to-face bridge, there will be delayed alerts. Previously, players were not to alert any bids above 3NT after the first round of bidding. This is still true. Additionally, control showing bids should be announced at the end of the auction (even control bids that occur below 3NT)

An example from the Alert Procedure: In the unopposed auction 1S - 2C - 2H - 3H - 3S - 4C - 4H where 3S and 4C were control bids: Explain 3S and 4C at the end of the auction

# Other

These are some Miscellaneous items that now require an alert:

- Sandwich NT – by a passed or unpassed hand
- Opening 2NT or overcalling 1NT with a small singleton

There will be many situations which arise that are not covered explicitly. Always remember – first, check the alert procedure and then, discuss with colleagues. It will be tricky figuring some of this out and it may require lots of discussion, so be patient. Tell the players you are looking into the situation and work on coming up with a solution with your colleagues.

# Additional Links

- Alert Procedures

<https://web2.acbl.org/documentLibrary/play/AlertProcedures2.pdf>

- Convention Charts

[http://web2.acbl.org/documentLibrary/about/CONVENTIONCHARTS2\\_2020.pdf](http://web2.acbl.org/documentLibrary/about/CONVENTIONCHARTS2_2020.pdf)

Law 75

# Mistaken Explanation or Mistaken Call



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# Preamble for this discussion: Law 73

## What constitutes Unauthorized Information?

- Law 73A: Communication between partners shall be effected only by the means of the calls and plays themselves.
- Law 73C Examples of unauthorized communication

Remark

Undue emphasis

Question

Inflection

Explanation

Haste or hesitation

Gesture

Unexpected alert

Mannerism

Failure to alert

# Law 75A – The Mistake in the auction

When information is transmitted by one of the methods listed in 73C, the partner who is the recipient of the information must avoid taking any advantage therefrom.

Note that from the point of view of the recipient, it doesn't matter who was "right" concerning the actual auction. UI still exists.



# Side trip: Law 16B1(a) What does it mean to “not take advantage?”

...a player may not choose from among logical alternatives one that could demonstrably have been suggested over another by the extraneous information.

## What does that mean?

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 may select it.



# Back to Law 75A

An example of UI under Law 75A:

East	South	West	North
1NT	Pass	Pass	2♥ *
Pass	Pass	Double	?

\*intended as hearts and a minor, but not alerted

What UI does North have?

He knows that South missed the fact that he has a second suit.

## An example of UI under Law 75A:

East	South	West	North
1NT	Pass	Pass	2♥ *
Pass	Pass	Double	?

North holds:

♠Q   ♥AQxxx   ♦x   ♣KJxxxx

Can North bid 3♣ at this turn?

No, to do so would be using UI.

# Law 75B – When the Mistake is a Mistaken Explanation

- This is an infraction of Law.
- There is a *prima facie* case for protection for the non-offending side since they didn't get a correct explanation of the agreement.
- Actual adjustment in their favor occurs only if there is damage.
- The player who is aware of the infraction must speak up before the opening lead if he is about to be declarer or dummy, or at the end of the hand if he is a defender.



# Law 75C – When the Mistake is a Mistaken Call

- This is not an infraction of Law.
- The bidding side has no obligation to advise the opponents of the situation.
- However, this does not relieve the bidding side of its obligation strictly to avoid the use of the UI. The director must be alert to the possibility that the UI has been used.



# Law 75B or 75C

## How do you tell when it is unclear?

In a doubtful case, the director must assume a mistaken explanation, 75B (an infraction) rather than a mistaken call, 75C.





# Law 75B and 75C – an example

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

\*3♣ intended as a limit raise in hearts; alerted as weak

What UI does North have?

North knows that South has a completely wrong picture of his hand; North knows that South is not playing him for any sort of heart raise



# Continuation of the 75B and 75C example

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

Did North's 3♥ bid violate the Law?

No. He was always in a “hearts” auction. It is possible to construct hands with lots of red cards where he should double 3♦ for penalty, but he is not required to pass, and from a bridge point-of-view, should not pass.



# Continuation of the 75B and 75C example

South	West	North	East
1♥	Pass	3♣ *	3♦
Pass	Pass	4♥	Pass
Pass	Pass		

Would 4♥ have violated the Law?

Yes. Opener did not double 3♦. He did not accept the game try. In fact he left open the option to defend 3♦ undoubled. Responder may not accept his own game try in the presence of unauthorized information.



# Continuation of the 75B and 75C example

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

If there is strong evidence that this is a mistaken bid, i.e., the agreement really is a weak jump shift, are the non-offenders entitled to relief on the auction presented?

No.



# Continuation of the 75B and 75C example

If this is a mistaken explanation (or one person thinks each way, so we must presume mistaken explanation), what about relief now?

The answer depends on what 3♦ bidder is holding



# Continuation of the 75B and 75C example

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

East holds:

♠Ax ♥xx ♦KQJTxxx ♣Qx

There probably should be no relief. You can argue that East wants to be in this auction with these cards no matter what 3♣ is.



# Continuation of the 75B and 75C example

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

East holds:

♠Ax   ♥xx   ♦KJTxxx   ♣xxx

Relief should be considered.



# Continuation of the 75B and 75C example

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

East holds:

♠xx ♥xx ♦QJ9xxx ♣Kxx

There should be no relief.





# Law 16

## Unauthorized Information



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# Steps in Dealing with Unauthorized Information

Was there unauthorized information available?

Was there a huddle? A squirm? A dirty look?

Did misinformation – a wrong explanation, an unexpected alert, the absence of an alert – create unauthorized information?

If yes, proceed



# Steps in Dealing with Unauthorized Information

Were the opponents disadvantaged?

If yes, proceed



# Steps in Dealing with Unauthorized Information

Did the recipient of the unauthorized information (typically the partner of the person who huddled or misalerted) have logical alternatives to the subsequent action he chose?

If yes, proceed



# Steps in Dealing with Unauthorized Information

Could the extraneous information demonstrably suggest the call chosen over a likely less successful logical alternative(s)?

Is it obvious?

Is it readily apparent?

Is it easily understood?

If yes, proceed



# Steps in Dealing with Unauthorized Information

Assign an adjusted score



# Polling and Consultation



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# Asking for help - Consulting

No matter how extensive your bridge knowledge, it is often useful to get another opinion

- A consultant may offer a perspective you have not considered
- The process will give your ruling validity when you convey it to your players



# Consulting – Deciding what to ask

Choose your questions thoughtfully

- Do you want to know what your consultant would do on the actual auction?
- Or do you want to know what he would do on an alternative auction?

# Tips on Consulting

- Do not identify the players to the consultant; you may identify their experience level if appropriate
- Give the consultant just one hand
- Ask him what he would do at each turn, not just the turn with the critical decision.
- You may need to take more than one poll to get the information you need.
- Always thank consultants for their help!

# Thank you for joining us today!

Helpful Links and information:

[Acbl.org](http://Acbl.org)

ACBL Club Hotline **662-253-3181** **Canada 888-219-9901**

[Live.acbl.org](http://Live.acbl.org)      Bookmark <https://results.acbl.org/#/>

[Bridgemate.us](http://Bridgemate.us)

[Thecommongame.com](http://Thecommongame.com)



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