

Lead Out-of-Turn (54)

| Option | Opening | During Play |
|--------------|----------------------------------|-----------------------------------|
| Accept | 1 Declarer becomes dummy | The Lead is Accepted... (53) |
| | 2 Declarer remains declarer | |
| Don't Accept | 3 Require OP to lead the suit* | or |
| | 4 Prohibit OP from leading suit* | ← The card becomes a PC(Mjr) (56) |
| | 5 Remain a PC. Lead anything | |

*Restore to hand

Premature Lead or Play Before Partner (57A)

Offender's card is a Major PC
 Offender's Partner is required to play the:

- ◇ *highest Card* in suit led, or
- ◇ *lowest Card* in suit led, or
- ◇ *not* play a card in a specified suit.

No Penalty if dummy has illegally suggested (verbalized, touched) that a card be played (57C).

Revoke (64)


64C Equity


The revoking trick was won by...


| Revoke | Penalty | Description |
|--------|---------|--|
| -1 | -1 | -If no subsequent tricks were won by the revoking side |
| -2 | -2 | -If the Revoking side won a subsequent trick. |

| Partner of Revoker | Penalty | Description |
|--------------------|---------|--|
| -1 | -1 | -Declarer and dummy are considered separately, just like the defenders. Subsequent tricks have no meaning. |
| None | None | -If no subsequent tricks were won by the revoking side. |
| Non-Revoking Side | Penalty | Description |
| -1 | -1 | -If the revoking side won a subsequent trick(s). |

Claim (70)

 **Repeat claim.** If trumps* were not mentioned, ask why not? **Makes statement** if none was given.

Claimer Face all remaining cards 

 **State the objection.** Non-claimants may confer. Director accepts any suggested non-irrational line of play. He should not put words in their mouths however.

Opponent

*If an outstanding trump(s), adjust only if **all** of the following apply:

- ◇ Failed to mention.
- ◇ Could have possibly been unaware.
- ◇ Could lose by play that is careless or inferior for the class of player involved... but not *irrational*.

Bridge Director's Companion

Larry R. Harris

Technical Advisor
 Gary Zeiger

6th
 Edition

Survival Guide for the Club Director

Bridge Director's Companion

Bridge Director's Companion was created for Club Directors to fill a perceived void. It is intended to supplement (not replace) Laws of Duplicate Contract Bridge (ACBL) and Duplicate Bridge Direction (Groner).

Larry R. Harris

Gary S. Zeiger (Z-Man)
Technical Advisor

6th edition changes

- Now, in a more user friendly 'take it to the table' format
- ACBLscore now Windows oriented
- Updated Alert Matrix
- Incorporation of Tech Files data.
- Most *mistrakes* and *typos* corrected from 5th edition

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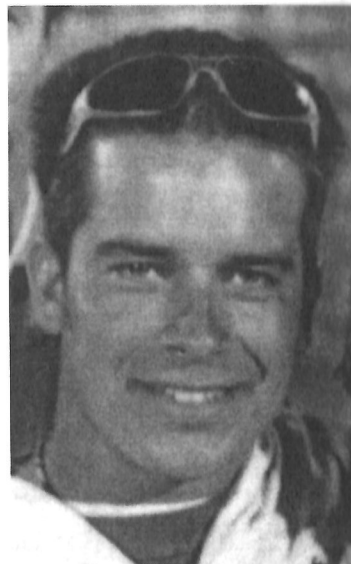
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Dedicated to Robert Belmares Harris

12/17/66 – 12/14/95



Blithe spirit

Humble champion

Compassionate role model

My Dear Sunshine...

Like a bee carrying life from flower to flower, you nurtured all that you touched. Always a smile, never judgmental. So intensely passionate about all you pursued, you lived life to its fullest. The birds became jealous of you. You were doing what you loved to do when you fell into God's arms. You will never be forgotten, Rob, Robert, Gooby, Robaire, Racer. You are 21 Victory Points on a 20-point scale.

Love, Dad

- 1995 World Skysurfing Champion - Ampfing, Germany
- 1995 ESPN Extreme Games Champion – Skysurfing Competition - Rhode Island
- 1995 Interviews/Appearances – ESPN, *Press Box*, *Good Morning America*, *Entertainment Tonight*, *Extra*, Discovery Channel/*Bio Flight*
- 1995 Commercials – Pepsi/Agassi and James Bond, Bullet Bros., Mountain Dew/Mel Tormé, Squirt/shopping cart, MCI
- 1994 Dance Chart Reporter – *Billboard Magazine*
- 1994 World Skysurfing Champion - Eloy, Arizona
- 1994 Interviews/Appearances – ESPN, MTV, Prime Ticket, *Baywatch*
- 1993 Bronze Medal – World Skysurfing Championships - Emporiabrava, Spain
- 1993 2nd Place – Freestyle Skydiving - Perris Valley, California
- 1993 Featured in the *Los Angeles Times* as LA's finest disc jockey
- 1993 1st Place – Skysurfing - Skydive, Arizona
- 1990 Member – Double Freak Band
- 1984 Olympic Games – Closing Ceremonies, Break Dancing
- 1983 Most Valuable – Mira Costa High School Cross-Country
- 1980/81 Numerous first-place finishes – Distance Running
Marathon Finisher - Mission Bay, Los Angeles, Palos Verdes



The Culprit...

A Human Factors Scientist specializing in Instructional Systems Design. He has presented numerous professional papers at conventions on Individualized and Computer-Based Instruction.

In addition to being a Gold Life Master and an active Bridge Director, Larry's avocational accomplishments include:

- Conduct of clinics and seminars in sports officiating at Loyola University and UCSB.
- Classroom instruction in baseball umpiring, baseball scorekeeping, And soccer officiating in addition to the Precision and 2/1 systems of bidding in bridge.
- Soccer referee at the professional and NCAA playoff levels.
- Collegiate baseball and softball umpire.
- Commissioner of Certification for the Southern California Soccer Officials Association. Past president of the Los Angeles chapter (9 years).
- Over 200 trophies for Latin dancing, and sports car racing/rallying/gymkhana.
- Avid roller skater who competed in 10Ks and marathons when he wasn't skating to work (20 miles).



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Books by Larry Harris



LAWS OF DUPLICATE BRIDGE THROUGH THE EYES OF THE PLAYER

Warnings...Hot Tips...Insights...Intimidation
Baron Barclay Bridge Supply—2008



DIRECTOR'S BEDSIDE COMPANION

Guidance...What to Say?...What to Do?
Devyn Press—2008



DIRECTOR'S QUICK REFERENCE COMPANION

Survival Guide for the Club Director
Devyn Press—1996, 2000, 2006



BRIDGE PLAYER'S COMPANION

Fast, Practical Assistance for the Serious Non-Expert
C & T Bridge Supplies—1991



BRIDGE DIRECTOR'S COMPANION

Complete Reference Guide for the Club Director
Devyn Press—1988, 1991, 1995, 2000, 2007, 2013



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The Complete Guide to Soccer Officiating
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The Complete Baseball Scorekeeping Training Course
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Contents

Prologue

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This is the back cover. It is a one-page super compression of the *Laws* section. It covers the majority of rulings. You will have to turn several pages for the low probability situations.

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Much of this section can be used in a "show & tell" mode for your players. All out-of-rotation/turn calls, bids, leads, and plays are pictorially represented. The *Correct Player* is the focal point for auction infractions. Play irregularities revolve about *Declarer*. Dotted lines often surround the most common results of an infraction.

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Basics

- General . . . I-2
- Wrong Number of Cards/Defective Trick . . . I-5

Auction

- Basics . . . I-6
- Exposed Card . . . I-8
- Penalty Card . . . I-9
- Pass Out-of-Rotation . . . I-10
- Bid Out-of-Rotation . . . I-13
- Changes of Call - Insufficient Bid . . . I-16
- X/XX-Improper/Out-of-Rotation . . . I-17
- Errors in Explanation . . . I-18
- Psychics/Coincidence . . . I-19
- Damaging Enforced Pass/Call Withdrawal Lead Penalties . . . I-20

Play

- Play of Wrong Board - Disputed Facts . . . I-21
- General, Declarer, Dummy, Defender . . . I-22
- Lead/Play Out-of-Turn . . . I-27
- Premature Play/Lead Out-of-Turn . . . I-30
- Revoke . . . I-33
- Claim/Concession . . . I-34
- Misconceptions/Hesitations . . . I-36

- Procedural Penalties . . . I-37
- Proprieties . . . I-38
- Violations of Procedure/Conventions . . . I-39
- Irregularities . . . I-40
- Unauthorized Information . . . I-42
- Duplicate Decisions/Conventional Restrictions . . . I-43
- Alerts . . . I-44
- Event Termination . . . I-50

II. Pair Movements

Movements at-a-Glance . . . II-2

A "You Pick-Um" list of recommended movements.

Movement Trade-offs . . . II-3

Gives you the rationale for making comparisons.

Initial Setups . . . II-4

Get going quickly if you choose a Bye-Relay, a Bump, or one of those pesky $\frac{1}{2}$ table Appendix Mitchells.

Movement Matrices . . . II-5/25

The more commonly used movements for table configurations of 3 through 18. The purpose of these direct look-up tables is to show you which N/S, E/W, and special boards are in play at any given table throughout the life of the movement.

Hand Records . . . II-26/27

Master sheets for 6 or more tables whenever the boards are made using hand records.

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Field balancing, game timing, and slow play.

III. Team Movements

Swiss and Round Robins receive the lion's share of coverage. Board-A-Match has direct look-up tables.

Method of Scoring . . . III-2

Setup . . . III-3

Overview explanation of team events..

Round Robin (RR) Basics . . . III-6-9

Basic setups and movement irregularities.

Board-A-Match (B-A-M) . . . III-10

Information to set up and run any 5 to 18 table B-A-M event.

Knock-Outs . . . III-12/13

The premier form of bridge play.

IMP/VP Scales . . . III-14

VP scales are 20-point scales for 8 or fewer boards and for 9-11 boards.

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- Revoke . . . I-33
- Claim/Concession . . . I-34
- Misconceptions/Hesitations . . . I-36

- Procedural Penalties . . . I-37
- Proprieties . . . I-38
- Violations of Procedure/Conventions . . . I-39
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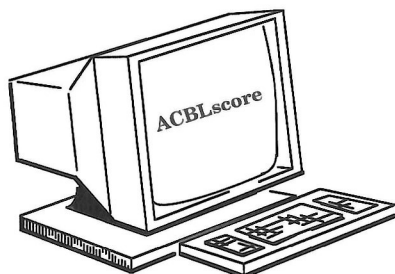
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VP scales are 20-point scales for 8 or fewer boards and for 9-11 boards.

IV. ACBLscore



This section assumes a modicum of familiarity with ACBLscore. Emphasis is now upon the Windows version.

Typical pair and swiss ssequences . . . IV-2

Pull-Down Menus and Commands . . . IV-4
Commands most likely to be used and their menu location.

Display Results . . . IV-7
Various options for obtaining results and the data each contains.

Data Entry . . . IV-8
Step by step matrices containing every conceivable type of score entry.

Common Situations . . . IV-10
'How to' handle a variety of common situations via step by step instructions.

I thought you would never ask!
Descriptions of frequently encountered Player-Director interactions.

Common Situations . . . I-4
Clarifies questions regarding when it is legal to ask or look at a convention card. What constitutes 'intent'.

Disputed Facts (He says, she says) . . . I-21

Misconceptions . . . I-36
Dispels the myths regarding everyone being responsible for dummy, and attempts to clear up the murky waters of hesitations.

Conventions . . . I-39
Resolves items such as opening 1NT with a singleton and other conventional guidelines.

Unauthorized Information (UI) . . . I-42
The main thrust of the Sept 08 law changes is summed up via 'Hear', 'See', and 'Speak' no evil.

Alert! . . . I-44
Runs the gamut from the 6-17-96 major restructuring of the alert procedure and culminates with a common situation matrix, last documented in March 2006.

PENALTY CARD

Insufficient Bid

ALERT!

Exposed Card

Defective Trick

CLAIM

I. LAWS

Lead Out-of-Turn

Revoke Concession

Out Call-of-Rotation

Procedural Penalty

Change of ~~Bid~~ Call

Using "Laws" Section

All out-of-rotation/turn calls, bids, leads, and plays are pictorially represented. The *Correct Player* is the focal point for auction infractions. Play irregularities revolve about Declarer.

Abbreviations abound—Some old, some new (but never borrowed or blue):

(#)—The relevant law number

N/S—North/South

E/W—East/West

LHO—Left-Hand Opponent (LHO and RHO are in relationship to the offender)

RHO—Right-Hand Opponent

DD—Duplicate Decisions (ACBL publication)

RTG—Ruling The Game (ACBL publication, 1978 and current bulletin articles)
DD and RTG pertains to the law that is currently being referenced

CDH—ACBLs Club Director's Handbook

X—Double

XX—Redouble

PC—Penalty Card (Mjr - Major, Mnr - Minor)

O—Offender

OP—Offender's Partner

PASS-ALL—Must pass throughout the auction

PASS-1—Must pass at next turn only

L/PEN—Lead Penalty—May require/prohibit the lead of unofficially bid suit(s)

L/PEN (PROHIBIT ANY)—May prohibit the lead of any *one* suit

General

Assignment of Seats (5)

- ♣ Initial Position—Change of compass direction only by permission or instruction of the Director.
- ♣ Seating Assignment—Pair at wrong table/direction are considered as being the main offenders. The Director may be compelled to assign an "artificial adjusted" score. Stationary pair is responsible for verifying that proper opponents are at the table. First WARN, then give a procedural penalty (DD-15).

Shuffle and Deal (6)

- ♣ Cut—Required if any contestant so requests.
- ♣ Deal—One card at a time, in clockwise rotation.
(Minor variations are usually allowed by the Director - ACBL 4/97)
- ♣ Representation—A member from each side should be present.
- ♣ Exposed Card—Reshuffle and redeal.

Board Placement (7.A) Board must remain in center of table until the end of play.

Card Removal (7.B) A player shall count his cards before looking at the face of any card.

Procedure Responsibility (7.D)

- ♣ All players are responsible, but stationary pairs are *more* responsible.
- ♣ All players are responsible for the pace of play (RTG 4/88).

Board Movement (8.A)

Primary Responsibility belongs to North (East, if E/W is stationary).

End of Round (8.B)

In general, a round ends when the Director signals the start of the next round. If play has not been completed at a table, the round (for that table) is not ended until play has been completed and the score of the final board has been agreed-upon and entered. A late play is considered a separate round (DD-8).

Kibitzers (DD-76)

- ♣ A player may bar any one kibitzer without cause.
- ♣ Should not stand.
- ♣ Should watch one hand only, except by permission.
- ♣ May not call attention to irregularities/mistakes.

Tricks Won (79)

- ♣ Agreement before all four hands are returned to the board.
- ♣ Disagreement—Director must be called before the end of the round.
- ♣ An error in score must be rectified within a correction period. If a correction period has not been specified, then it must be done within 30 minutes after the official score has been completed and made available for inspection.

Indemnity Points (88)

- ♣ If non-offending pair receives an adjusted score, one of the following will apply: 60 percent of available matchpoints (AVERAGE PLUS) or actual game percentage...whichever is higher.
- ♣ Indemnity points are automatically applied by ACBLscore.

Average Plus-60 percent for a Pairs Game. 3 IMPs for a Team Game (86). Given for late arrival at table, alert irregularity, or if a probable result cannot be assigned (DD-12).

Appeal (83)

- ♣ Any ruling may be appealed. However, clubs are not obliged to honor requests for committees (DD) or even to establish an appeals committee (DD-93).
- ♣ Committee may overrule judgment calls and procedural penalties, but not points of law or disciplinary actions (penalties/suspension/disqualification) (DD-93).
- ♣ Committee may recommend to the Director that he change his ruling (93).
- ♣ Committee has the right to assign a disciplinary penalty to a player whose appeal is deemed frivolous (RTG-5/86), (DD). At higher levels, an Appeal Without Merit Warning (AWMW) may be assessed.
- ♣ Appeal of (or for) a Director's ruling must be made within 30 minutes after the scores are posted (92.B).
- ♣ Any abuse of committee members may result in offender's matchpoints being deducted from the current game score or his being barred from future games (DD).

Committee (DD)

- ♣ Should be composed of an odd number of members.
- ♣ Members can be challenged, but only for cause.
- ♣ Is the sole judge of its membership.

When Is It Legal to Ask/Look?

-A question must not convey unauthorized information-

Call Not Heard - Anyone may have a call repeated provided it is done in a timely manner.

Review of Auction - Only at a player's first turn to call or just prior to the opening lead being faced. After that, a player may only ask what the contract is, but not who may have doubled it.

Method/Alert Explanation - Only at own turn to call or play..or just prior to the opening lead having been faced.

Looking at Opponent's Card - Only at own turn to call/play or when it is RHO's turn to call,

Looking at Own Card - Only between the end of the auction and when the opening lead is faced (Clarification Period).

The Convention Card

- ♠ A pair must have two identical convention cards on the table. (Some clubs override this and only require one.)
- ♠ If a pair is not in compliance, they can only play a SAYC.
- ♠ The pair must comply within one round.
- ♠ Starting from the next round until the restriction is lifted, there is a 1/6 board matchpoint penalty for each board played. (*Tech Files*)

Intent

Was it inadvertent (slip-of-the-tongue) with no pause for thought? In other words, was it a mechanical type of faux pas? If not, then it is probably intent.

Incomplete or erroneous call of card from dummy - *Intention* is the key word when the declarer didn't mean, or was incomplete in his designation of dummy's card.

Change of mind example: Declarer prematurely calls a card from dummy that he intended to be conditional (e.g., to finesse a queen) and LHO does the unexpected (produces the king). Declarer must live with his call. Intent, tempo, or stuttering: none of these can get him off the hook.

Declarer plays a card from his hand - It is irrelevant whether a defender saw declarer's card or not. The card is considered to be played only if it touches or nearly touches the table (accidentally dropping a card or playing two cards at one time falls into the "is not played" category). Intention does not apply. The card cannot be changed, even if declarer had initially *intended* to play another - e.g., pulled the wrong card.

Change of Call - If the change was inadvertent, intention rules even if the change of call was not quite immediate. However, the call cannot reflect a change of *mind* (purposeful correction). Inadvertency is extended until partner has called.

Bid-box mechanical errors - Intention applies the majority of the time. The error may be corrected if it was accidental. Directors should be liberal in judging a "pause for thought" (*ACBL Bulletin*—7/95).

Wrong Number of Cards

Note: Looking at the face of one's cards prior to discovering that he/she possesses too many cards is usually grounds for adjustment.

Before Play - Player with incorrect number of cards:

- ♠ Has *not* made a call - Restore the hand.
 - ♡ No player has seen another's cards - Play and score normally.
 - ♡ A player has seen another's cards:
 - ◇ Inconsequential - Play and score normally.
 - ◇ If normal play was interfered with— Assign AVERAGE PLUS if not at fault. Offender(s) may be penalized.
- ♠ Has made a call - Non-offender = AVERAGE PLUS. Offender = AVERAGE MINUS.

During Play

- ♠ Missing card cannot be found - The hand may have to be restored completely using a second deck.
- ♠ Missing card found - See Defective Trick (below).

Either of the above could result in either a penalty card (PC—Mjr/Mnr) and/or revoke penalties.

Play Completed - Results are canceled if a hand started with more or fewer than 13 cards.

- ♠ Assign an artificial adjusted score (see "Adjustments," I-41).
- ♠ See "Procedural Penalties," (I-37).

After Play Ends. A result can't stand on a board where 13 cards did not at one time belong to each of the four hands (DD-6), Assign an artificial adjusted score (13,F). A Procedural Penalty is usually given to the offending side(s).

Defective Trick

(A player has **neglected to play a card** or has **played too many cards**)

After both sides have played to the next trick - Determine which trick is defective.

- ♠ Player has *too few* cards:
 - ♡ Extra card restored to hand. If unable to determine which card is "extra," the highest legal card in the same suit is deemed played.
 - ♡ Check for possible revoke situation.
- ♠ Player has *too many* cards - Player chooses which card to play on the defective trick.
 - ♡ If player has a card of suit led:
 - Previous defective trick ownership is not affected.
 - * There is no penalty
 - ♡ If player has no card of suit led - Revoke occurred at point of defective trick.

Before both sides have played to the next trick—

- ♠ Failed to play a card - A legal card must be played.
- ♠ Played too many cards:
 - ♡ Withdraw excess cards.
 - ♡ If anyone else saw card(s) - PC (Mjr/Mnr).

Auction

The auction period starts for a side when either partner withdraws his cards from the board when a player first looks at his hand (17.A). To call before looking at one's cards is against the laws (7.B.2). Doing so should result in a disciplinary penalty.

The auction period ends after the opening lead becomes faced following three consecutive passes in rotation (17.E).

Call Not Clearly Recognized (20 A)

Any player (at any time, provided the request is immediately made - DD), may require that the call be repeated.

Is it a Call? (DD-18)

Utterances such as "I am about to make a skip bid" or "One..." do not constitute a call. Law 16 may apply.

Call Made Using Cards from Wrong Board (17.D)

Director may cancel the board. Offender is subject to a procedural penalty.

Review (20.B-E)

- ♣ Only an opponent should review. Alerts are to be included.
- ♣ A player should not ask for a partial restatement of previous calls, or try to halt the review before it has been completed.
- ♣ *All* players are responsible for correcting an error in restatement. If an incorrect review causes damage, an adjusted artificial score (12.C.1) is awarded.
- ♣ During the auction—Only at player's own turn to call.
- ♣ After auction closes—Only at player's first turn to play (41.B-C). (Declarer's turn is first play from dummy.) Later, the only review permitted is for a player to ask what the final contract is and whether, but not by whom, it was X or XX.
- ♣ In no case may a review be used to direct partner's attention to a particular call or to determine who bid a particular suit.

Explanations of Calls (20.F)

- ♣ Any player during the auction or play (except dummy) period may request an explanation, but only at that player's turn to call/play. Unauthorized Information (16) may apply.
- ♣ A player should disclose all information re: partnership agreement/experience, but not the inferences he made based on general bridge knowledge or experience (40.B.6.a).

Auction (Cont.)

Calling Attention to Irregularity (9.A)

Any player, other than dummy, may call attention to an irregularity. The Director must be summoned at once.

Simultaneous Calls (DD-33)

If two calls appear to have been made at the same instant, the Director defers to the player whose turn it was to call. If his call was legal, it stands. The other call is treated as being subsequent, with appropriate laws applying.

After the Auction Has Ended with Four Passes (22)

There shall *not* be a redeal. Reshuffling without Director's approval is usually cause for a penalty.

Calls After a Final Pass (39)

- ♣ The call is canceled.
- ♣ If declarer/dummy makes any call, or a defender passes, there is no penalty.
- ♣ For any other call by a defender, L/PEN or L/PEN (PROHIBIT ANY) unless the call was condoned.

Bids of More than 7 (38) (Illegal Call)

- ♣ Bid is canceled. A pass must be substituted.
- ♣ Both members of the offending side must PASS (ALL).
- ♣ L/PEN or L/PEN (PROHIBIT ANY) may apply to OP unless call was condoned (35.C).

Inadmissible Call Followed by LHO's Call (35)

- ♣ The right to penalize is forfeited.
- ♣ The illegal call is treated as though it were legal.
- ♣ If the bid was more than 7, it is treated as a pass.
- ♣ If it was X or XX, it and any subsequent call is canceled—No Penalty.

A Call Other than Pass, When Required to Pass (37)

- ♣ Call is canceled.
- ♣ Both members of offending side must PASS(ALL). (23 may apply)
- ♣ Law 26 applies, unless the call was condoned.
- ♣ If LHO calls, the call stands (if legal), but offender must pass at future turns.

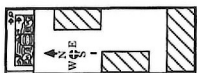
Retention of Right to Call (34)

A player may not be deprived of his right to call as a result of three passes if one of those passes was out of rotation. The auction reverts to player who missed his turn.

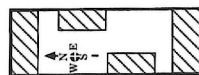
Exposed Card

Before Auction (Inadvertent exposure)

Never been played



Previously been played



Options

- ♠ Not fully dealt = Shuffle and redeal.
- ♠ Fully dealt = Adjustment for unauthorized information may/may not be required. As long as the auction period hasn't begun, the Director will normally allow a redeal.

- ♠ Play and score normally (if possible).
- ♠ If not possible, adjustment may be required.

During Auction

The card(s) is left face-up on the table. If the offender eventually defends, it becomes a PC (Mjr/Mnr).

No Auction Penalty PC (Mnr)

- ♠ A single non-honor card and...
- ♠ Not prematurely led.

OP PASS-1 PC (Mjr)

- ♠ Honor card (A, K, Q, J, 10).
- ♠ Two or more cards exposed at same time.
- ♠ Any card prematurely led.
If the pass damages the non-offending side, Law 23 (I-16) may apply.

During Play

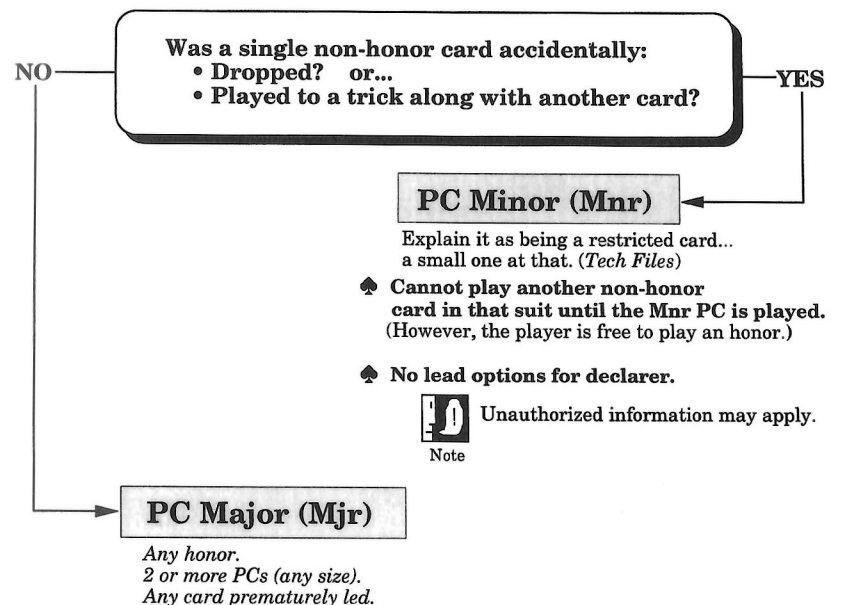
By Defender

- ♠ Accidentally dropped:
Honor = Major Penalty Card.
9 or less = Minor Penalty Card.
- ♠ Card held so partner *could have seen* its face becomes a PC (Mjr).

By Declarer

- ♠ A card accidentally dropped is restored to hand.
- ♠ Intentionally facing his hand is a Claim/Concession.
- ♠ If faces 1 or more cards to an out-of-turn opening lead, he becomes dummy.

Penalty Card (PC)



- ♠ PC must be played at the first legal opportunity.
- ♠ Declarer has three options each time offender's partner is on lead.
If the PC is still exposed:
 - 1) Require the lead of the PC suit to the next trick only.*
 - 2) Prohibit the lead of the PC suit as long as OP remains on lead.*
 - 3) Lead anything. May invoke any of these three options if lead is retained.
- ♠ Two or More Penalty Cards (51) If a defender has two or more PCs which can be legally played, all become major PCs. Declarer may designate which one will be played.
If leader's partner has two or more PCs:
 - 1) If in the same suit, and declarer requires the lead of that suit, all PCs are picked up.
 - 2) If the PCs are in more than one suit, the declarer may require the lead of one of the suits, for the first trick only*. If declarer forbids the lead of any such PC suit, it is in effect as long as the lead is retained.*

*All PCs in that suit are then restored to hand.



LHO Passes Out-of-Rotation

NON-OFFENDER'S PARTNER

1 Accept the pass?
Yes → Continue with the auction (no penalty)
No →

2 The pass is canceled

LHO OFFENDER (O)

RHO (OP)

4 Pass once
No restriction on partner

3
Auction reverts to...

CORRECT PLAYER

*****Note*****
If the pass was conventional,
OP must Pass Throughout*
Lead Penalty—
Suit(s) or Prohibit Any

*If the pass damages the non-offending side,
Law 23 (I-20) may apply



RHO Passes Out-of-Rotation

NON-OFFENDER'S PARTNER

*****Note*****
If the pass was conventional,
OP must Pass Throughout*
Lead Penalty-
Suit(s) or Prohibit Any

*If the pass damages the non-offending side, Law 23 (I-20) may apply

LHO (OP)

2 The pass is canceled

RHO OFFENDER (O)

3 a If no one has bid,
Pass Once when turn to call
No restriction on partner

3 b If a player has bid,
see "Changes of Call"
(I-16)

Auction reverts to...

CORRECT PLAYER

1 Accept the pass?
Yes → Continue with the auction (no penalty)
No → **2**



Partner Passes Out-of-Rotation

OFFENDER (O)

2 The pass is canceled

- 3a** If no one has bid – Pass Once at turn to bid
- 3b** If a player has bid – Pass Throughout*

*If the pass damages the non-offending side, Law 23 (I-20) may apply

LHO

RHO

1 Accept the pass?
 Yes → Continue with the auction (no penalty)
 No → **2**

CORRECT PLAYER (OP)

May not XXX at first turn
Outlandish Creativity not allowed

*****Note*****
If the pass was conventional, OP must Pass Throughout*
Lead Penalty- Suit(s) or Prohibit Any



LHO Bids Out-of-Rotation

CORRECT PLAYER'S PARTNER

1 Accept the bid?
 Yes → Continue with the auction (no penalty)
 No → **2**

2 The bid is canceled

LHO OFFENDER (O)
No restrictions or penalties on the offender

LHO must repeat the bid (no penalty)

5b

5a

Repeats denomination → **Pass Once**
RHO (OP)

Doesn't repeat denomination → **Pass Throughout***
Lead Penalty— Suit(s) or Prohibit Any
*If the pass damages the non-offending side, Law 23 (I-20) may apply

4a If acts:

4b If passes:

3 Auction reverts to...

CORRECT PLAYER



RHO Bids Out-of-Rotation

**CORRECT PLAYER'S
PARTNER**

2 The bid is canceled

**RHO
OFFENDER (O)**
No restrictions or penalties
on the offender

4 a Initial action

4 b Call was changed
See *Changes of Call*
(I-16)

**LHO
(OP)**

5 Pass Throughout*
Lead Penalty—
Suit(s) or Prohibit Any

*If the pass damages the
non-offending side,
Law 23 (I-20) may apply

3
Auction reverts to...

**CORRECT
PLAYER**

1 Accept the bid?

Yes → Continue with the auction (no penalty)

No → **2**



Partner Bids Out-of-Rotation

**PARTNER
OFFENDER (O)**
No restrictions or penalties
on the offender

2 The bid is canceled

LHO

RHO

1 Accept the bid?
Yes
Continue with the
auction (no penalty)

2 ← No

**CORRECT
PLAYER
(OP)**

3 Pass Throughout*
Lead Penalty—
Suit(s) or Prohibit Any

*If the pass damages the
non-offending side,
Law 23 (I-20) may apply



Changes of Call

Was it inadvertent? Original intent is more important than actual words or timing of the correction. If it wasn't purposeful, allow the change. LHO then has no options. Extend more leniency when bid-boxes are in use.

- 1 Does LHO of Offender accept second call? —Yes—> Continue the auction (No Penalty)
- 2 Cancel second call. ← No
- 3 **Offender's Partner**

| | |
|---|--|
| May not take advantage of information obtained (Unauthorized Information) | Lead Penalty - Suit(s) or Lead Penalty - Prohibit Any |
|---|--|

The last pass of an auction may be changed *if inadvertent*, provided that the opening lead has not been faced nor have all 4 hands been returned to the board.

Change of call as a result of misinformation - If misinformation was the cause and partner has not called, adjust the score if there was damage.

Insufficient Bid

- 1 Does LHO of Offender accept the bid? —Yes—> Continue the auction (No Penalty)
- 2 Cancel the bid. ← No
- 3 **A Legal Call (usually a sufficient bid or a pass) must be made.**
Note: If the denomination was changed prior to calling the Director, the substitute call stands.

- Lowest possible denomination (or equivalent*)
- Same denomination, not lowest
- Something else after an initial call of a suit.
- If the original bid was artificial (unless...*)
- Something else after an initial call of a NT.
- Attempt to X/XX is not allowed (A Pass replaces, unless...*)

Offender's Partner

| | | |
|----------------------------|------------------------|---|
| No Penalty | | Pass throughout <small>If the pass damages the non-offending side, Law 23 (I-20) may apply.</small> |
| Lead Penalty None | Suit | |
| Suit(s) or Prohibit Any | Prohibit Any (I-20) | |

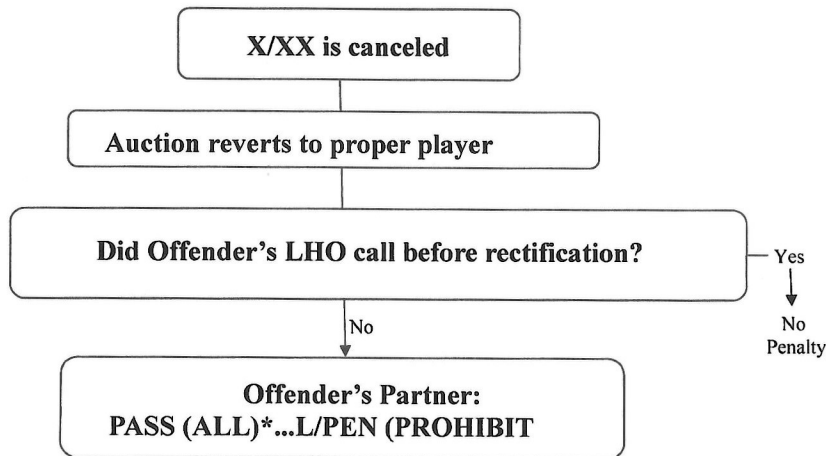
The Director awards an adjusted score above and beyond the above rectification if it is felt that the non-offending side was damaged. (27D)

* The sufficient bid has the same or a more precise meaning than the insufficient one.

X or XX as Inadmissible (36)

Strange to be sure, but real nonetheless.

- After the auction has closed.
- X when in 1st position.
- After having been required to pass.
- X your partner's bid.
- XX an undoubled bid.
- etc.

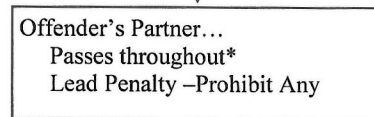


* If the pass damages the non-offending side, Law 23

X or XX Out-of-Rotation (32)

If the call is accepted, there is no penalty.
If it wasn't accepted and it was:

- LHO's turn to call (See *Changes of Call*)
- RHO's turn to call
 - If he passes, the call must be repeated...no penalty.
 - If he acts...
- Partner's turn to call



Errors in Explanation...Misinformation

(When partners are on different wavelengths)

Did the explanation given reflect the partnership agreement? → Yes
(As verified by the convention card, the players' opinion and/or partnership experience).

There is no infraction.

No

An adjustment for damage may be in order.



Offender

(The one who gave misinformation)

If at any time he becomes aware of his mistake, he must *immediately* inform the opponents and call the Director (An adjusted score may be awarded.)



Partner of Offender



Must wait for the first legal opportunity*, then inform the opponents and call the Director.

* The First Legal Opportunity

- ♠ If Declarer/Dummy—After the final pass, but before the opening lead.
- ♠ If Defending Side—Not until the end of play.



Alert

If a player believes the agreement to be one thing but his partner believes it to be something else...**rule as misinformation**,,,*Tech Files*

Regular partnerships are expected to know their agreements, particularly as they apply in common auctions. If they don't, warn or adjust the score.

It is improper to correct partner's error immediately or to indicate in any manner that partner made a mistake *before* the final pass of the auction. (This includes "away from the table" Director consultation.)

One can never "hear" or act on what partner says (become awakened). The hand must be bid based upon what it is, not upon what partner was heard to say.

To alert and then say "I'm not sure" gives partner unauthorized information that he is not entitled to act upon.


Psychics (DD-40)



Basically, a player is permitted to make any bid that fools partner and opponents equally.

Deviations* - It can never be a psych if there is no element of risk, or the hand is within:

- ♠ One card of expected length with enough high card values or...

- ♠ A queen  in strength and has ample length
(Exception: Bidding a 10-12 NT on 9 HCP)

Bids not subject to regulation

- ♠ **Tactical Bid*** - A misleading bid that is made on the way to a specific contract.
- ♠ **Waiting Bid** - (Generally) a forcing bid made by responder to gain him time to learn more about partner's hand.
- ♠ **Controlled Psych's** - as in the Kaplan-Sheinwold System however, conventional responses which are part of the K-S system are **illegal**.



Liar, liar, pants on fire

No-No's

- ♠ More than two psychic initial actions per session...*usually* this constitutes excessive psyching. Report any initial psychic action by the opponents to the Director.
- ♠ Psyching an artificial opening bid or an artificial response to one that is less than 2NT. e.g., 1♣ (Precision), 2♣ (strong), 2♦ (Flannery)
- ♠ Any system that calls for frequent psyching.
- ♠ Frivolous psyching—i.e., Malicious bids or bids that display lack of "will to win."
- ♠ Unsportsmanlike psyching—Bids to create action, designed to give opponents an abnormal opportunity to get a good score against other pairs.

*Frequent use could develop implicit agreements which would then require an alert.

Damaging Enforced Pass

Law

23

The board is adjusted whenever the non-offending side is damaged. This is particularly true if partner becomes especially creative. Any benefits accrued by the offenders are promptly taken away.

Other Enforced Pass Situations

If a player *could have known* that the barring of his partner would benefit their side.
(Example: An insufficient bid results in a premature stop):
If so, adjust the board.

If a player *could not have known* that the barring of his partner would benefit their side, but it does:
This is considered as being “**Rub of the Green.**”

*Call Withdrawal, Lead Penalties

Law

26

Applies whenever the lead is first obtained by offender's partner

When Withdrawn Call Relates to Suit(s)

Lead PENalty
May require or prohibit the lead of suit(s) that was unofficially bid or conventionally implied.

L/PEN

Note: L/PEN does not apply if that suit(s) was later or had been previously specified by the same player.

For Withdrawn Non-Suit Calls

(NT, X or XX, pass, strong artificial opening bid, all-purpose cue bids, and some artificial takeouts or conventional calls)

L/PEN

(PROHIBIT ANY)

Lead PENalty
May prohibit the lead of **any one suit.**

*Applies to a player withdrawing a call as well as to call cancellation by the Director.

Play of Wrong Board

Discovered During the Auction

1. Cancel the auction.
2. Give board to correct players.
3. When pairs involved in the auction actually play the board:
 - ♥ If any call deviates from the original . . . **adjust the board.** (“Adjustments,” I-41) otherwise...
 - ♥ **Allow play to continue normally.**

Discovered During Play

If neither pair has previously played the board:

- ♠ Play and score normally.
 - ♥ Both pairs may have to play the correct board(s) against one another.
 - ♥ It is O.K. if a *pair* plays more boards than the other pairs.
 - ♥ It is O.K. if a *board* is played more times than originally scheduled.
 - ♥ It is O.K. if a pair plays more than the allotted number of boards against another pair.
- ♠ The two pairs that were deprived of playing the board should play it against each other. If either pair cannot do so, make an adjustment. (“Adjustments,” I-41)

If at least one pair has played the board before:

- ♠ Second score is canceled.
- ♠ AVERAGE PLUS is awarded to deprived pair.



Disputed Facts

When there is conflicting testimony...

‘Let the cards speak for themselves!’

If further clarification is required, the *Tech Files* guidelines below may help.

- ♠ 3 vs. 1 situations – Majority rules.
- ♠ 2 vs. 1 situations (e.g., the fourth player doesn't know, doesn't remember).
 - ♥ If the two are on opposing sides – Majority rules.
 - ♥ If the two are the same partnership – Same as the situations below.
- ♠ 2 vs. 2 and 1 vs. 1 situations – If there is no evidence to the contrary, the ruling should be in agreement with the speaker.

Play

General

Inquiry as to Final Contract (41)

Any player (except dummy) may inquire at his turn to play. He may not ask *who* doubled or redoubled the contract.

Face-Down Opening Lead (41)

- ♠ Must be made. (ACBL Regulation). Once made, lead may not be changed (DD) except at the discretion of the Director (Possible Misinformation—47.E).
- ♠ Penalty—Procedural, if deemed appropriate.

Card Played (45)

Must be played if named, or otherwise designated. An inadvertent designation may be changed if done without pause for thought. (See “Card Played by Declarer/Defender” pages I-24, 26) If an opponent had subsequently played a legal card, it may also be withdrawn and substituted by another (see “Retraction of Card Played” - page I-23).

No card is to be turned face-down until all four have played to the trick (DD). Once the trick is face-down, a player may look at his own card (and no other) as long as a card has not been led to the next trick (DD- 66).

Trick Arrangement (65)

A player must turn his own card in the proper direction. After the lead to the next trick, a player may not tell his partner that his trick(s) points in the wrong direction (DD). Quitted tricks are not to be disturbed until there is agreement as to the number of tricks won. (Noncompliance with this may jeopardize one’s right to claim ownership of doubtful tricks, or to claim a revoke.)

Trick Inspection (66)

- ♠ Allowed, if a player’s card has not been turned face-down *and* his side has not led/played to next trick.
- ♠ Not allowed if quitted (all player’s cards have been turned face-down), unless:
 - ♡ Director so states.
 - ♡ Dummy asks to see a card that was visible only to the other players when played, *even if the trick has been quitted* (RTG-66 A), (DD-42).
- ♠ After a claim is made, if a player mixes his cards in a manner that makes it impossible for the Director to ascertain the facts, the issue shall be decided in favor of the opposing pair.

Play

General (Cont.)

Retraction of Card Played (47)

Once played, a card may not be withdrawn except:

- ♠ When complying with a penalty.
- ♠ When correcting an illegal play.
- ♠ After an opponent’s inadvertent designation (as per 45.C.4.b) or change of play (includes correcting a revoke).*
- ♠ After a change of play based on misinformation.* For example:
 - ♡ Lead out-of-turn as a result of opponent’s incorrect information.
 - ♡ Retraction after a mistaken explanation of a conventional play by an opponent, but only if *no* card was subsequently played to the trick.

If a withdrawn card aids an offender, the non-offenders are entitled to redress (DD).

* Adjust score if retracted card gave substantial information to offender’s side.

Play After an Illegal Play (60)

The right to penalize is forfeited if a non-offender plays a card following a premature or out-of-turn lead/play irregularity by his RHO before a penalty has been assessed. The obligation by the offending side to play a PC or to comply with a lead/play penalty remains.

Simultaneous Leads or Plays (58)

It is deemed to be “subsequent” if made simultaneously with a legal lead or play. If two players play simultaneously (when it is the legal turn of a third player), neither of the simultaneous plays is deemed subsequent to the other. When two or more cards are played simultaneously by:

- ♠ Defender—He states which card is to be played. The other is a PC (Mjr/Mnr).
- ♠ Declarer—He states which card is to be played. The other is withdrawn.

If an opponent has already played to the withdrawn trick, this card also may be withdrawn. An adjusted score may also be awarded. If the error was not noticed until later, see “Defective Trick” (page I-5).

Calling Attention to an Irregularity (9)

Any player (except dummy) may call attention to an irregularity after it has occurred.

Explanation of Call during Play Period (20.F.2)

Any player (except dummy) may request an explanation at his turn to play. (Law 16 may apply.)

Play

Declarer

Declarer Plays Card (45)

The card must be played if:

- ♠ declarer's card touches/nearly touches the table, or is maintained in a position which indicates it has been played, or that he *intends* to play it. It is irrelevant whether the card was seen by a defender. Leniency should be exercised in allowing retraction of a card of uncertain status when it is a card from declarer's hand (DD), (RTG). The card need not be played if dropped accidentally (48).
- ♠ it was named by declarer (unless it was an inadvertent slip-of-the-tongue, and there was no pause for thought before correction), or touches it as if intending to play it. Once selected, the card cannot be changed after LHO plays (DD), (RTG).

Declarer may ask a defender (who failed to follow suit) if he has a card in that suit (61).

When Declarer Has Choice of Penalties

Declarer may not ask or receive assistance from dummy (10).

Declarer Calls for Card from Dummy (46)

The following applies, unless declarer obviously did not intend to make this call (DD).

“High”—Highest card. (Lowest winning card if dummy is last to play)

“Win it”—Lowest “winning” card.

“Low”—Lowest card in the suit.

Names suit only —Lowest card in the suit.

Names rank only —Declarer is deemed to have continued the suit last led, provided there is a card of that rank in the suit. Otherwise, another card of the designated rank must be played.

Card not in dummy —The call is voided.

“Play anything”—Either defender, without consultation (DD), may designate the card to be played from dummy.

Declarer Leads From Wrong Hand (55.B.2)

May lead any card from any suit in the correct hand, unless defenders (without consultation) accept the lead.

Play

Dummy

Arrangement of Dummy (41.D)

- ♠ By suits, vertically, with the cards in order of rank—trumps to dummy's right.
- ♠ If dummy's cards are obscured (stuck together), an adjustment to equity may apply for failing to display dummy properly (RTG-12, DD-14).

Misplay of Card by Dummy (45.D)

Any defender may withdraw his card (47). Declarer may also withdraw his card but only if the defender on his right withdraws his card (RTG). If dummy plays a wrong card, it must be corrected as long as both sides have not played to the next trick (DD-45).

Dummy's Rights (42)

Dummy may give (but not obtain) information.

- ♠ May try to prevent an irregularity by declarer (also Law 9).
- ♠ May only draw attention to an irregularity after play of the hand is concluded.
- ♠ May point out opponent's breach of proprieties and summon the Director (RTG-43).
- ♠ May call for a Director after attention has been drawn to the irregularity by another player.
- ♠ May ask declarer (but not a defender) who has failed to follow suit whether he has a card of the suit led.
- ♠ May follow play as it occurs (DD). May see a card that was visible only to the other players, even if quitted (RTG-66.A). (This request should be made via the Director.)

Dummy's Limitations (43)

Dummy is liable for a procedural penalty (page I-37).

- ♠ Cannot call attention to an irregularity during play. If does so, and:
 - ♡ Declarer was aware of it—Appropriate laws are applied. Dummy is cautioned.
 - ♡ Declarer was not aware of it—Director applies the appropriate law and advises declarer that should he gain from dummy's action, a procedural penalty which will at least offset the gain will be assessed against his side. Declarer may now request that the penalty for defender's infraction be waived. The Director should allow this request (RTG).
- ♠ May not *initiate* a Director call during play (also see Law 9) except for a violation of propriety(procedure) (RTG).
- ♠ May not indicate which card should be played by touching it. An adjusted score may be awarded if there was damage (45.F). Any question regarding dummy's influence on declarer should be resolved in favor of the defenders.
- ♠ May not inform declarer during play that he has a trick turned incorrectly, except as allowed by law 65.B.3 (DD-42).
- ♠ May not assist declarer in choice of penalty (10). If does so, all options are lost (11).

Dummy's Limitations (Cont.)

- ♣ Dummy may not participate in or comment on bidding/play. If dummy exchanges hands with declarer, leaves his seat to watch declarer, or looks at a defender's hand (on own initiative—RTG, DD), then dummy *may not*:
 - ♡ Warn declarer not to lead from wrong hand. (If dummy does so, either defender may choose which hand to lead from).
 - ♡ Draw attention to declarer's illegal play. (If dummy does so, Director substitutes the correct card and applies the revoke penalty.
 - ♡ Draw attention to opponent's irregularity (if so, the penalty is not enforced).

Defender

Card Played by Defender (45)

- ♣ Card must be played if held so that it was possible for partner to see it, *even if partner did not see it* (DD). An accidentally dropped card is a PC (Mjr/Mnr).
- ♣ If the status of a card cannot be clearly determined, the Director should rule that the card has been played. Director should inform the table that the decision is subject to appeal (RTG).
- ♣ A face-down opening lead can only be changed as a result of misinformation (RTG).

Limitation of Defender (61)

Defender may ask declarer if he is out of a suit. May also ask partner if he is out of a suit, but only if an ACBL-sanctioned game played in North America (RTG-12/88).

Such inquiries are prohibited at all other locations including WBF competition. Penalty is Director's discretionary powers (12) or a procedural penalty (90). If a revoke was prevented as a result of the improper query, play continues and the Director adjusts later if necessary (e.g., revoke penalty or the PC (Mjr) by itself may suffice—ACBL Director Hand-Out 4/87).

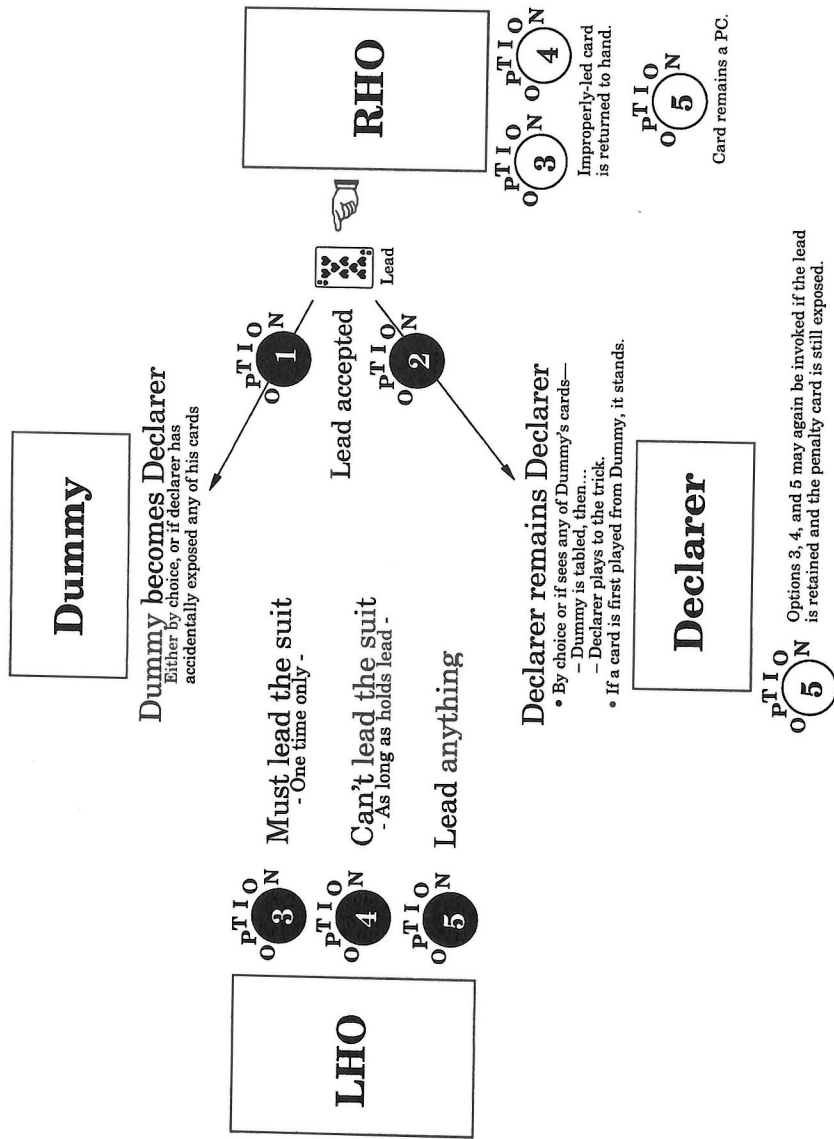
Premature Lead/Play by a Defender (57)

(i.e., lead/play before his partner plays to the current trick -see page I-30 and I-31.)

- ♣ Offender's card becomes a PC (Mjr).
- ♣ Offender's partner may be required to do one of the following:
 - ♡ Play the highest card in the suit led.
 - ♡ Play the lowest card in the suit led.
 - ♡ Not play a card of a different specified suit.



Opening Lead Out-of-Turn (54)





Non-Opening Lead

Lead Out-of-Turn by One of the Defenders

May be retracted if mistakenly informed by an opponent (47.E.1)

Dummy

1 Lead



Offender LHO

If LHO is offender

3a 3b

Improperly-led card is returned to hand

3c

Card remains a PC

Offender's Partner...

3a Must lead the suit - One time only -

3b Can't lead the suit - As long as holds lead -

3c Lead anything May invoke any of the three options if the lead is retained and the PC remains exposed.



2 Accept the lead? No Yes -> Play continues (No Penalty)

Declarer



1 Lead

Offender RHO

If RHO is offender

3a 3b

Improperly-led card is returned to hand

3c

Card remains a PC



Non-Opening Lead

Lead Out-of-Turn by Declaring Side (55)

May be retracted if incorrectly informed by an opponent (47.E.1) (DD-20,47,54)

Dummy (Offender)



An inappropriate lead when the lead belongs to declarer or one of the defenders.

1 Accept the lead?

LHO

Yes

No

RHO

A defender's spontaneous comment such as "You are in your hand" does not constitute lead rejection. Either defender still has the option of accepting the lead.

If there is simultaneous acceptance and rejection, defer to the defender next to play after the irregular lead (DD-55).

Consultation between defenders is not allowed. However, a defender may request additional time to ponder his decision.

When a defending opponent has played to the trick. If it was...

- LHO of offender—The lead stands (53.A).
RHO of offender—The lead stands and the card becomes a PC unless it was his lead. If so, he may make his proper lead without his card being deemed played to the irregular trick (53.C).
All cards played in error may be withdrawn. (See 47.F for possible award of an adjusted score.)

1a

Play continues normally.

1b

Declarer restores the card to the proper hand (no penalty).

If the lead belonged to either dummy or declarer, any card can be led.

An adjusted score is possible if declarer gained information that helped him decide upon a line of play.

An inappropriate lead when the lead belongs to dummy or one of the defenders.



Declarer (Offender)



LHO Prematurely (57)...

Plays Out-of-Turn

- Before partner has played to declaring side's lead -

or

Leads to Next Trick

- Before partner plays to the next trick -

Dummy

1

Turn to lead



Offender

2



Plays



PC(Mjr)

Offender's Partner

- Play *highest* card in suit
- Play *lowest* card in suit
- **Not** play a card in a different specified suit

If unable to comply with the option selected by declarer, any otherwise legal card may be played.

Declarer

↑
↑
3 options
3



No penalty if Declarer played.



RHO Prematurely (57) ...

Plays Out-of-Turn

- Before partner has played to declaring side's lead -

or

Leads to Next Trick

- Before partner has played to the current trick -

Dummy



No penalty if Dummy suggested or played a card (even just a touch) **(Illegal!)**

Offender's Partner

- Play *highest* card in suit
- Play *lowest* card in suit
- **Not** play a card in a different specified suit

If unable to comply with the option selected by declarer, any otherwise legal card may be played.

Offender

2



Plays



PC(Mjr)



Turn to Lead



1

Declarer

↑
3 options
↑
3



No penalty if Declarer played/called from either hand.

Revoke (63-64)

A revoke must be established before a penalty can be assessed. Once a revoke is established, it cannot be corrected.

The revoke becomes established when either offender or his partner...

- ♣ Leads or plays to the next trick.
- ♣ Names or designates a card to be played to the next trick.
- ♣ Makes a claim or concession of tricks.

Revoking trick was won by...

Revoker

-1
Trick

No subsequent trick was won by the offending side.

-2
Tricks

The offending side wins 1 or more subsequent tricks.

Partner of Revoker

-1
Trick

(Declarer and Dummy are considered separately, just like the defenders. Many Directors do not understand the distinction.) Subsequent tricks have no meaning.

Non-Revoking Side

0
Tricks

No subsequent tricks were won by the offending side.

-1
Trick

If the offending side wins a subsequent trick.

EQUITY

(64.C)



Non-offenders must receive equity!

Director assigns an adjusted score to the non-offending side whenever they are insufficiently compensated by the Revoke Laws. Resolve in favor of the non-offenders if there is *any doubt* as to a likely result.

Revoke (Cont)

Correction of a Revoke (62)

- ♣ The revoke must be corrected if player discovers it before it is established.
 - The card is withdrawn.
 - It becomes a PC (Defender).
- ♣ Subsequent cards played to trick by:
 - Non-Offending Side—May withdraw any card played **after** the revoke, but **before** attention was drawn to the revoke. An adjusted score may be awarded if the non-offending side was damaged by the exposure of 1st card (16C2).
 - Partner of Offender—May withdraw played card (after non-offender's withdrawal) if he is a defender. However, it becomes a PC.
 - On trick 12—Before all four hands have been returned to the board. Equity is still restored if discovered before the end of the correction period.

Right to Inquire About a Possible Revoke

A claim of revoke does not warrant inspection of quitted tricks until completion of play on that deal (66.C). Only the Director may inspect during play.

If both defenders revoke on the same trick, each is penalized one trick (two in all) plus one if they won the revoke trick itself (RTG).

Declarer and dummy are considered individually, as are the defenders. If declarer wins in dummy and revokes in hand, the trick is considered having been won by partner of the revoker (DD-64).

No "Automatic" Penalty for Revoke if: (64.B)

- ♣ **Revoke has not been established.**
- ♣ **Offenders did not win the revoke trick or any subsequent tricks.**
- ♣ **Revoke is the second one in the same suit.**
- ♣ **Revoke was for failure to play a faced card (Includes dummy.)**
A Revoke involving a card from dummy that is *not faced* upon the table (obscured, dropped on floor, etc.) is covered by the restoration of equity (64.C), (DD-64) and/or 'Director's Discretionary Powers' (12), (DD-14). Only the declaring side is responsible for dummy (page I-36).
- ♣ **A non-offender has made a call on a subsequent deal.**
- ♣ **Attention was drawn to it after the round ended.**
(Usually the Director calls the round change.)
- ♣ **It was made on trick 12 (62.D).**
 - However, it must be corrected if discovered before all four hands have been returned to the board.
 - If offender's partner has not yet played to trick 12, declarer may require him to play one of the two cards he could legally have played.

Claims/Concessions (68A, 70)

It is a **claim** when a player announces that he will win a specific number of remaining Tricks, suggests play be curtailed, or intentionally faces his cards.

It is a **concession** if a player abandons the hand.

Then...A line of play must be immediately stated. Sufficient time must be allowed for the statement. The laws don't permit the hand to be 'played out'.

The Director Intervenes. . .

- Claimer must repeat his/her original claim statement.
- A claim statement will be required if one wasn't made.
- Usual requirement is for all hands at the table to be faced.
- The Director should not offer lines of play not suggested by the opponents (non-claimants). In the case of a flight C pair vs a flight A pair, a little nudges is acceptable. Non-claimants may confer with one another.

If a trump is outstanding... Trick(s) is awarded to the opponent if *all* of the following apply:

- Claimer failed to mention trump.
- There was a chance that he was unaware of an outstanding trump. The burden of proof is on the claimer. He must adequately answer the question of why trumps were not mentioned in the claim. (DD-70)
- He could lose a trick by normal play, for the class of player involved.

All doubtful points are resolved *against* the claimer.

A **proposed new line of play** is not allowed if there is a *normal* play that would be less successful.

If the **original line of play** did not include a 'finesse' or a 'drop', it may not be used now unless an opponent fails to follow suit, or would subsequently fail to follow suit on any *normal* line of play.

If **only trumps are left**, they must be led from the top down. If trumping, claimer is required to trump from the bottom up. Claimer may overruff. (RTG 6/89)

If a **player mixes his cards** after a claim so the Director is unable to ascertain the facts, the issue is usually decided in favor of the other side.

Normal, for the class of player involved... The laws make many references to *normal* play when discussing Claims and Concessions.

"Normal" includes **Careless** or **Inferior**, but not... **Irrational**.



Concession Canceled (71)

A concession immediately challenged by one's partner means no concession. (Law 16, Unauthorized Information, may apply.)

Concession canceled by the Director

- ♠ Implausible concession (trick reclamation) must be done before the conceding side calls on the next board, or before the round has ended. It applies when a trick was conceded that could not have been lost by any *normal* play.
- ♠ A false concession may be canceled anytime up to 30 minutes after the results have been posted (79.C). A false concession is when:
 - A trick was conceded which could not be lost by any *legal* play.
 - The contract was already fulfilled, but the declarer concedes defeat.
 - The contract was already defeated, but a defender conceded contract fulfillment.



Last Chance Matrix (Must be accomplished before...)

| First Call on Next Board or End of Round | 30 Minutes After Posting Results |
|---|---|
| Implausible trick concession Of trick that could not be lost by <i>normal</i> play (No acquiescence). (71.2) | Withdrawn/Claim /Concession (69) ♠ When trick actually was won. ♠ Of trick lost that could not have been lost by any <i>normal</i> play. False concession (71.1) ♠ Of trick that could not be lost by any <i>legal</i> play, or that his side had already won. ♠ Fulfilled or defeated contract. Error in score (79.C) |
| Disagreement On Tricks Won (If no Claim or concession) (79.B) | |



Misconceptions

Everyone is **NOT** responsible for dummy

Only the declaring side is responsible for dummy.

The idea that everyone is responsible for dummy is an *old wives' tale*.

Rubber Bridge – Used to be true, but not anymore.

Duplicate Bridge – Never was true.

Even though '*dummy can't revoke*', the declaring side is subject to revoke equity (64.C) whenever dummy has a card that is:

- ♣ on the floor.
- ♣ stuck to another card.
- ♣ hidden behind another card.
- ♣ not faced.
- ♣ mixed in with another suit of the same color.

Even if a revoke situation did not develop, any damage to the defense results in an adjustment being made in order to "protect the non-offenders."

Hesitations, the Break In Tempo (BIT)

Hesitations happen! A BIT, in and of itself, is not illegal or improper. However, partner's response to the player's hesitation may be. Partner is not allowed to take advantage of any information that may have been conveyed by the hesitation. Partner must bid as if the hesitation had not happened.

"Director!" The non-offending side should voice its objections immediately. They are not allowed 2 chances to obtain a good result.

Did the hesitation demonstrably suggest the call chosen over a less successful alternative?
Note: ACBL (*Tech Files*) uses the term 'substantial number' in place of the recommended numerical reference presented below as a 'Rule of Thumb'...which is only a rough guideline.

It becomes a logical alternative if at least 25% of one's peers would have considered making a call that was *different* from the one that was actually made.

If so, then there probably was damage. The Director should assign an adjusted score. Players should bend over backwards to take normal actions when partner breaks tempo.

On the flip side of the coin . . .

Some partners will *automatically* pass. This is improper.

- Some do so under the guise of being "super ethical." This is nothing more than ignorance of the law.
- Some do so in order to subtly punish partner for taking too much time. This is the more serious offense.

Both actions are improper because they introduce unnatural scores into the comparisons.

Bidding too quickly (the opposite of the hesitation).

There is never an excuse for making a call with undue haste. Tempo should be maintained.



Procedural Penalties

(usually 1/4 board...CDH-page 61, RTG 10/86)

One of the following procedures was violated, and either it was the second time the violation had occurred or it was done flagrantly.

- ♣ Slow play- The pair is given 1 round to catch up (CDH-slow play).
- ♣ Tardiness (late to table).
- ♣ Misplacing cards or a traveler in a board (includes 'boxing' the cards).
- ♣ Talking loudly.
- ♣ Continually violating partnership agreements in common auctions (RTG-2/90).
- ♣ Playing wrong board.
- ♣ Loudly snapping one's cards.
- ♣ Sitting in improper direction (Howell).
- ♣ Failing to count one's cards or to lead face down.
- ♣ Staring at another player.
- ♣ Touching another's cards without their permission.
- ♣ Telling partner that quitted tricks (other than a just-completed trick – 95 *Tech Files*) are pointed in the wrong direction. (DD – 65)
- ♣ Dummy infractions:
 - ♡ Calling attention to an irregularity or commenting during play.
 - ♡ Summoning the Director during play (other than for a violation of procedure – RTG-43) unless it was another player who called attention to the irregularity.
 - ♡ Looking at a defender's hand (on own volition).
 - ♡ Looking at a traveler prematurely.
- ♣ Etiquette violation:
 - ♡ Detaching a card prematurely.
 - ♡ Mixing tricks together before results have been agreed upon. This could affect a player's rights concerning trick count, revokes, etc.
- ♣ Courtesy violation—Engaging in unacceptable social behavior at the table. (No warning – but an apology should be required).
- ♣ Opening INT with a singleton...first time.
- ♣ Misduplicating a board. No warning. Both sides receive a 1/4 board penalty. If an NABC event, the penalty is a full board (*Tech Files*).
- ♣ If an offender directly/indirectly prevents a pair from playing a board, a Procedural Penalty is automatically given for the 1st offense.

First-time or non-flagrant violation of these procedures, usually . . .



WARN!

Note:
 At Director's discretion, if the players are experienced, certain violations should carry an immediate penalty.

Proprieties

An adjusted score may be awarded

General (72)

Scoring of tricks - A player cannot knowingly accept the score for a trick not won, nor the concession of a trick that the opponents could not have lost.

Intentional law infringement is not allowed. **Concealing an infraction** is forbidden. e.g., intentionally committing a 2nd revoke, concealing a card involved in a revoke, or intentionally **mixing cards prematurely**. If the Director can no longer ascertain the facts, he must rule in favor of the other side. **Waiving a penalty** on ones own initiative for an opponent's infraction is improper. He may however, ask the Director to do so. (81.C.5)

Improper Information (73) - No undue emphasis, haste, hesitation, inflection, gesture or mannerism. This includes...Not pausing following a **skip bid warning** (ignoring the stop card). Fingers a card from the **bidding box**, then selects another. Starts to pull one card from the hand, then changes to another. When defending, long hesitation before playing low, making his holding obvious to his partner.

Partnership Understandings (75)

Partnership agreements can be violated if partner is unaware. When agreements are disclosed, there is no need to inform the opponents regarding inferences that are generally known to bridge players (40). An improper alert or a failure to alert is active misinformation (RTG). Director ascertains what the opponents would have done had they been properly informed. If opponents knew what was going on, there can't be damage. (DD-21) **Agreements must not be concealed**. Failure to not fully explain causes damage. Prearranged improper communication is the gravest possible offense. The penalty usually is expulsion from the sponsoring organization (73).

Proprieties are breached (73.F) when an innocent opponent is damaged by drawing a false inference from a remark, manner, or tempo when there is no discernible bridge reason for the action and who could have known that the action would benefit their side. Tempo variations, if deliberate, are improper. Any attempt to mislead an opponent (e.g., fingering a singleton) is not allowed. This includes the **'Professional Study'** (Slow to play with nothing in an obvious finesse situation).

Conduct (74)

A courteous attitude is maintained at all times. No **card snapping**, turning cards prematurely, or playing a card that can't be easily seen. No remark or action that might interfere with game enjoyment. No teaching at the table...partner or opponent. Dummy prematurely looking at the traveler is a conduct violation. (RTG)

Etiquette (74) - A player should refrain from detaching a card prematurely, prolonging play unnecessarily for the purpose of disconcerting an opponent, gloating or **mixing tricks** together before the result has been agreed upon. If the Director can no longer ascertain the facts, he must rule in favor of the other side. (66.D)

Violations of Procedure

(Often resulting in a score adjustment)

- ♠ Expressing approval/disapproval of a call/play
- ♠ Commenting during auction/play which might influence outcome
- ♠ Varying tempo deliberately
- ♠ Staring at another player or at card location
- ♠ Anticipating the win/loss of an unquitted trick
- ♠ Exiting the table without good reason prior to the round being called
- ♠ Showing lack of further interest in a deal (e.g., folding one's cards)

Conventions

Restrictions (when there is partnership agreement)

♠ Defensive Carding

- ♡ Signals - Only right-side-up and *unoϱ-ϱpsdϱ* carding is approved.
- ♡ Discards - Dual-method carding strategies (Lavinthal and Odd-Even) are permitted only at each defender's first discard. They may not be used as a normal signal.

♠ Opening 1NT (Non-forcing)

- ♡ 10 HCP minimum, a range of ≤ 5 HCP. If the hand contains a singleton, the bid should happen no more than 2% of the time (partner is surprised). Partner must be expecting at least two cards in each suit. (*Tech Files*). This applies to 2NT openings also, but a bit more latitude is given.
- ♡ All ranges must be announced (including 15-17 HCP).
- ♡ Only a NT overcall outside the range of 14-19 HCP need be announced.

♠ Interference over a 1NT opening

Any interfering bid higher than 2 clubs must have at least 1 suit known.

♠ Weak 2 bids

- ♡ **Basics**—At least 5 in the suit, 5 HCP, and a range of ≤ 7 HCP. .
- ♡ No deviation is permitted unless partner is surprised. If such an agreement exists (as per the convention card), no conventional responses/rebids may be used.

- ♠ **2/3 Level Alertable Call Restrictions** - No deviation permitted. 10 HCP = minimum. 2-Suiter must be at least 5-4 (e.g., Flannery). 3-Suiter (e.g., Mini-Roman).

Convention MidChart – This bridges the gap between the ACBL General Convention Chart and the SuperChart. Its use in sectionals and regionals is mostly in Flight A events. Its use at the club level is discretionary. The Convention MidChart covers the following:

- ♠ Relay systems that promise game-forcing values
- ♠ Multi 2 \diamond opener
- ♠ Any call that promises 4 or more cards in a known suit
- ♠ 2 \spadesuit or 2NT openings that show a minor

These conventions must not only be pre-alerted, but a suggested defense to them must be provided in writing. An opposing pair may refer to this information during both auction and play.

Irregularities

Prevention of Irregularity During Play

- ♣ Any player (except dummy) may attempt to prevent an irregularity (other than a revoke) by any other player (ACBL interpretation, 11/87).
- ♣ Dummy may only attempt to prevent an irregularity by declarer.

Assessment of Penalty (10)

Only the Director may assess a penalty. Players may not assess or waive penalties. The Director may allow or cancel any such waiver/assessment of penalties made by players. The agreed result will not be altered if (DD):

- ♣ The correct ruling was made.
- ♣ All participants were advised of their rights.
- ♣ Director assessed either a correct penalty or a correct non penalty.

Forfeiture of Right to Penalize (11)

- ♣ If LHO of offender calls (29) or plays (60) before a penalty has been stated or imposed he forfeits his right to penalize.
- ♣ If either non-offending member takes action before the Director is summoned, they may forfeit the right to penalize.
Consultation between non-offending partners is not permitted (10).

If dummy indicates a preference, *all* options may be lost.

Director's Discretionary Powers (12)

- ♣ The Director should always try to get a valid result on a hand (DD)
- ♣ An adjusted score should only be awarded as a last resort (DD-16).
- ♣ The Director may assign an adjusted score when:
 - ♡ The laws do not provide a penalty. The Director awards an adjusted score if there is a reasonable possibility that damage has occurred (84.E).
 - ♡ Normal play of the board is impossible (e.g., a non-offender is required to take an adjusted score through no fault of his own). Award indemnity points (88).
 - ♡ An incorrect penalty has been applied.
 - ♡ Specific circumstances (DD) have occurred. Examples:
 - ♣ Insufficient bid corrected w/o penalty gives partner information (27.B.1.b).
 - ♣ One player bars his partner from the auction (23).
 - ♣ Non-offender legally withdraws a card (47)/call (25) thereby giving information to the offending side.
 - ♣ An established revoke causes damage that is insufficiently redressed(64.C).

Spectator (kibitzer) Calls Attention to Irregularity

- ♣ Neutral spectator—Director proceeds as if a contestant called (DD/RTG-11)
- ♣ Non-neutral spectator (anyone who may be biased):
 - ♡ Offending side spectator—The right to correct the irregularity *may* be forfeited.
 - ♡ Non-offending side spectator—The right to penalize *may* be forfeited.

Adjustments - Should be a real score whenever possible. Adjust to the most likely probable outcome. Only a rare combination of circumstances will make an artificial adjustment appropriate. Adjustment may not be made just because the penalty provided in the laws is unduly severe/advantageous. Each side's score should be considered separately. (*Tech Files*)

If deprived of playing a board or second late play (if at fault)

AVERAGE PLUS – No fault. Receives 60% of the available matchpoints or their actual percentage (Indemnity Points) if higher than 60%,

AVERAGE MINUS – Offender is directly at fault. Receives 40% or less of the available matchpoints, If the non-offending side has a percentage in excess of 60%, the offenders receive the reciprocal. (If non-offenders =66%...offenders = 34% on the board.

Adjusted Score—A last resort for:

- ♣ Fingering a singleton.
- ♣ Deliberately varying tempo.
- ♣ Violations of proprieties.
- ♣ Use of unauthorized information.
- ♣ Alert problems, if damage occurs.
- ♣ Misinformation problems if damage occurs.
- ♣ Opponents repeatedly demonstrates that they do not have a clear understanding of when and how to use a particular convention. (*Tech Files*)

Assigning Late Plays

- ♣ Director *may* assign a late play. A second late play (when the same pair is determined to be at fault) should not be allowed (DD-82). Usually, offenders receive AVERAGE MINUS and non-offenders receive AVERAGE PLUS (DD-Slow Play).
- ♣ If the club doesn't allow late plays, each pair receives a NP, or the Director could have the pairs bid out the hand and then adjust to equity.

Unauthorized Information (See the next page for amplification)

Includes (but is not limited to) looking at the wrong hand, over-hearing calls/results/remarks, seeing cards at another table, seeing card(s) belonging to another player at own table before auction begins, and seeing a traveler from another board (DD). Director may adjust positions, award an artificial adjusted score (12.C.1), or temporarily replace the player for that board (with all players' permission).

Director's Error (82.D)

If the Director (or Chief Director) determines that an incorrect ruling has been given:

- ♣ Rectify the board to allow it to be scored normally. If this is not possible, award an adjusted score (AVERAGE PLUS). Both sides are considered non-offenders.
- ♣ The Director is to be penalized two cups of decaffeinated coffee!

Unauthorized Information...UI (16)

Perhaps the major thrust of the law changes implemented in 9/08.
Are you, the Director, up to it?

When a player feels that the opponent has given unauthorized information to his partner, there are basically two options for the player to consider:

- 1) Call the Director at the moment of the alleged infringement, or ...
- 2) Announce that he is reserving the right to call the Director upon conclusion of play.

To instead say nothing and wait until 'after the fact', suggests the possibility of a 'double shot' situation. Most Director's are not sympathetic to this.

Common Infractions

Unmistakable Hesitation - Previously covered ad nauseum.

Futzing with the Bidding Box - Touching (hovering over) one area, then withdrawing a card from the other compartment.

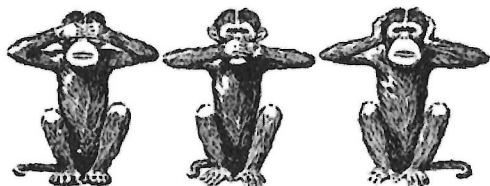
Switcheroo - Starting to pull one card from the hand, then selecting another. This not only indicates indecision, but implies having multiple cards in the suit.

Inappropriate Ask - Unalerted bid inquiry. It implies that the bid surprised the player, especially when having length/key cards in the suit. There is usually no reason to ask about an unalerted bid if it is treated by most as being quite standard. (*Tech Files*).

Incorrect Explanation of a Call - Not allowed to act on it.

Asking a Question - Solely for partner's benefit.

Summing up...



One is not authorized to 'See' or 'Hear' partner's:

- Incorrect alert or explanation of an agreement. (CDH-Alert)
- Penalty Card. (He is only allowed to know that it has to be played.)
To infer any other information is to be in violation of the laws.
- Replacement card which restores having an incorrect number of cards.
- Remark, question, gesture, mannerism, undue emphasis, inflection, or haste/hesitation.
- Withdrawal of an unintended call when one's side is responsible. (ACBL-4/97)

Player may not become aware (take advantage of) via overhearing calls, results, remarks or seeing cards at another table, even if unintentional.

Duplicate Decisions and Club Director's Guidelines

Club Options

Alerts may be required or banned. They are required for unit games.

Skip bid warning (use of stop card) may be required or barred.

Psychic bids may not be barred.

Face-down opening leads are required.

Late plays may be disallowed.

Barring a player for proper cause. Player and ACBL must be notified in writing.

Bidding boxes/screens may be required.

Requires mandatory pause on the 1st round of the auction and/or play to the 1st trick.

Agreement Among Players prior to summoning the Director (DD-50): Director normally allows the agreement to stand as long as no one's rights were jeopardized as a result of his not being called. Players may not assess or waive penalties on their own.

Principle of Coincidence

(RTG-8/89), (G. Blaiss)

To be used when appropriate, however it is infrequently implemented.

The result of two improbable actions by the members of a partnership which, in combination, *work* to benefit that partnership.

- ♣ Overbid and underbid combinations.
- ♣ Passing partner's forcing bid partner did not have forcing bid values.
- ♣ Underbidding one's values when partner has psyched.

It is a guideline. Do not cite as a rule or regulation for those "lucky" coincidences.

The acting side has to convince the Director and/or Committee that their actions were actually normal, or the Director determines that they lack the bridge experience to know any better. If they do, a score adjustment should be made.

Comparing Results During Play



A full board penalty

ALERT!



"Please explain"

"Would you tell me more about your style?"

The opponents need not ask exactly the 'right' question. Any request for information should be the trigger.



If bidding boxes are used, the alert strip/card should also be tapped.

It is the responsibility of the alerter to ensure that opponents are aware that an alert has been made.

An alert still must be made if one remembers that the call requires an alert, but can't recall the meaning.

One must correct his own error immediately.

Part of the right to use a convention is the responsibility of deciding its application in probable auctions. Opponents may be entitled to redress if there wasn't a clear understanding.

If a player knows, or suspects what is happening, he is expected to protect himself, even if his opponent violates the Alert procedure.

Declarer is expected to examine an opponent's convention card without prompting in order to ascertain their defensive methods.

If partner fails to alert, a player may not make allowances for the error. The auction must continue as if partner had acted properly. (Tech Files)

♣ There should be no Alert:

- ♡ By the person making the alertable call or when requested not to.
- ♡ For an alertable bid above 3NT, (See *Delayed Alerts* on opposite page).

♣ When there was a failure to Alert:

- ♡ The misinformation must have caused damage.
- ♡ Redress is given if the misinformation caused the opponents to make a wrong assumption that resulted in less than the pair's best effort.
- ♡ Redress is *not* given if: (1) The meaning of the bid was obvious due to overwhelmingly common usage. (2) The appearance of one's hand, or the bidding, made the meaning clear. (3) The damage was 'subsequent' but not 'consequent'.

- ♣ As the Result of an Alert (CDH-Alert) - A partnership misunderstanding may have been avoided via the giving of: (1) The alert itself, whether an explanation is given or not. (2) An alert which should not have been given. (3) An incorrect explanation (75). (See Misinformation, page I-18)

♣ When bid-boxes are used:

- ♡ A player must say "Alert" out loud while touching the alert strip.
- ♡ The alert must be silent if screens are also in use.

♣ Auction Pre-Alerts

- ♡ Any call that requires opponents to prepare special defenses
- ♡ Systems with very light openings (<11 HCP) or preempt with $\leq Qxxxxx$.
- ♡ MidChart and SuperChart methods and systems that may be fundamentally unfamiliar to the opponents (e.g. Canapé).
- ♡ Two-system methods but not for minor variations such as varying NT range or jump overcalls by vulnerability.
- ♡ Frequent use of:
 - 4 card overcalls at the 2-level.
 - Weak 2 bids with a bad 5 card suit.
 - 3-level preempts with a bad 6 card suit or any 5 card suit.
 - Overcall at the 1 level with < 6 HCP.
- ♡ Leading low from a doubleton.

♣ A Player Should Alert...

- ♡ A double that is unexpectedly for penalty.
- ♡ A call that the player knows should be Alerted, but can't remember why.
- ♡ Special alerts—No more (Per July 93 *Alert Procedures*, they are merely Alerts.)

♣ Method Announcements

- ♡ Non-forcing 1 of a minor openings if could be < 3 in the suit—Say, "May be short".
- ♡ Transfer bids for hearts or spades at all levels— Say "Transfer."
- ♡ Forcing NT – Say "Forcing" or "Semi-Forcing."
- ♡ NT opening bids – Verbalize the range. (In all cases)
- ♡ NT overcalls outside the range of 14-19 must be verbalized.

♣ Delayed Alerts (Not done if screens are in use)

- ♡ Made by declarer/dummy *prior* to the opening lead.
- ♡ Made by the appropriate defender after the opening lead but before declarer plays from the dummy.
- ♡ Alerts that would have been made to any rebid above 3NT, starting with opener's rebid. It is significant to note that this only applies to a "bid". Any other call, such as a X, XX, or pass above the level of 3NT requires an immediate alert.

Tech Files Tidbits

Director observes an infraction - The Director should not prevent a player from committing an infraction, such as revoking. However, if a revoke is established and no one notices it, the Director waits until the hand is over and then restores equity. If the Director is called to the table for a ruling and notices an irregularity in another area, he corrects everything found.

Full board penalty

- ♡ Responsibility for a fouled board.
- ♡ Score comparison or discussion of results during a session.

Alert Matrix

(As per ACBL—March 2006)

Opening 1 Bids-Suit

| | Non-Alert | Alert | "Announce" |
|---------------|---|---|----------------------------------|
| 1♣, 1♦ | 3+ in suit Non-Forcing (NF) (Range somewhere between 10-21+ HCP) | Conventional (e.g. Precision). Pre-Alert, if frequently very light by agreement. | < 3 in suit NF "May be short" |

Responses

| | | | |
|---------------------------------|--|--|-------------------------------|
| 1♣-1♦ | Natural 1 round force (Doesn't deny 4 in major) | If NF or only if absolutely denies 4 in a major. | <i>...or Conventional</i> |
| 1♣-1♥,♠ | 4+ in suit 1 round force (May bypass longer ♦s) | NF or specifically if 5+ in suit. | |
| 1♣,♦-1NT | Limited (Max 11 HCP) Flat NF | | |
| 1♣,♦-2NT | Invitational or better | | |
| 1♦-1♥,♠ | 4+ in suit 1 round force | NF | |
| 1♦-2♣ | Natural 1 round force + (Includes 2/1 GF) | NF | |
| 1♣,♦,♥,♠- jump shift | 4+ in suit natural GF or...Any strength if natural and in competition. | Natural - weak or invitational (Not in competition) | |

| | | |
|---------------|--|--|
| 1♥, 1♠ | Natural NF (Range somewhere between 10-21+ HCP) | Conventional or If frequently very light by agreement—Pre-Alert |
|---------------|--|--|

Responses

| | | | |
|-----------------------------|---|---|---|
| 1♥-1♠ | 4+ in suit 1 round force 5+♠s if play Flannery | <i>...or Conventional, but not announced</i> | If play forcing NT... "Forcing/Semi-forcing" |
| 1♥,♠-1NT | Natural NF | | |
| 1♥,♠-2NT | Invitational or better Natural | Jacoby 2NT | |
| 1♥,♠-2/1 | Natural 1 round force (Includes 2/1 GF) | NF | |
| 1♥,♠- raise to 3 | Limit (after a pass) Weak (after a X) or any strength raise if in competition | Weak (after a pass) Invitational or better (after a X) | |
| 1♥,♠- raise to 4 | Natural raise | If, by agreement, could be strong or weak (Precision) | |

Opening 1 Bids-Suit (Cont)

Rebids

| | Non-Alert | Alert | |
|--------------------------|---|---|-----------------------|
| | 2♣,♦ in response to a Forcing/Semi-forcing NT if it shows 3+ in the suit. | | "Announce" |
| Opener rebids 1NT | 12-15 HCP Flat (May bypass 4 in a major) | Strong (16+ HCP) | Never an announcement |
| Opener rebids 2NT | Strong (May bypass 4 in a major) | Responder's rebids of 3♣ or 3♦ as checkback. | |
| Game Tries | With a minimum of 3 in the suit. | Suited tries that (by agreement) have fewer than 3 cards in the bid suit. | |

1NT Opening

| | | | |
|------------|------------------------|-----------------|------------|
| 1NT | (See "announcement" →) | If conventional | "## to ##" |
|------------|------------------------|-----------------|------------|

Responses

| | | | |
|---------------------|--|---|------------|
| 1NT-2♣ | Asks for a 4-card major (even if NT is doubled) | Other uses (e.g. Puppet Stayman) | |
| 1NT-2♦ | Natural and NF | | |
| 1NT-2♥ | Natural and NF | Any subsequent bid that cancels the meaning of the Tx. | "Transfer" |
| 1NT-2♠ | Natural and NF | | "Transfer" |
| 1NT-2NT | Invitational to 3NT | Other uses (e.g. M. Suit Stayman) | |
| 1NT-3♣,♦,♥,♠ | Natural | | |
| 1NT-4♦,4♥ | Natural | (See Tx cancellation above) | "Transfer" |

1NT Overall

| | | |
|----------------|--|-----------------------------------|
| Direct | 14-19 HCP | Conventional or <14 or >19 HCP |
| Balance | May be conventional if a passed hand. | Conventional as UPH |

Overcalls

| | Non-Alert | Alert |
|------------------|--|---|
| 1 level | Normally 5+ in suit and 6+ HCP. If infrequently done, may be less. | Intermediate or better Frequently OC with: (Pre-Alert) ▪ Less than 5 in suit ▪ Less than 6 HCP |
| 2 level | 5+ with 2/1 values | 4 in suit or < 2/1 values Pre-alert if frequently OC with less than 10 HCP. |
| Jump OC | Weak | Intermediate or better |
| Responses | | |
| Jump Raise | Weak/Intermediate/Strong | |
| Jump Shift | Strong | Weak |

Competitive Jumps in NT

| | | |
|-----------|---|---------------------------------------|
| 2NT | Unusual for minors or 2-lower unbid suits | Natural, if in non-balancing position |
| 3NT | To play | Unusual |
| 4 or 5 NT | Unusual | Intermediate or better |

Doubles

| | | |
|--------------|--|--|
| Initial | Take-out | Penalty, lead directing, or any unsuspected or highly unusual meaning. |
| ...of OC | Negative | |
| Support X/XX | 4 in support or any bid that denies 3 card support | 3 in support |

Cue

| | |
|-------------------|--|
| Most all cue bids | Suits bid naturally or any unusual or unsuspected meaning. |
|-------------------|--|

Opening 2 Level Bids

| | Non-Alert | Alert |
|---------------------------------|---------------------------------|--|
| 2♣ | Strong and forcing, artificial. | Natural...Weak or Intermediate (e.g. Precision) Conventional |
| Responses | | |
| 2♣-2♦ (or 2NT if 2♣ is natural) | Negative or waiting | GF or gives point count |
| 2NT | Strong and flat | Unusual (showing Minors) ...or other conventional |
| Responses | | |
| 2NT-3♣ | Regular Stayman | Puppet Stayman |
| 2♦, 2♥, or 2♠ | Weak (Natural) | Natural...Intermediate or Strong Conventional |
| Responses | | |
| 2NT | Asking further clarification | Natural NF |
| New suit | One-round force (Natural) | NF |
| Simple raise | Less than invitational | Invitational or better |

High Level Opening Bids

| | | |
|----------------------|------------------------|---|
| 3♣, 3♦, 3♥, 3♠ | Natural and Preemptive | Intermediate/Strong/Conventional Pre-alert if often with less than 6 cards or is ≤ than Qxxxxx. |
| 3NT | Strong and flat | Gambling or Conventional |
| 4♥ or 4♠ | If not playing NAMYATS | If play NAMYATS |
| Responses | | |
| New suit, below game | One-round force | NF or Conventional |

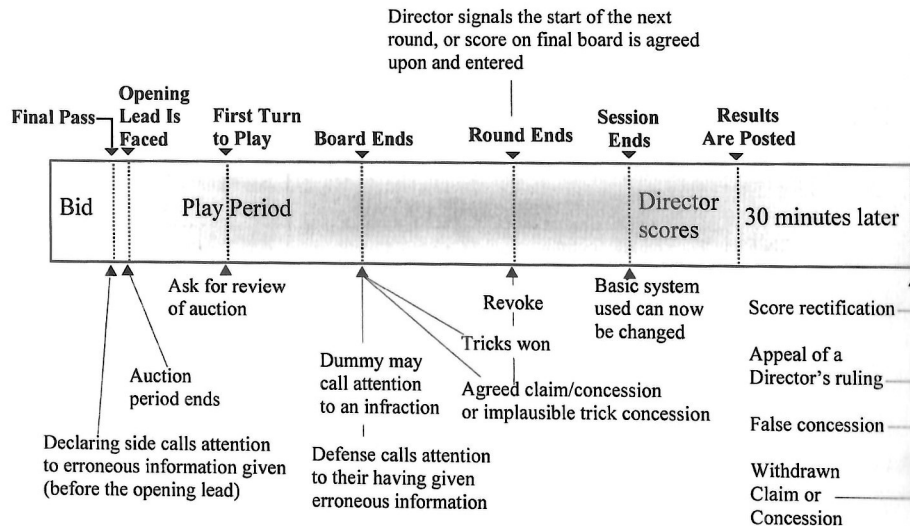
Ace Asking

| | |
|------------------------------------|--|
| 4NT(suit) or 4♣ (NT) (Any variety) | If at or below the level of 3NT. Ace asking as an opening bid. 1♠, ♠-4♠, 4♦ as ace asking. |
|------------------------------------|--|

It's not over until ...



Events...when they occur and when they are over.



Law Index

A number that is bold suggests the 1st place to look.

- A**
- Adjusted Score, 41
- Announcements, method 45
- Alert
 - basic, 44-45; delayed, 45; failure to, 44;
 - irregularity, 40-41; matrix 46-49; not required, 44;
 - pre-alert, 45
- Appeal, 3
- Auction
 - period begins/ends, 6; review, 6
- Average Minus/Plus, 41
- deprived of playing a aboard, 21, 41; incorrect number of cards, 5; indemnity, 3, 41; percent, 3; team, 3; wrong seat, 2
- B**
- Bid (See Call)
 - accept, 13-15; conventionally specifying a suit, 20;
 - of more than seven, 7; out-of-rotation, 13-15;
 - waiting, 19
- Bidding Boxes, 4, 38, 42, 45
- Board
 - Boxing 37; miss duplicating, 37; movement 3;
 - play of wrong board, 21, 37
- Breach of Propriety/Procedure, 25, 38
- C**
- Call
 - after auction closed, 7; canceled, 10-17, 20;
 - change, 16, 20; retention of right, 7; erroneous, 4;
 - explanation of, 6, 23, 42; inadmissible, 7;
 - inadvertent, 16; judgment, 3; out-of-rotation, 10-14,
 - review, 6; simultaneous, 7; withdrawal, 20, 23
- Card
 - boxing, 37; convention, 4; failure to count, 2, 37;
 - dropped, 9, 24; exposed, 2, 8; missing, 5; played, 22;
 - Pointing in wrong direction, 37; snapping, 37;
 - too many/few, 5; withdraw, 5, 23; wrong number of, 5
- Change of call, 14, 16
- Claim/Concession, 34-35
- Club Options, 43
- Coincidence-Principle of, 43
- Committee, 3
- Conduct, 38
- Convention Card, 4
- Conventions, 39
- Correction Period, 3
- Cut, 2
- D**
- Deal, 2, 8
- Declarer 24
 - calls for card, 4, 24; lead out-of-turn, 24, 29;
 - card played, 4, 24
- Defective Trick, 5
- Defender 26
 - card played, 26; lead out-of-turn, 27-28; limitation of,
 - 26; premature lead/play, 26, 30-31; simultaneously
 - plays two cards, 23
- Deviations, 19
- Director
 - assessment of penalty, 40; discretionary powers, 40;
 - error, 41
- Discards, 39
- Disputed Facts, 21
- Double/Redouble...improperly & out-of-rotation 16, 17
- Dummy 25
 - arrangement, 25; infractions, 37; lead out-of-turn, 29;
 - limitations, 25; misplay of card, 25; prematurely
 - looking at traveler, 25; responsibility for, 36;
 - rights, 25
- E**
- End of Round, 3; Events, 50
- Equity, 32
- Error in Explanation 18; Score, 3
- Etiquette, 37, 38
- Exposed Card, 8
 - accidentally 8-9, 27; 2 or more cards, 8, 9
- F**
- Face Down Lead, 22, 26
- Faces Card, 8
- Facts-Disputed, 21
- Fouled Board, 45
- H**
- Hesitations, 36, 42
- I**
- Inadmissible Call, 7
- Indemnity Points, 3, 40
- Infraction Concealment, 38
- Insufficient Bid, 16
- Irregularities, 40-41
 - calling attention to, 7, 40
 - prevention, 40
- Intent, 4, 16

- J**
Judgment Call, 3
- K**
Kibitzers (Spectators), 3, 40
- L**
Late
play, 41; to table, 3, 37
Lead
acceptance, 27-29; face-down, 22, , 37;
opening, 22, 27; out-of-turn, 27-29;
premature, 30-31; prohibit any, 10-15, 20;
simultaneous, 23
Lead Penalty
call after final pass, 7; call other than pass, 7;
call out-of-rotation, 10-15; change of call, 16;
insufficient bid, 16
Lead Penalty (Specific Suit), 20;
lead out-of-turn, 27-31; insufficient bid, 16; PC, 9
Lead Penalty (PROHIBIT ANY), 20,
bid of more than seven, 7; call out-of-rotation, 10-15;
insufficient bid, 16; XXX as improper call, 17
- M-N**
MidChart, 39, 45
Misinformation, 18, 23, 26, 38, 41
Missing Card, 5
Mixing Cards, 37, 38
Normal Play, 34-35
- O**
Offender Must Pass (ALL)
bids of more than seven, 7; call other than pass, 7;
improper XXX, 17; pass out-of-rotation, 12
Offender Must Pass (ONCE), 10-12
Offender's Partner Must Pass (ALL), 10-15
bid of more than seven, 7; call other than pass, 7;
call out-of-rotation, 15
insufficient bid, 16; XXX as improper call, 17
Offender's Partner Must Pass (ONCE)
bid out-of-rotation, 13-15; change of call, 16; exposed
card during auction, 8; insufficient bid, 16
Opening Lead Face-Down, 22
- P**
Partnership Understandings, 18, 37, 38
Pass
accept, 10-12; after a final pass, 7; enforced pass may
damage, 14-17, 20; out-of-rotation, 10-12; required to,
20; throughout, 10-12, 16
Penalty
assessment of, 40; forfeit right to penalize, 40;
procedural, 5-6, 22, 37; waive, 38, 40
Penalty Card (PC), 8, 9, 23, 24, 26; two or more, 9
Play
after illegal, 23; ends, 5; late, 41;
out-of-turn, 30-31; premature, 30-31; simultaneous, 23;
slow, 37; wrong board, 21
- Player Agreement, 43
Pre-Alerts, 45
Premature Lead/play, 30-31
Principle of Coincidence, 43
Procedural Penalty/Violations, 5-6, 22, 37, 39
Professional Study, 38
Proprieties/ Procedure, Breach of, 25, 37, 38
Psychics, 19
- Q**
Quitted Trick, 22, 25, 37,
- R**
Redeal, 8; prohibited, 7
Redouble/Double
improperly, 7, 16, 17; out-of-rotation, 17;
Responsibility - Movement, 3
Restoration-wrong number of cards, 5
Retraction (See Withdrawal, Call/Card)
Review, 6
Revoke, 26, 32-33, 38
Round - Start/End, 3
Rudeness (courtesy violation), 37
Rule of Coincidence, 43
- S**
Score, error in, 3; adjustment, 41; comparing 43
Seat Assignment, 2
Shuffle, 2, 8
Signals, 39
Simultaneous
calls, 7; leads/plays, 23
Spectators (See Kibitzers)
Staring, 37, 39
- T**
Tactical Bid, 19
Tempo, 36, 39, 41
Traveler, 37, 38
Trick
arrangement, 22; defective, 5; before/after
playing to, 5; inspection, 22; mixing, 22, 34, 37, 38
Tricks Won, 3, 34, 35
- U**
Unauthorized Information, 16, 18, 35, 41-42
- V**
Violation of Procedure, 39
- W**
Waiting Bid, 19
Weak 2 bids, 39
Withdrawal (Retraction) (Return to hand)
call, 20; card, 5, 22-23, 25, 27-29, 40, 42
Wrong Board, 6, 37
Wrong number of cards, 5

Skip Bump

Howell

Mitchell

Hand Records

Bye Stand/Relay

II. MOVEMENTS

Bump

3/4 Howell

ALERT!

Skip Mitchell

1-1/2 TABLE APPENDIX MITCHELL

Movements at-a-Glance

Choice of movements is based upon technical superiority.
If the movement is not covered, it should not be used.

| Tables | 1st Choice | 2nd Choice | Could Consider |
|--------|--------------------|--------------------------|----------------------|
| 3 | Howell-25 | | |
| 3½ | Howell-24 | | |
| 4 | Howell-28 | | |
| 4½ | Howell-24 | | |
| 5 | Howell-27 | Mitchell-25 | |
| 5½ | Howell-24 | | |
| 6 | Howell-27 | Bye/Relay-24 (Scrambled) | |
| 6½ | Howell-24 | Mitchell-28(24) | |
| 7 | Howell-26 | Mitchell-28 | |
| 7½ | 3/4 Howell-24 | Bye/Relay-32(28) | Bump-24(28) |
| 8 | Bye/Relay-24 | 3/4 Howell-26 | Skip Mitchell-28 |
| 8½ | Mitchell-27(24) | 1½ Appendix-28(24) | |
| 9 | Mitchell-27 | | |
| 9½ | Bye/Relay-30(27) | Bump-24(27) | |
| 10 | Bye/Relay-30 | Skip Mitchell-27 | |
| 10½ | 1½ Appendix-27(24) | Bump Skip-24(27) | |
| 11 | Mitchell-27 | | |
| 11½ | 1½ Appendix-30(27) | Bump-24(27) | |
| 12 | Bye/Relay-24 | | Skip Mitchell-27 |
| 12½ | Mitchell-26(24) | | |
| 13 | Mitchell-26 | | |
| 13½ | Bye/Relay-28(26) | Bump-24(26) | |
| 14 | Bye/Relay-28 | Skip Mitchell-26 | |
| 14½ | Mitchell-30(28) | 1½ Appendix-26(24) | Bump Skip-24(26) |
| 15 | Mitchell-26 | | |
| 15½ | Bump-24(26) | | |
| 16 | (2 sections) | Skip Mitchell-26 | |
| 16½ | (2 sections) | Bump Skip-24(26) | Skip Mitchell-26(24) |
| 17 | (2 sections) | Mitchell-26 | |

Note: (##) = E/W boards, when different from N/S.

Movement matrices not included..

Movement Trade-Offs

| Tables | Movement | Comments |
|--------|--|--|
| 5 | Howell-27 | Beautiful movement. Players receive more points. Only one stationary. |
| | Mitchell-25 | Should not be used. |
| 6 | Howell-27 | A good single-winner movement. Two pairs are missed. |
| | Bye/Relay-24 | A close second, but only if scrambled. Fewer masterpoints are awarded. |
| 6½ | Howell-24 | Play against more players. More masterpoints awarded. |
| | Mitchell-28(24) | A close second. |
| 7 | Howell-26 | A great single-winner movement. Somewhat time consuming. |
| | Mitchell-28 | By far the most commonly-used movement at club games. |
| 7½ | 3/4 Howell-24 | 2-board rounds. Much shorter sitout. More masterpoints awarded. |
| | Bye/Relay-32(28) | Adds 28 minutes (4 more boards) to your game time. |
| | Bump-24(28) | A reasonable compromise. A guide card must be used. |
| 8 | Bye/Relay-24 | Superb movement. All pairs/boards are played. |
| | Skip Mitchell-27 | Lazy Directors commonly use this. A poor alternative. |
| 8½ | Mitchell-27(24) | This should clearly be the movement of choice. |
| | 1½ Appendix-28(24) | Somewhat superior to a Bump Skip. |
| 9½ | Bye/Relay-30(27) | Superior movement, however it adds 21 minutes to game time. |
| | Bump-24(27) | Three guide cards are required (N/S = 1, E/W = 2). A pain at best. |
| | 1½ Appendix-24(21) or Skip Mitchell-27(24) | Unacceptable. Should not consider. |
| 10 | Bye/Relay-30 | A great movement. Suffers from the same problem as for 9½ tables. |
| | Skip Mitchell-27 | Most commonly used when 30 boards are considered excessive. |
| 10½ | 1½ Appendix-27(24) | ACBLscore only supports the relay between Tables 1 and 10. |
| | Bump Skip-24(27) | A guide card must be used. Two pairs/board sets are missed. |
| 11½ | 1½ Appendix-30(27) | ACBLscore only supports the relay between Tables 1 and 11. |
| | Bump-24(27) | A guide card must be used. Three pairs/board sets are missed. Ugh!! |
| 12 | Bye/Relay-24 | By far the best. A slower movement, but overall game time is the same. |
| | Skip Mitchell-27 | Lazy Director. A poor alternative. Three pairs/board sets missed. |
| 13½ | Bye/Relay-28(26) | The sit-out pairs miss only one set of boards. One round longer. |
| | Bump-24(26) | Best if you have a time constraint. A guide card must be used. |
| 14 | Bye/Relay-28 | The ideal movement. But it adds 15 minutes (2 boards) to game time. |
| | Skip Mitchell-26 | Most common. Used in tournaments when comparing sections. |
| 14½ | Mitchell-30(28) | A superior movement. Adds 15 minutes (2 boards) to game time. |
| | 1½ Appendix-26(24) | Second best movement. Most Directors are unaware that it exists. |
| | Bump Skip-24(26) | A distant third, The most commonly used nevertheless. |
| 16 | Bye/Relay-24 (2 sections) | Used by the conscientious Director. Twin the boards. |
| | Skip Mitchell-26 | The lazy alternative. Three pairs/board sets are missed. |

Initial Setups

Bump

The sit-out (bump pair) is at the ½ table. There are no boards here. Skips are based on full tables.

7½, 9½, 11½, 13½, and 15½ tables do not have a skip.
8½, 10½, 12½, and 14½ tables skip after x rounds (x = full tables ÷ 2) are played

Bye/Relay



Place the relay between two tables of your faster N/S players.

Hot Tip

| Even number of tables | Tables | 6 | 8 | 10 | 12 | 14 |
|-----------------------|---------------|----|----|----|----|----|
| | Boards played | 24 | 24 | 30 | 24 | 28 |

Establish the relay—Normally Table 1 with the highest-numbered table. Locate the bye stand exactly in the middle—i.e., directly opposite the relay.

| With a ½ table | Tables | 7½ | 9½ | 13½ |
|----------------|---------------|--------|--------|--------|
| | Boards played | 32(28) | 30(27) | 28(26) |

The relay is a phantom relay.
E/W sit-out is at the ½ table. There are no boards here.
Locate the bye stand exactly in the middle.

1½ Table Appendix Mitchell

T
A
B
L
E
S

| Highest Numbered Boards in Play → | Go On ... | *Relay Between Table 1 and ? | **E/W Sit-Out | # of rounds entered into ACBLscore | Boards Played |
|-----------------------------------|------------------|------------------------------|---------------|------------------------------------|---------------|
| 8½ | 25-28 → Table 7 | Table 8 | Table 9 | 6 | 28(24) |
| 10½ | 25-27 → Table 9 | Table 10 | Table 11 | 10 | 27(24) |
| 11½ | 28-30 → Table 10 | Table 11 | Table 12 | 10 | 30(27) |
| 14½ | 25-26 → Table 13 | Table 14 | Table 15 | 14 | 26(24) |

*For this movement, ACBLscore currently only supports a relay with Table 1.
**No boards on table

3 HOWELL-25 Boards

Table 1 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|--------|-----|-----|
| 1 | 1-5 | 6 | 1 |
| 2 | 6-10 | 6 | 2 |
| 3 | 11-15 | 6 | 3 |
| 4 | 16-20 | 6 | 4 |
| 5 | 21-25R | 6 | 5 |

Table 2

| Rd. | Bds. | N/S | E/W |
|-----|--------|-----|-----|
| 1 | 6-10 | 4 | 3 |
| 2 | 11-15 | 5 | 4 |
| 3 | 6-10 | 1 | 5 |
| 4 | 11-15 | 2 | 1 |
| 5 | 21-25R | 3 | 2 |

Bye Stand

| |
|-------|
| 11-15 |
| 1-5 |
| 16-20 |
| 6-10 |

Table 3

| Rd. | Bds. | N/S | E/W |
|-----|--------|-----|-----|
| 1 | 16-20 | 2 | 5 |
| 2 | 16-20 | 3 | 1 |
| 3 | 1-5 | 4 | 2 |
| 4 | 1-5 | 5 | 3 |
| 5 | 21-25R | 1 | 4 |

R = Relay

Hold (21-25) for the last round.



Warning

If you are using older Barclay or Groner guide cards, use the alternate movement in ACBLscore. N/S and E/W positions at all tables except Table 1 become exchanged.

3½ HOWELL-24 Boards

Table 1 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 1-4 | 8 | 1 |
| 2 | 5-8 | 8 | 2 |
| 3 | 9-12 | 8 | 3 |
| 4 | 13-16 | 8 | 4 |
| 5 | 17-20 | 8 | 5 |
| 6 | 21-24 | 8 | 6 |
| 7 | 25-28 | 8 | 7 |

Bye Stand

| |
|-----------------|
| (5-8) (9-12) |
| (9-12) (13-16) |
| (13-16) (17-20) |
| (17-20) (21-24) |
| (21-24) (25-28) |
| (25-28) (1-4) |
| (1-4) (5-8) |

4

HOWELL-28 Boards

Table 2

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 13-16 | 3 | 6 |
| 2 | 17-20 | 4 | 7 |
| 3 | 21-24 | 5 | 1 |
| 4 | 25-28 | 6 | 2 |
| 5 | 1-4 | 7 | 3 |
| 6 | 5-8 | 1 | 4 |
| 7 | 9-12 | 2 | 5 |

Bye Stand

| |
|---------|
| (17-20) |
| (21-24) |
| (25-28) |
| (1-4) |
| (5-8) |
| (9-12) |
| (13-16) |

Table 3

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 21-24 | 2 | 7 |
| 2 | 25-28 | 3 | 1 |
| 3 | 1-4 | 4 | 2 |
| 4 | 5-8 | 5 | 3 |
| 5 | 9-12 | 6 | 4 |
| 6 | 13-16 | 7 | 5 |
| 7 | 17-20 | 1 | 6 |

Table 4 (Pivot Table)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 25-28 | 5 | 4 |
| 2 | 1-4 | 6 | 5 |
| 3 | 5-8 | 7 | 6 |
| 4 | 9-12 | 1 | 7 |
| 5 | 13-16 | 2 | 1 |
| 6 | 17-20 | 3 | 2 |
| 7 | 21-24 | 4 | 3 |

4 1/2 HOWELL

24 Boards

5 HOWELL

27 Boards

5 1/2 HOWELL

24 Boards

6 HOWELL

27 Boards

Table 1

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 1-3 | 7 | 3 |
| 2 | 4-6 | 8 | 4 |
| 3 | 7-9 | 9 | 5 |
| 4 | 10-12 | 1 | 6 |
| 5 | 13-15 | 2 | 7 |
| 6 | 16-18 | 3 | 8 |
| 7 | 19-21 | 4 | 9 |
| 8 | 22-24 | 5 | 1 |
| 9 | 25-27 | 6 | 2 |

Table 2

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 4-6 | 5 | 2 |
| 2 | 7-9 | 6 | 3 |
| 3 | 10-12 | 7 | 4 |
| 4 | 13-15 | 8 | 5 |
| 5 | 16-18 | 9 | 6 |
| 6 | 19-21 | 1 | 7 |
| 7 | 22-24 | 2 | 8 |
| 8 | 25-27 | 3 | 9 |
| 9 | 1-3 | 4 | 1 |

Table 3 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 7-9 | 10 | 1 |
| 2 | 10-12 | 10 | 2 |
| 3 | 13-15 | 10 | 3 |
| 4 | 16-18 | 10 | 4 |
| 5 | 19-21 | 10 | 5 |
| 6 | 22-24 | 10 | 6 |
| 7 | 25-27 | 10 | 7 |
| 8 | 1-3 | 10 | 8 |
| 9 | 4-6 | 10 | 9 |

Table 4

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 10-12 | 9 | 8 |
| 2 | 13-15 | 1 | 9 |
| 3 | 16-18 | 2 | 1 |
| 4 | 19-21 | 3 | 2 |
| 5 | 22-24 | 4 | 3 |
| 6 | 25-27 | 5 | 4 |
| 7 | 1-3 | 6 | 5 |
| 8 | 4-6 | 7 | 6 |
| 9 | 7-9 | 8 | 7 |

Table 5

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 13-15 | 4 | 6 |
| 2 | 16-18 | 5 | 7 |
| 3 | 19-21 | 6 | 8 |
| 4 | 22-24 | 7 | 9 |
| 5 | 25-27 | 8 | 1 |
| 6 | 1-3 | 9 | 2 |
| 7 | 4-6 | 1 | 3 |
| 8 | 7-9 | 2 | 4 |
| 9 | 10-12 | 3 | 5 |

Assembly Table

| Rd. | Bds. |
|-----|----------------------------|
| 1 | 16-18, 19-21, 22-24, 25-27 |
| 2 | 19-21, 22-24, 25-27, 1-3 |
| 3 | 22-24, 25-27, 1-3, 4-6 |
| 4 | 25-26, 1-3, 4-6, 7-9 |
| 5 | 1-3, 4-6, 7-9, 10-12 |
| 6 | 4-6, 7-9, 10-12, 13-15 |
| 7 | 7-9, 10-12, 13-15, 16-18 |
| 8 | 10-12, 13-15, 16-18, 19-21 |
| 9 | 13-15, 16-18, 19-21, 22-24 |

Table 1 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 1-3 | 12 | 1 |
| 2 | 4-6 | 12 | 2 |
| 3 | 7-9 | 12 | 3 |
| 4 | 10-12 | 12 | 4 |
| 5 | 13-15 | 12 | 5 |
| 6 | 16-18 | 12 | 6 |
| 7 | 19-21 | 12 | 7 |
| 8 | 22-24 | 12 | 8 |
| 9 | 25-27 | 12 | 9 |

Table 2 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 4-6 | 11 | 4 |
| 2 | 7-9 | 11 | 5 |
| 3 | 10-12 | 11 | 6 |
| 4 | 13-15 | 7 | 11 |
| 5 | 16-18 | 8 | 11 |
| 6 | 19-21 | 11 | 9 |
| 7 | 22-24 | 11 | 1 |
| 8 | 25-27 | 2 | 11 |
| 9 | 1-3 | 3 | 11 |

Table 3 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 7-9 | 10 | 8 |
| 2 | 10-12 | 10 | 9 |
| 3 | 13-15 | 1 | 10 |
| 4 | 16-18 | 2 | 10 |
| 5 | 19-21 | 10 | 3 |
| 6 | 22-24 | 10 | 4 |
| 7 | 25-27 | 5 | 10 |
| 8 | 1-3 | 6 | 10 |
| 9 | 4-6 | 7 | 10 |

Table 4

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 10-12 | 2 | 7 |
| 2 | 13-15 | 3 | 8 |
| 3 | 16-18 | 4 | 9 |
| 4 | 19-21 | 5 | 1 |
| 5 | 22-24 | 6 | 2 |
| 6 | 25-27 | 7 | 3 |
| 7 | 1-3 | 8 | 4 |
| 8 | 4-6 | 9 | 5 |
| 9 | 7-9 | 1 | 6 |

Table 5

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 13-15 | 9 | 6 |
| 2 | 16-18 | 1 | 7 |
| 3 | 19-21 | 2 | 8 |
| 4 | 22-24 | 3 | 9 |
| 5 | 25-27 | 4 | 1 |
| 6 | 1-3 | 5 | 2 |
| 7 | 4-6 | 6 | 3 |
| 8 | 7-9 | 7 | 4 |
| 9 | 10-12 | 8 | 5 |

Table 6

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 16-18 | 5 | 3 |
| 2 | 19-21 | 6 | 4 |
| 3 | 22-24 | 7 | 5 |
| 4 | 25-27 | 8 | 6 |
| 5 | 1-3 | 9 | 7 |
| 6 | 4-6 | 1 | 8 |
| 7 | 7-9 | 2 | 9 |
| 8 | 10-12 | 3 | 1 |
| 9 | 13-15 | 4 | 2 |



Alert!

Be sure to seed the stationary pairs at Tables 1, 2, and 3 (Strong, medium, weak)

Caution Tables 2 and 3 about table-marker rotation

Assembly Table

| Rd. | Bds. |
|-----|---------------------|
| 1 | 19-21, 22-24, 25-27 |
| 2 | 22-24, 25-27, 1-3 |
| 3 | 25-27, 1-3, 4-6 |
| 4 | 1-3, 4-6, 7-9 |
| 5 | 4-6, 7-9, 10-12 |
| 6 | 7-9, 10-12, 13-15 |
| 7 | 10-12, 13-15, 16-18 |
| 8 | 13-15, 16-18, 19-21 |
| 9 | 16-18, 19-21, 22-24 |

See H-05-07 and H-05-08 for Howells w. move stationary tables. (3 and 2, respectively)

we do have layout cards for a 10-pair, 24 board Howell (3 bds/round) (relay 7-1-5) as well as a 27 board Howell

NOT preferred!! Go to a Howell (see table mats)

6

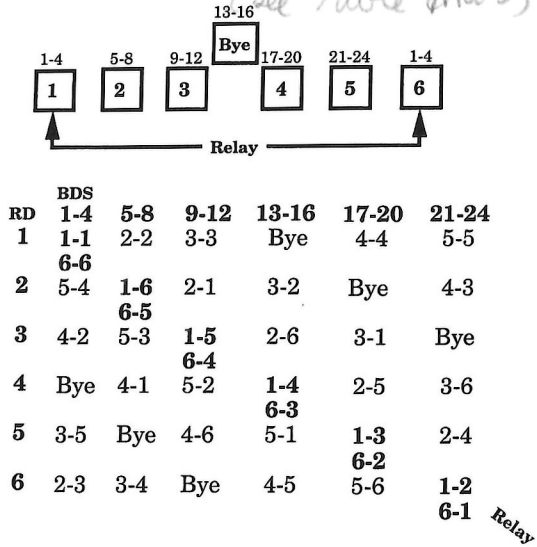
BYE STAND WITH RELAY

24 Boards

Scramble the movement (5 pairs win points instead of only 4)

Rounds for arrow switch
Arrow N Arrow E
1, 2, 6 3, 4, 5

If hand records used:
(page II-28 or page II-29)



| RD | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 |
|----|-----|-----|------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | Bye | 4-4 | 5-5 |
| 2 | 5-4 | 1-6 | 2-1 | 3-2 | Bye | 4-3 |
| 3 | 4-2 | 5-3 | 1-5 | 2-6 | 3-1 | Bye |
| 4 | Bye | 4-1 | 5-2 | 1-4 | 2-5 | 3-6 |
| 5 | 3-5 | Bye | 4-6 | 5-1 | 1-3 | 2-4 |
| 6 | 2-3 | 3-4 | Bye | 4-5 | 5-6 | 1-2 |

6 1/2 MITCHELL

28(24) Boards

If hand records used:
(page II-28 and note options)

| RD | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 |
|----|-----|-----|------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 |
| 2 | 7-6 | 1-7 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 |
| 3 | 6-4 | 7-5 | 1-6 | 2-7 | 3-1 | 4-2 | 5-3 |
| 4 | 5-2 | 6-3 | 7-4 | 1-5 | 2-6 | 3-7 | 4-1 |
| 5 | 4-7 | 5-1 | 6-2 | 7-3 | 1-4 | 2-5 | 3-6 |
| 6 | 3-5 | 4-6 | 5-7 | 6-1 | 7-2 | 1-3 | 2-4 |
| 7 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-1 | 1-2 |

7 MITCHELL

28 Boards

If hand records used:
E/W down 1...Duplicate, then
E/W up 1...Boards down 1
(page II-28)

Total boards = 28 Boards played = 24
Boards per round = 4 Board 1 starts at Table 7
Rounds played = 6 E/W playing board 1 = 7

6 1/2 HOWELL

24 Boards

7 HOWELL

26 Boards

Table 1

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 1-2 | 5 | 12 |
| 2 | 3-4 | 6 | 13 |
| 3 | 5-6 | 7 | 1 |
| 4 | 7-8 | 8 | 2 |
| 5 | 9-10 | 9 | 3 |
| 6 | 11-12 | 10 | 4 |
| 7 | 13-14 | 11 | 5 |
| 8 | 15-16 | 12 | 6 |
| 9 | 17-18 | 13 | 7 |
| 10 | 19-20 | 1 | 8 |
| 11 | 21-22 | 2 | 9 |
| 12 | 23-24 | 3 | 10 |
| 13 | 25-26 | 4 | 11 |

Table 2

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 3-4 | 2 | 4 |
| 2 | 5-6 | 3 | 5 |
| 3 | 7-8 | 4 | 6 |
| 4 | 9-10 | 5 | 7 |
| 5 | 11-12 | 6 | 8 |
| 6 | 13-14 | 7 | 9 |
| 7 | 15-16 | 8 | 10 |
| 8 | 17-18 | 9 | 11 |
| 9 | 19-20 | 10 | 12 |
| 10 | 21-22 | 11 | 13 |
| 11 | 23-24 | 12 | 1 |
| 12 | 25-26 | 13 | 2 |
| 13 | 1-2 | 1 | 3 |

Table 3

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 5-6 | 9 | 10 |
| 2 | 7-8 | 10 | 11 |
| 3 | 9-10 | 11 | 12 |
| 4 | 11-12 | 12 | 13 |
| 5 | 13-14 | 13 | 1 |
| 6 | 15-16 | 1 | 2 |
| 7 | 17-18 | 2 | 3 |
| 8 | 19-20 | 3 | 4 |
| 9 | 21-22 | 4 | 5 |
| 10 | 23-24 | 5 | 6 |
| 11 | 25-26 | 6 | 7 |
| 12 | 1-2 | 7 | 8 |
| 13 | 3-4 | 8 | 9 |

Table 4 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 7-8 | 14 | 1 |
| 2 | 9-10 | 14 | 2 |
| 3 | 11-12 | 14 | 3 |
| 4 | 13-14 | 14 | 4 |
| 5 | 15-16 | 14 | 5 |
| 6 | 17-18 | 14 | 6 |
| 7 | 19-20 | 14 | 7 |
| 8 | 21-22 | 14 | 8 |
| 9 | 23-24 | 14 | 9 |
| 10 | 25-26 | 14 | 10 |
| 11 | 1-2 | 14 | 11 |
| 12 | 3-4 | 14 | 12 |
| 13 | 5-6 | 14 | 13 |

Table 5

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 9-10 | 8 | 13 |
| 2 | 11-12 | 9 | 1 |
| 3 | 13-14 | 10 | 2 |
| 4 | 15-16 | 11 | 3 |
| 5 | 17-18 | 12 | 4 |
| 6 | 19-20 | 13 | 5 |
| 7 | 21-22 | 1 | 6 |
| 8 | 23-24 | 2 | 7 |
| 9 | 25-26 | 3 | 8 |
| 10 | 1-2 | 4 | 9 |
| 11 | 3-4 | 5 | 10 |
| 12 | 5-6 | 6 | 11 |
| 13 | 7-8 | 7 | 12 |

Table 6

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 11-12 | 7 | 11 |
| 2 | 13-14 | 8 | 12 |
| 3 | 15-16 | 9 | 13 |
| 4 | 17-18 | 10 | 1 |
| 5 | 19-20 | 11 | 2 |
| 6 | 21-22 | 12 | 3 |
| 7 | 23-24 | 13 | 4 |
| 8 | 25-26 | 1 | 5 |
| 9 | 1-2 | 2 | 6 |
| 10 | 3-4 | 3 | 7 |
| 11 | 5-6 | 4 | 8 |
| 12 | 7-8 | 5 | 9 |
| 13 | 9-10 | 6 | 10 |

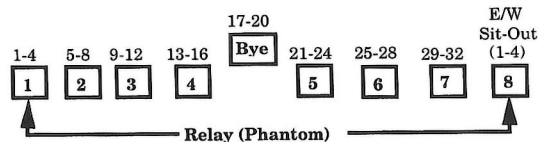
Table 7

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 13-14 | 6 | 3 |
| 2 | 15-16 | 7 | 4 |
| 3 | 17-18 | 8 | 5 |
| 4 | 19-20 | 9 | 6 |
| 5 | 21-22 | 10 | 7 |
| 6 | 23-24 | 11 | 8 |
| 7 | 25-26 | 12 | 9 |
| 8 | 1-2 | 13 | 10 |
| 9 | 3-4 | 1 | 11 |
| 10 | 5-6 | 2 | 12 |
| 11 | 7-8 | 3 | 13 |
| 12 | 9-10 | 4 | 1 |
| 13 | 11-12 | 5 | 2 |

Assembly Table

| Rd. | Bds. |
|-----|--|
| 1 | 15-16, 17-18, 19-20, 21-22, 23-24, 25-26 |
| 2 | 17-18, 19-20, 21-22, 23-24, 25-26, 1-2 |
| 3 | 19-20, 21-22, 23-24, 25-26, 1-2, 3-4 |
| 4 | 21-22, 23-24, 25-26, 1-2, 3-4, 5-6 |
| 5 | 23-24, 25-26, 1-2, 3-4, 5-6, 7-8 |
| 6 | 25-26, 1-2, 3-4, 5-6, 7-8, 9-10 |
| 7 | 1-2, 3-4, 5-6, 7-8, 9-10, 11-12 |
| 8 | 3-4, 5-6, 7-8, 9-10, 11-12, 13-14 |
| 9 | 5-6, 7-8, 9-10, 11-12, 13-14, 15-16 |
| 10 | 7-8, 9-10, 11-12, 13-14, 15-16, 17-18 |
| 11 | 9-10, 11-12, 13-14, 15-16, 17-18, 19-20 |
| 12 | 11-12, 13-14, 15-16, 17-18, 19-20, 21-22 |
| 13 | 13-14, 15-16, 17-18, 19-20, 21-22, 23-24 |

6 1/2 HTROVER - Note bye stand & relay too



7 1/2
BYE STAND
WITH RELAY
 32 (28)
 Boards

BDS

| Rd | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 | 29-32 |
|----|---------|-----|---------|---------|---------|---------|---------|---------------|
| 1 | 1-1 (8) | 2-2 | 3-3 | 4-4 | Bye | 5-5 | 6-6 | 7-7 |
| 2 | 7-6 (7) | 1-8 | 2-1 | 3-2 | 4-3 | Bye | 5-4 | 6-5 |
| 3 | 6-4 | 7-5 | 1-7 (6) | 2-8 | 3-1 | 4-2 | Bye | 5-3 |
| 4 | 5-2 | 6-3 | 7-4 | 1-6 (5) | 2-7 | 3-8 | 4-1 | Bye |
| 5 | Bye | 5-1 | 6-2 | 7-3 | 1-5 (4) | 2-6 | 3-7 | 4-8 |
| 6 | 4-7 | Bye | 5-8 | 6-1 | 7-2 | 1-4 (3) | 2-5 | 3-6 |
| 7 | 3-5 | 4-6 | Bye | 5-7 | 6-8 | 7-1 | 1-3 (2) | 2-4 |
| 8 | 2-3 | 3-4 | 4-5 | Bye | 5-6 | 6-7 | 7-8 | 1-2 (1) Relay |

7 1/2
BUMP
MITCHELL
 24 (28)
 Boards

N/S Pair 8

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (8) | — |
| 2 | 2 | 9-12 |
| 3 | 4 | 21-24 |
| 4 | 6 | 5-8 |
| 5 | 1 | 17-20 |
| 6 | 3 | 1-4 |
| 7 | 5 | 13-16 |

If hand records used:
Skip Mitchell
 (page II-29)
 Same as 8 tables.

| RD | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 | N/S Sit-Out |
|----|-----|-----|------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8 |
| 2 | 7-6 | 1-7 | 8-1 | 3-2 | 4-3 | 5-4 | 6-5 | 2 |
| 3 | 6-4 | 7-5 | 1-6 | 2-7 | 3-1 | 8-2 | 5-3 | 4 |
| 4 | 5-2 | 8-3 | 7-4 | 1-5 | 2-6 | 3-7 | 4-1 | 6 |
| 5 | 4-7 | 5-1 | 6-2 | 7-3 | 8-4 | 2-5 | 3-6 | 1 |
| 6 | 8-5 | 4-6 | 5-7 | 6-1 | 7-2 | 1-3 | 2-4 | 3 |
| 7 | 2-3 | 3-4 | 4-5 | 8-6 | 6-7 | 7-1 | 1-2 | 5 |

7 1/2 Ext. H8 Rover

7 1/2
HOWELL
 24
 Boards



Be sure to seed the stationary pairs at tables 1, 2, and 4. (Strong, medium, weak)
 Caution Tables 2 and 4 about table-marker rotation

Table 1 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 1-2 | 16 | 1 |
| 2 | 3-4 | 16 | 2 |
| 3 | 5-6 | 16 | 3 |
| 4 | 7-8 | 16 | 4 |
| 5 | 9-10 | 16 | 5 |
| 6 | 11-12 | 16 | 6 |
| 7 | 13-14 | 16 | 7 |
| 8 | 15-16 | 16 | 8 |
| 9 | 17-18 | 16 | 9 |
| 10 | 19-20 | 16 | 10 |
| 11 | 21-22 | 16 | 11 |
| 12 | 23-24 | 16 | 12 |
| 13 | 25-26 | 16 | 13 |

Table 4 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 7-8 | 14 | 7 |
| 2 | 9-10 | 14 | 8 |
| 3 | 11-12 | 14 | 9 |
| 4 | 13-14 | 14 | 10 |
| 5 | 15-16 | 14 | 11 |
| 6 | 17-18 | 14 | 12 |
| 7 | 19-20 | 14 | 13 |
| 8 | 21-22 | 1 | 14 |
| 9 | 23-24 | 2 | 14 |
| 10 | 25-26 | 3 | 14 |
| 11 | 1-2 | 4 | 14 |
| 12 | 3-4 | 5 | 14 |
| 13 | 5-6 | 6 | 14 |

Table 7

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 13-14 | 3 | 8 |
| 2 | 15-16 | 4 | 9 |
| 3 | 17-18 | 5 | 10 |
| 4 | 19-20 | 6 | 11 |
| 5 | 21-22 | 7 | 12 |
| 6 | 23-24 | 8 | 13 |
| 7 | 25-26 | 9 | 1 |
| 8 | 1-2 | 10 | 2 |
| 9 | 3-4 | 11 | 3 |
| 10 | 5-6 | 12 | 4 |
| 11 | 7-8 | 13 | 5 |
| 12 | 9-10 | 1 | 6 |
| 13 | 11-12 | 2 | 7 |

Table 2 (stationary)

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 3-4 | 4 | 15 |
| 2 | 5-6 | 5 | 15 |
| 3 | 7-8 | 6 | 15 |
| 4 | 9-10 | 7 | 15 |
| 5 | 11-12 | 8 | 15 |
| 6 | 13-14 | 9 | 15 |
| 7 | 15-16 | 10 | 15 |
| 8 | 17-18 | 15 | 11 |
| 9 | 19-20 | 15 | 12 |
| 10 | 21-22 | 15 | 13 |
| 11 | 23-24 | 15 | 1 |
| 12 | 25-26 | 15 | 2 |
| 13 | 1-2 | 15 | 3 |

Table 5

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 9-10 | 10 | 9 |
| 2 | 11-12 | 11 | 10 |
| 3 | 13-14 | 12 | 11 |
| 4 | 15-16 | 13 | 12 |
| 5 | 17-18 | 1 | 13 |
| 6 | 19-20 | 2 | 1 |
| 7 | 21-22 | 3 | 2 |
| 8 | 23-24 | 4 | 3 |
| 9 | 25-26 | 5 | 4 |
| 10 | 1-2 | 6 | 5 |
| 11 | 3-4 | 7 | 6 |
| 12 | 5-6 | 8 | 7 |
| 13 | 7-8 | 9 | 8 |

Table 8

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 15-16 | 2 | 6 |
| 2 | 17-18 | 3 | 7 |
| 3 | 19-20 | 4 | 8 |
| 4 | 21-22 | 5 | 9 |
| 5 | 23-24 | 6 | 10 |
| 6 | 25-26 | 7 | 11 |
| 7 | 1-2 | 8 | 12 |
| 8 | 3-4 | 9 | 13 |
| 9 | 5-6 | 10 | 1 |
| 10 | 7-8 | 11 | 2 |
| 11 | 9-10 | 12 | 3 |
| 12 | 11-12 | 13 | 4 |
| 13 | 13-14 | 1 | 5 |

8
HOWELL
 26
 Boards

Table 3

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 5-6 | 11 | 13 |
| 2 | 7-8 | 12 | 1 |
| 3 | 9-10 | 13 | 2 |
| 4 | 11-12 | 1 | 3 |
| 5 | 13-14 | 2 | 4 |
| 6 | 15-16 | 3 | 5 |
| 7 | 17-18 | 4 | 6 |
| 8 | 19-20 | 5 | 7 |
| 9 | 21-22 | 6 | 8 |
| 10 | 23-24 | 7 | 9 |
| 11 | 25-26 | 8 | 10 |
| 12 | 1-2 | 9 | 11 |
| 13 | 3-4 | 10 | 12 |

Table 6

| Rd. | Bds. | N/S | E/W |
|-----|-------|-----|-----|
| 1 | 11-12 | 5 | 12 |
| 2 | 13-14 | 6 | 13 |
| 3 | 15-16 | 7 | 1 |
| 4 | 17-18 | 8 | 2 |
| 5 | 19-20 | 9 | 3 |
| 6 | 21-22 | 10 | 4 |
| 7 | 23-24 | 11 | 5 |
| 8 | 25-26 | 12 | 6 |
| 9 | 1-2 | 13 | 7 |
| 10 | 3-4 | 1 | 8 |
| 11 | 5-6 | 2 | 9 |
| 12 | 7-8 | 3 | 10 |
| 13 | 9-10 | 4 | 11 |

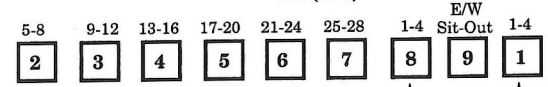
Assembly Table

| Rd. | Bds. |
|-----|-----------------------------------|
| 1 | 17-18, 19-20, 21-22, 23-24, 25-26 |
| 2 | 19-20, 21-22, 23-24, 25-26, 1-2 |
| 3 | 21-22, 23-24, 25-26, 1-2, 3-4 |
| 4 | 23-24, 25-26, 1-2, 3-4, 5-6 |
| 5 | 25-26, 1-2, 3-4, 5-6, 7-8 |
| 6 | 1-2, 3-4, 5-6, 7-8, 9-10 |
| 7 | 3-4, 5-6, 7-8, 9-10, 11-12 |
| 8 | 5-6, 7-8, 9-10, 11-12, 13-14 |
| 9 | 7-8, 9-10, 11-12, 13-14, 15-16 |
| 10 | 9-10, 11-12, 13-14, 15-16, 17-18 |
| 11 | 11-12, 13-14, 15-16, 17-18, 19-20 |
| 12 | 13-14, 15-16, 17-18, 19-20, 21-22 |
| 13 | 15-16, 17-18, 19-20, 21-22, 23-24 |

28 boards in play...No boards on Table 9...Relocate Table 1 next to Table 9*

8 1/2 1 1/2 APPENDIX MITCHELL

28(24)



Relay

| RD | BDS | | | | | | | | E/W Sit-Out |
|----|-----|-----|------|-------|-------|-------|-------|-------|-------------|
| | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 | 28-28 | |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9 |
| 2 | 7-6 | 1-9 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 8-7 | 8 |
| 3 | 6-4 | 7-5 | 1-8 | 2-9 | 3-1 | 4-2 | 5-3 | 8-6 | 7 |
| 4 | 5-2 | 6-3 | 7-4 | 1-7 | 2-8 | 3-9 | 4-1 | 8-5 | 6 |
| 5 | 4-9 | 5-1 | 6-2 | 7-3 | 1-6 | 2-7 | 3-8 | 8-4 | 5 |
| 6 | 3-7 | 4-8 | 5-9 | 6-1 | 7-2 | 1-5 | 2-6 | 8-3 | 4 |
| 7 | 2-5 | 3-6 | 4-7 | 5-8 | 6-9 | 7-1 | 8-2 | 3 | Relay |

Relay

If hand records used:

E/W down 1...Duplicate, then E/W up 1...Boards down 1 (page II-28)

Total boards = 27
Boards per round = 3
Rounds played = 8
Boards played = 24
Board 1 starts at Table 9
E/W playing board 1 = 9

8 1/2 MITCHELL

27(24)
Boards

9 MITCHELL

27
Boards

| RD | BDS | | | | | | | | | |
|----|-----|-----|-----|-------|-------|-------|-------|-------|-------|--|
| | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | |
| 2 | 9-8 | 1-9 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | |
| 3 | 8-6 | 9-7 | 1-8 | 2-9 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | |
| 4 | 7-4 | 8-5 | 9-6 | 1-7 | 2-8 | 3-9 | 4-1 | 5-2 | 6-3 | |
| 5 | 6-2 | 7-3 | 8-4 | 9-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-1 | |
| 6 | 5-9 | 6-1 | 7-2 | 8-3 | 9-4 | 1-5 | 2-6 | 3-7 | 4-8 | |
| 7 | 4-7 | 5-8 | 6-9 | 7-1 | 8-2 | 9-3 | 1-4 | 2-5 | 3-6 | |
| 8 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | 8-1 | 9-2 | 1-3 | 2-4 | |
| 9 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-1 | 1-2 | |

8 BYE STAND WITH RELAY

24
Boards

8 rounds

BDS

| RD | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 |
|----|-----|-----|-----|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | Bye | 5-5 | 6-6 | 7-7 |
| 2 | 7-6 | 1-8 | 2-1 | 3-2 | 4-3 | Bye | 5-4 | 6-5 |
| 3 | 6-4 | 7-5 | 1-7 | 2-8 | 3-1 | 4-2 | Bye | 5-3 |
| 4 | 5-2 | 6-3 | 7-4 | 1-6 | 2-7 | 3-8 | 4-1 | Bye |
| 5 | Bye | 5-1 | 6-2 | 7-3 | 1-5 | 2-6 | 3-7 | 4-8 |
| 6 | 4-7 | Bye | 5-8 | 6-1 | 7-2 | 1-4 | 2-5 | 3-6 |
| 7 | 3-5 | 4-6 | Bye | 5-7 | 6-8 | 7-1 | 1-3 | 2-4 |
| 8 | 2-3 | 3-4 | 4-5 | Bye | 5-6 | 6-7 | 7-8 | 1-2 |

8-1 Relay

8 SKIP MITCHELL

28
Boards

If hand records used:

Duplicate...E/W stays...
Boards down 1 (page II-29)
Total boards = 32
Boards per round = 4
Skip after round 4
Rounds played = 6 or 7
Boards played = 24 or 28
Board 1 starts at Table 8
E/W playing board 1 = 8

BDS

| RD | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 | 29-32 |
|----|-----|-----|------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 |
| 2 | 8-7 | 1-8 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 |
| 3 | 7-5 | 8-6 | 1-7 | 2-8 | 3-1 | 4-2 | 5-3 | 6-4 |
| 4 | 6-3 | 7-4 | 8-5 | 1-6 | 2-7 | 3-8 | 4-1 | 5-2 |
| 5 | 5-8 | 6-1 | 7-2 | 8-3 | 1-4 | 2-5 | 3-6 | 4-7 |
| 6 | 4-6 | 5-7 | 6-8 | 7-1 | 8-2 | 1-3 | 2-4 | 3-5 |
| 7 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-1 | 1-2 | 2-3 |

EAST-WEST PAIRS SKIP ONE TABLE

The skip could occur after Round 3.

between 198 or 1 1/2 add 1 to bye after

Tableau = 9 of type = rover (NS) I have strange moves!

prefer

9 1/2
BUMP
MITCHELL
24(27) Boards

| N/S Pair 10 | | |
|-------------|-------|--------|
| Rd. | Table | Boards |
| 1 | (10) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 9 | 10-12 |
| 6 | 3 | 22-24 |
| 7 | 5 | 4-6 |
| 8 | 7 | 13-15 |
| 9 | 8 | 19-21 |

| E/W Pair 6 | | |
|------------|-------|--------|
| Rd. | Table | Boards |
| 1 | 6 | 16-18 |
| 2 | 7 | 22-24 |
| 3 | 2 | 10-12 |
| 4 | 9 | 7-9 |
| 5 | 1 | 13-15 |
| 6 | 5 | 1-3 |
| 7 | 3 | 25-27 |
| 8 | 4 | 4-6 |
| 9 | 8 | 19-21 |

| E/W Pair 9 | | |
|------------|-------|--------|
| Rd. | Table | Boards |
| 1 | 9 | 25-27 |
| 2 | 1 | 4-6 |
| 3 | 8 | 1-3 |
| 4 | 3 | 16-18 |
| 5 | 4 | 22-24 |
| 6 | 2 | 19-21 |
| 7 | 6 | 7-9 |
| 8 | 7 | 13-15 |
| 9 | 5 | 10-12 |

| BDS | | | | | | | | | | |
|-----|-----|------|------|-------|-------|-------|-------|-------|-------|-------------|
| RD | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | N/S Sit-Out |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10 |
| 2 | 9-8 | 1-9 | 10-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 2 |
| 3 | 8-9 | 9-7 | 1-8 | 2-6 | 3-1 | 10-2 | 5-3 | 6-4 | 7-5 | 4 |
| 4 | 7-4 | 8-5 | 9-6 | 1-7 | 2-8 | 3-9 | 4-1 | 5-2 | 10-3 | 6 |
| 5 | 6-2 | 7-3 | 8-4 | 10-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-1 | 9 |
| 6 | 5-6 | 6-1 | 7-2 | 8-3 | 9-4 | 1-5 | 2-9 | 10-7 | 4-8 | 3 |
| 7 | 4-7 | 10-8 | 6-9 | 7-1 | 8-2 | 9-3 | 1-4 | 2-5 | 3-6 | 5 |
| 8 | 3-5 | 4-6 | 5-7 | 6-8 | 10-9 | 8-1 | 9-2 | 1-3 | 2-4 | 7 |
| 9 | 2-3 | 3-4 | 4-5 | 5-9 | 6-7 | 7-8 | 10-6 | 9-1 | 1-2 | 8 |

Caution N/S pairs to watch out for position changes of E/W Pair 6 and E/W Pair 9 (E/W Pairs 6 and 9 exchange positions on Rounds 3, 6, and 9).

If hand records used:
(See page II-29)
Same as Skip Mitchell - 10

Tables = 10, phantom = ew @ 10

9 1/2
BYE STAND
WITH RELAY
30(27) Boards

| BDS | | | | | | | | | | |
|-----|-----|------|------|------|-------|-------|-------|-------|-------|-------|
| RD | 1-3 | 4-6 | 7-9 | 10-2 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | Bye | 6-6 | 7-7 | 8-8 | 9-9 |
| 2 | 9-8 | 1-10 | 2-1 | 3-2 | 4-3 | 5-4 | Bye | 6-5 | 7-6 | 8-7 |
| 3 | 8-6 | 9-7 | 1-9 | 2-10 | 3-1 | 4-2 | 5-3 | Bye | 6-4 | 7-5 |
| 4 | 7-4 | 8-5 | 9-6 | 1-8 | 2-9 | 3-10 | 4-1 | 5-2 | Bye | 6-3 |
| 5 | 6-2 | 7-3 | 8-4 | 9-5 | 1-7 | 2-8 | 3-9 | 4-10 | 5-1 | Bye |
| 6 | Bye | 6-1 | 7-2 | 8-3 | 9-4 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |
| 7 | 5-9 | Bye | 6-10 | 7-1 | 8-2 | 9-3 | 1-5 | 2-6 | 3-7 | 4-8 |
| 8 | 4-7 | 5-8 | Bye | 6-9 | 7-10 | 8-1 | 9-2 | 1-4 | 2-5 | 3-6 |
| 9 | 3-5 | 4-6 | 5-7 | Bye | 6-8 | 7-9 | 8-10 | 1-3 | 2-4 | 3-5 |
| 10 | 2-3 | 3-4 | 4-5 | 5-6 | Bye | 6-7 | 7-8 | 8-9 | 9-10 | 1-2 |

add 1 to bye stand to cause 1-2 relay

10
BYE STAND
WITH RELAY
30 Boards

preferred

10
SKIP
MITCHELL
27 Boards

If hand records used:
Duplicate...E/W stays...Boards down 1
(page II-29)
Total boards = 30 Rounds played = 8 or 9
Boards per round = 3 Board 1 starts at Table 10
Skip after Round 5 E/W playing Board 1 = 10
Boards played = 24 or 27

| BDS | | | | | | | | | | |
|--------------------------------|------|------|------|-------|-------|-------|-------|-------|-------|-------|
| RD | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 |
| 2 | 10-9 | 1-10 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 |
| 3 | 9-7 | 10-8 | 1-9 | 2-10 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 |
| 4 | 8-5 | 9-6 | 10-7 | 1-8 | 2-9 | 3-10 | 4-1 | 5-2 | 6-3 | 7-4 |
| 5 | 7-3 | 8-4 | 9-5 | 10-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-1 | 6-2 |
| EAST-WEST PAIRS SKIP ONE TABLE | | | | | | | | | | |
| 6 | 6-10 | 7-1 | 8-2 | 9-3 | 10-4 | 1-5 | 2-6 | 3-7 | 4-8 | 5-9 |
| 7 | 5-8 | 6-9 | 7-10 | 8-1 | 9-2 | 10-3 | 1-4 | 2-5 | 3-6 | 4-7 |
| 8 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 9-1 | 10-2 | 1-3 | 2-4 | 3-5 |
| 9 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-1 | 1-2 | 2-3 |

Scrambled Mitchell
Arrow switch rounds
Arrow N Arrow E
1, 4, 5, 7, 8, 9 2, 3, 6

The skip could occur after Round 4.

N/S Pair 11

| Rd. Table Boards | | |
|--------------------------|------|-------|
| 1 | (11) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 8 | 4-6 |
| E/W Pairs skip one table | | |
| 6 | 3 | 22-24 |
| 7 | 5 | 1-3 |
| 8 | 7 | 10-12 |
| 9 | 9 | 19-21 |

10 1/2
BUMP
SKIP MITCHELL
24(27) Boards

If hand records used: Regular Mitchell
Duplicate...E/W stays...Boards down 2
(page II-29)
Total boards = 33
Boards per round = 3 Board 1 starts at Table 10
Rounds played = 9 E/W playing Board 1 = 10
Boards played = 27(24)

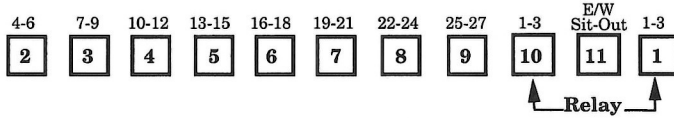
| BDS | | | | | | | | | | | | |
|--------------------------------|------|------|------|-------|-------|-------|-------|-------|-------|-------|-------------|-------------|
| RD | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 | N/S Sit-Out | E/W Sit-Out |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11 | 11 |
| 2 | 10-9 | 1-10 | 11-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 2 | 1 |
| 3 | 9-7 | 10-8 | 1-9 | 2-10 | 3-1 | 11-2 | 5-3 | 6-4 | 7-5 | 8-6 | 4 | 2 |
| 4 | 8-5 | 9-6 | 10-7 | 1-8 | 2-9 | 3-10 | 4-1 | 5-2 | 11-3 | 7-4 | 6 | 3 |
| 5 | 7-3 | 11-4 | 9-5 | 10-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-1 | 6-2 | 8 | 4 |
| EAST-WEST PAIRS SKIP ONE TABLE | | | | | | | | | | | | |
| 6 | 6-10 | 7-1 | 8-2 | 9-3 | 10-4 | 1-5 | 2-6 | 11-7 | 4-8 | 5-9 | 3 | 7 |
| 7 | 11-8 | 6-9 | 7-10 | 8-1 | 9-2 | 10-3 | 1-4 | 2-5 | 3-6 | 4-7 | 5 | 8 |
| 8 | 4-6 | 5-7 | 6-8 | 11-9 | 8-10 | 9-1 | 10-2 | 1-3 | 2-4 | 3-5 | 7 | 9 |
| 9 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 11-10 | 10-1 | 1-2 | 2-3 | 9 | 10 |

27 boards in play...No boards on Table 11...Relocate Table 1 next to Table 11

***In ACBL score, enter as 10 rounds.

10 1/2

1 1/2 TABLE APPENDIX MITCHELL—27(24) Boards



| RD | BDS | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | E/W Sit-Out |
|----|------|------|------|-------|-------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 11 |
| 2 | 9-8 | 1-11 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 10 |
| 3 | 8-6 | 10-9 | 1-10 | 2-11 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 9 |
| 4 | 7-4 | 8-5 | 9-6 | 1-9 | 2-10 | 3-11 | 4-1 | 5-2 | 6-3 | 8 |
| 5 | 6-2 | 7-3 | 8-4 | 10-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-1 | 7 |
| 6 | 5-11 | 6-1 | 7-2 | 8-3 | 9-4 | 1-7 | 2-8 | 3-9 | 4-10 | 6 |
| 7 | 4-9 | 5-10 | 6-11 | 7-1 | 8-2 | 9-3 | 1-6 | 2-7 | 3-8 | 5 |
| 8 | 3-7 | 4-8 | 5-9 | 6-10 | 7-11 | 8-1 | 9-2 | 1-5 | 2-6 | 4 |
| 9 | 2-5 | 3-6 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-1 | 1-4 | 3 |

Relay

11 MITCHELL

27 Boards

If hand records used:
 Duplicate...E/W stays...Boards down 2
 (page II-29)
 Total boards = 33 Board 1 starts at Table 10
 Boards per round = 3 E/W playing Board 1 = 10
 Rounds played = 8 or 9
 Boards played = 24 or 27

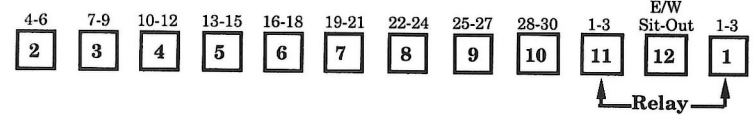
| RD | BDS | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 | 31-33 |
|----|-------|------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | |
| 2 | 11-10 | 1-11 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | |
| 3 | 10-8 | 11-9 | 1-10 | 2-11 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | |
| 4 | 9-6 | 10-7 | 11-8 | 1-9 | 2-10 | 3-11 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | |
| 5 | 8-4 | 9-5 | 10-6 | 11-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-1 | 6-2 | 7-3 | |
| 6 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-1 | |
| 7 | 6-11 | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | |
| 8 | 5-9 | 6-10 | 7-11 | 8-1 | 9-2 | 10-3 | 11-4 | 1-5 | 2-6 | 3-7 | 4-8 | |
| 9 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-1 | 10-2 | 11-3 | 1-4 | 2-5 | 3-6 | |

OR ext. w1109.

30 boards in play...No boards on Table 12...Relocate Table 1 next to Table 12

11 1/2 1 1/2 TABLE APPENDIX MITCHELL

30(27) Boards



| RD | BDS | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 | E/W Sit-Out |
|----|------|------|------|------|-------|-------|-------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12 |
| 2 | 10-9 | 1-12 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-10 | 11 |
| 3 | 9-7 | 10-8 | 1-11 | 2-12 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-10 | 10 |
| 4 | 8-5 | 9-6 | 10-7 | 1-10 | 2-11 | 3-12 | 4-1 | 5-2 | 6-3 | 7-4 | 8-9 | 9 |
| 5 | 7-3 | 8-4 | 9-5 | 10-6 | 1-9 | 2-10 | 3-11 | 4-12 | 5-1 | 6-2 | 7-8 | 8 |

EAST-WEST PAIRS SKIP ONE TABLE

| | | | | | | | | | | | |
|----|------|------|------|------|------|------|------|------|-------|------|---|
| 6 | 6-12 | 7-1 | 8-2 | 9-3 | 10-4 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6 |
| 7 | 5-10 | 6-11 | 7-12 | 8-1 | 9-2 | 10-3 | 1-6 | 2-7 | 3-8 | 4-9 | 5 |
| 8 | 4-8 | 5-9 | 6-10 | 7-11 | 8-12 | 9-1 | 10-2 | 1-5 | 2-6 | 3-7 | 4 |
| 9 | 3-6 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-1 | 1-4 | 2-5 | 3 |
| 10 | 2-4 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 9-11 | 10-12 | 1-3 | 2 |

33 boards in play...No boards on Table 12...Bump can be either way

11 1/2

BUMP MITCHELL

24(27) Boards

If hand records used: Skip Mitchell
 Duplicate...E/W stays...Boards down 2
 (page II-29)
 Total boards = 36 Skip after Round 5
 Boards per round = 3 Board 1 starts at Table 11
 Rounds played = 9 E/W playing Board 1 = 11
 Boards played = 27(24)

| RD | BDS | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 | 31-33 |
|----|-------|------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | |
| 2 | 11-10 | 1-11 | 1-10 | 2-11 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | |
| 3 | 10-8 | 11-9 | 1-10 | 2-11 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | |
| 4 | 9-6 | 10-7 | 11-8 | 1-9 | 2-10 | 3-11 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | |
| 5 | 12-4 | 9-5 | 10-6 | 11-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-1 | 6-2 | 7-3 | |
| 6 | 7-2 | 8-3 | 9-4 | 12-5 | 11-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-1 | |
| 7 | 6-11 | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 2-7 | 3-8 | 4-9 | 5-10 | |
| 8 | 5-9 | 6-10 | 7-11 | 8-1 | 9-2 | 10-3 | 11-4 | 1-5 | 2-6 | 12-7 | 4-8 | |
| 9 | 4-7 | 12-8 | 6-9 | 7-10 | 8-11 | 9-1 | 10-2 | 11-3 | 1-4 | 2-5 | 3-6 | |

| N/S Pair 12 | | |
|-------------|-------|--------|
| Rd. | Table | Boards |
| 1 | (12) | — |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 8 | 1-3 |
| 6 | 10 | 10-12 |
| 7 | 1 | 19-21 |
| 8 | 3 | 28-30 |
| 9 | 5 | 4-6 |

12

BYE STAND WITH RELAY

24 Boards

** preferred*

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 |
|----|-------|------|------|------|------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | Bye | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 |
| 2 | 11-10 | 1-12 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | Bye | 7-6 | 8-7 | 9-8 | 10-9 |
| 3 | 10-8 | 11-9 | 1-11 | 2-12 | 3-1 | 4-2 | 5-3 | 6-4 | Bye | 7-5 | 8-6 | 9-7 |
| 4 | 9-6 | 10-7 | 11-8 | 1-10 | 2-11 | 3-12 | 4-1 | 5-2 | 6-3 | Bye | 7-4 | 8-5 |
| 5 | 8-4 | 9-5 | 10-6 | 11-7 | 1-9 | 2-10 | 3-11 | 4-12 | 5-1 | 6-2 | Bye | 7-3 |
| 6 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-1 | Bye |
| 7 | Bye | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 8 | 6-11 | Bye | 7-12 | 8-1 | 9-2 | 10-3 | 11-4 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |
| 9 | 5-9 | 6-10 | Bye | 7-11 | 8-12 | 9-1 | 10-2 | 11-3 | 1-5 | 2-6 | 3-7 | 4-8 |
| 10 | 4-7 | 5-8 | 6-9 | Bye | 7-10 | 8-11 | 9-12 | 10-1 | 11-2 | 1-4 | 2-5 | 3-6 |
| 11 | 3-5 | 4-6 | 5-7 | 6-8 | Bye | 7-9 | 8-10 | 9-11 | 10-12 | 11-1 | 1-3 | 2-4 |
| 12 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | Bye | 7-8 | 8-9 | 9-10 | 10-11 | 11-12 | 1-2 |

12-1 Relay

12 SKIP MITCHELL

27 Boards

The skip could occur after Round 3, 4, or 6. (Don't skip after round 6 as the top seeds will miss each other.)

| RD | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16-18 | 19-21 | 22-24 | 25-27 | 28-30 | 31-33 | 34-36 |
|--------------------------------|-------|-------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 |
| 2 | 12-11 | 1-12 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 |
| 3 | 11-9 | 12-10 | 1-11 | 2-12 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 |
| 4 | 10-7 | 11-8 | 12-9 | 1-10 | 2-11 | 3-12 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 |
| 5 | 9-5 | 10-6 | 11-7 | 12-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-1 | 6-2 | 7-3 | 8-4 |
| EAST-WEST PAIRS SKIP ONE TABLE | | | | | | | | | | | | |
| 6 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 7-1 |
| 7 | 7-12 | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | 6-11 |
| 8 | 6-10 | 7-11 | 8-12 | 9-1 | 10-2 | 11-3 | 12-4 | 1-5 | 2-6 | 3-7 | 4-8 | 5-9 |
| 9 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-1 | 11-2 | 12-3 | 1-4 | 2-5 | 3-6 | 4-7 |

** preferred, add 1 to bye stand table to make 1-2 have the relay. alt. West*

If hand records used:
 Duplicate...E/W stays...Boards down 2
 (page II-29)
 Total boards = 36 Skip after Round 5
 Boards per round = 3 Board 1 starts at Table 11
 Rounds played = 8 or 9 E/W playing Board 1 = 11
 Boards played = 24 or 27

12 1/2

MITCHELL

With Sit-Out

26(24) Boards

If hand records used:
 Bump Skip Mitchell
 (page II-29)

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 |
|----|-------|-------|-------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 |
| 2 | 13-12 | 1-13 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 |
| 3 | 12-10 | 13-11 | 1-12 | 2-13 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 |
| 4 | 11-8 | 12-9 | 13-10 | 1-11 | 2-12 | 3-13 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 |
| 5 | 10-6 | 11-7 | 12-8 | 13-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 |
| 6 | 9-4 | 10-5 | 11-6 | 12-7 | 13-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-1 | 7-2 | 8-3 |
| 7 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 13-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-1 |
| 8 | 7-13 | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 9 | 6-11 | 7-12 | 8-13 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |
| 10 | 5-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-1 | 11-2 | 12-3 | 13-4 | 1-5 | 2-6 | 3-7 | 4-8 |
| 11 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-1 | 12-2 | 13-3 | 1-4 | 2-5 | 3-6 |
| 12 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 9-11 | 10-12 | 11-13 | 12-1 | 13-2 | 1-3 | 2-4 |
| 13 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-1 | 1-2 |

13 1/2

BUMP MITCHELL

24(26) Boards

If bumping with an E/W:
 Change N/S 14 to E/W 14
 Follow table bump card

N/S Pair 14

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (14) | — |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 3-4 |
| 7 | 12 | 9-10 |
| 8 | 1 | 15-16 |
| 9 | 3 | 21-22 |
| 10 | 5 | 1-2 |
| 11 | 7 | 7-8 |
| 12 | 9 | 13-14 |
| 13 | 11 | 19-20 |

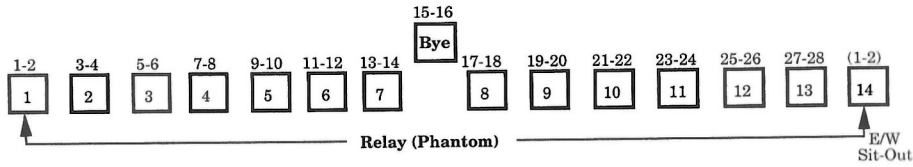
| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | Sit- Out |
|----|-------|-------|-------|-------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14 |
| 2 | 13-12 | 1-13 | 14-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 2 |
| 3 | 12-10 | 13-11 | 1-12 | 2-13 | 3-1 | 14-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 4 |
| 4 | 11-8 | 12-9 | 13-10 | 1-11 | 2-12 | 3-13 | 4-1 | 5-2 | 14-3 | 7-4 | 8-5 | 9-6 | 10-7 | 6 |
| 5 | 10-6 | 11-7 | 12-8 | 13-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-1 | 6-2 | 7-3 | 14-4 | 9-5 | 8 |
| 6 | 9-4 | 14-5 | 11-6 | 12-7 | 13-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-1 | 7-2 | 8-3 | 10 |
| 7 | 8-2 | 9-3 | 10-4 | 11-5 | 14-6 | 13-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-1 | 12 |
| 8 | 7-13 | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 14-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 1 |
| 9 | 6-11 | 7-12 | 8-13 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 1-6 | 2-7 | 14-8 | 4-9 | 5-10 | 3 |
| 10 | 14-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-1 | 11-2 | 12-3 | 13-4 | 1-5 | 2-6 | 3-7 | 4-8 | 5 |
| 11 | 4-7 | 5-8 | 6-9 | 14-10 | 8-11 | 9-12 | 10-13 | 11-1 | 12-2 | 13-3 | 1-4 | 2-5 | 3-6 | 7 |
| 12 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 14-11 | 10-12 | 11-13 | 12-1 | 13-2 | 1-3 | 2-4 | 9 |
| 13 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-11 | 14-12 | 12-13 | 13-1 | 1-2 | 11 |

If hand records used:
 Duplicate...E/W up 1...
 Boards down 1
 (See page II-28)
 Total boards = 26
 Boards per round = 2
 Rounds played = 12
 Board 1 starts at Table 13
 E/W playing Board 1 = 13

If hand records used:
 Skip Mitchell
 Duplicate...E/W stays...
 Boards down 1
 (page II-29)
 Total boards = 28
 Boards per round = 2
 Skip after Round 7
 Rounds played = 13
 Boards played = 26(24)
 Board 1 starts at Table 14
 E/W playing Board 1 = 14

13 1/2

*BYE/RELAY-28(26) Boards

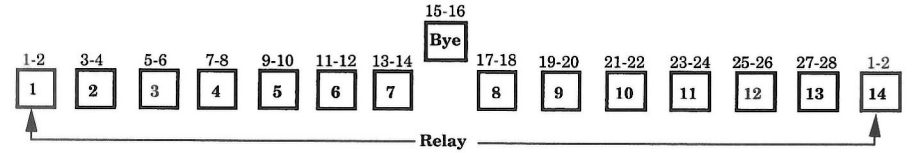


| RD | BDS | | | | | | | | | | | | | E/W Sit-Out | |
|----|----------|-----------|-----------|-----------|-----------|-----------|----------|----------|----------|----------|----------|----------|----------|-------------|-----|
| | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | Out |
| 1 | 1-1 (14) | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | Bye | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14 |
| 2 | 13-12 | 1-14 (14) | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | Bye | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13 |
| 3 | 12-10 | 13-11 | 1-13 (14) | 2-14 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | Bye | 8-6 | 9-7 | 10-8 | 11-9 | 12 |
| 4 | 11-8 | 12-9 | 13-10 | 1-12 (14) | 2-13 | 3-14 | 4-1 | 5-2 | 6-3 | 7-4 | Bye | 8-5 | 9-6 | 10-7 | 11 |
| 5 | 10-6 | 11-7 | 12-8 | 13-9 | 1-11 (14) | 2-12 | 3-13 | 4-14 | 5-1 | 6-2 | 7-3 | Bye | 8-4 | 9-5 | 10 |
| 6 | 9-4 | 10-5 | 11-6 | 12-7 | 13-8 | 1-10 (14) | 2-11 | 3-12 | 4-13 | 5-14 | 6-1 | 7-2 | Bye | 8-3 | 9 |
| 7 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 13-7 | 1-9 (14) | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-1 | Bye | 8 |
| 8 | Bye | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 1-8 (14) | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 7 |
| 9 | 7-13 | Bye | 8-14 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 1-7 (14) | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 6 |
| 10 | 6-11 | 7-12 | Bye | 8-13 | 9-14 | 10-1 | 11-2 | 12-3 | 13-4 | 1-6 (14) | 2-7 | 3-8 | 4-9 | 5-10 | 5 |
| 11 | 5-9 | 6-10 | 7-11 | Bye | 8-12 | 9-13 | 10-14 | 11-1 | 12-2 | 13-3 | 1-5 (14) | 2-6 | 3-7 | 4-8 | 4 |
| 12 | 4-7 | 5-8 | 6-9 | 7-10 | Bye | 8-11 | 9-12 | 10-13 | 11-14 | 12-1 | 13-2 | 1-4 (14) | 2-5 | 3-6 | 3 |
| 13 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | Bye | 8-10 | 9-11 | 10-12 | 11-13 | 12-14 | 13-1 | 1-3 (14) | 2-4 | 2 |
| 14 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | Bye | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-14 | 1-2 | 1 |

Relay

14

BYE STAND WITH RELAY-28 Boards



| RD | BDS | | | | | | | | | | | | | Relay |
|----|-------|-------|-------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | Bye | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 |
| 2 | 13-12 | 1-14 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | Bye | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 |
| 3 | 12-10 | 13-11 | 1-13 | 2-14 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | Bye | 8-6 | 9-7 | 10-8 | 11-9 |
| 4 | 11-8 | 12-9 | 13-10 | 1-12 | 2-13 | 3-14 | 4-1 | 5-2 | 6-3 | 7-4 | Bye | 8-5 | 9-6 | 10-7 |
| 5 | 10-6 | 11-7 | 12-8 | 13-9 | 1-11 | 2-12 | 3-13 | 4-14 | 5-1 | 6-2 | 7-3 | Bye | 8-4 | 9-5 |
| 6 | 9-4 | 10-5 | 11-6 | 12-7 | 13-8 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-1 | 7-2 | Bye | 8-3 |
| 7 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 13-7 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-1 | Bye |
| 8 | Bye | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 |
| 9 | 7-13 | Bye | 8-14 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 10 | 6-11 | 7-12 | Bye | 8-13 | 9-14 | 10-1 | 11-2 | 12-3 | 13-4 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |
| 11 | 5-9 | 6-10 | 7-11 | Bye | 8-12 | 9-13 | 10-14 | 11-1 | 12-2 | 13-3 | 1-5 | 2-6 | 3-7 | 4-8 |
| 12 | 4-7 | 5-8 | 6-9 | 7-10 | Bye | 8-11 | 9-12 | 10-13 | 11-14 | 12-1 | 13-2 | 1-4 | 2-5 | 3-6 |
| 13 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | Bye | 8-10 | 9-11 | 10-12 | 11-13 | 12-14 | 13-1 | 1-3 | 2-4 |
| 14 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | Bye | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-14 | 1-2 |

Relay

14 SKIP MITCHELL

26 Boards

The skip could occur after Round 6.

If hand records used:
Duplicate...E/W stays...
Boards down 1
(page II-29)
Total boards = 28
Boards per round = 2
Skip after Round 7
Rounds played = 13
Boards played = 26
Board 1 starts at Table 14
E/W playing Board 1 = 14

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 |
|--------------------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 |
| 2 | 14-13 | 1-14 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 |
| 3 | 13-11 | 14-12 | 1-13 | 2-14 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 |
| 4 | 12-9 | 13-10 | 14-11 | 1-12 | 2-13 | 3-14 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 |
| 5 | 11-7 | 12-8 | 13-9 | 14-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 |
| 6 | 10-5 | 11-6 | 12-7 | 13-8 | 14-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-1 | 7-2 | 8-3 | 9-4 |
| 7 | 9-3 | 10-4 | 11-5 | 12-6 | 13-7 | 14-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-1 | 8-2 |
| EAST-WEST PAIRS SKIP ONE TABLE | | | | | | | | | | | | | | |
| 8 | 8-14 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 7-13 |
| 9 | 7-12 | 8-13 | 9-14 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | 6-11 |
| 10 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-1 | 12-2 | 13-3 | 14-4 | 1-5 | 2-6 | 3-7 | 4-8 | 5-9 |
| 11 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-1 | 13-2 | 14-3 | 1-4 | 2-5 | 3-6 | 4-7 |
| 12 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 9-11 | 10-12 | 11-13 | 12-14 | 13-1 | 14-2 | 1-3 | 2-4 | 3-5 |
| 13 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-14 | 14-1 | 1-2 | 2-3 |

14 1/2 MITCHELL With Sit-Out

30(28) Boards
26(24) Boards

If hand records used:
Duplicate...E/W stays...
Boards down 2
(page II-29)
Total boards = 30
Boards per round = 2
Rounds played = 13
Boards played = 26(24)
Board 1 starts at Table 14
E/W playing Board 1 = 14

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | E/W Sit-Out |
|----|-------|-------|-------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | (15) | 15 |
| 2 | (15) | 1-15 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 14 |
| 3 | 14-12 | (15) | 1-14 | 2-15 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 13 |
| 4 | 13-10 | 14-11 | (15) | 1-13 | 2-14 | 3-15 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 12 |
| 5 | 12-8 | 13-9 | 14-10 | (15) | 1-12 | 2-13 | 3-14 | 4-15 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 11 |
| 6 | 11-6 | 12-7 | 13-8 | 14-9 | (15) | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 10 |
| 7 | 10-4 | 11-5 | 12-6 | 13-7 | 14-8 | (15) | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-1 | 8-2 | 9-3 | 9 |
| 8 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 14-7 | (15) | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-1 | 8 |
| 9 | 8-15 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | (15) | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 7 |
| 10 | 7-13 | 8-14 | 9-15 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | (15) | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 6 |
| 11 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-1 | 12-2 | 13-3 | 14-4 | (15) | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | 5 |
| 12 | 5-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-1 | 13-2 | 14-3 | (15) | 1-5 | 2-6 | 3-7 | 4-8 | 4 |
| 13 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-15 | 13-1 | 14-2 | (15) | 1-4 | 2-5 | 3-6 | 3 |
| 14 | 3-5 | 4-6 | 5-7 | 6-8 | 7-9 | 8-10 | 9-11 | 10-12 | 11-13 | 12-14 | 13-15 | 14-1 | (15) | 1-3 | 2-4 | 2 |
| 15 | 2-3 | 3-4 | 4-5 | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-14 | 14-15 | (15) | 1-2 | 1 |

14 1/2 TABLE APPENDIX MITCHELL-26(24) Boards

Enter 14 rounds into ACBLscore

| | | | | | | | | | | | | | | |
|-----|-----|-----|-----|------|-------|-------|-------|-------|-------|-------|-------|-------|-----|-------------|
| 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 1-2 | E/W sit-out |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

Relay

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | E/W Sit-Out |
|----|-------|-------|-------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 15 |
| 2 | 14-14 | 1-15 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 14 |
| 3 | 12-10 | 13-11 | 1-14 | 2-15 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 13 |
| 4 | 11-8 | 12-9 | 13-10 | 1-13 | 2-14 | 3-15 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 12 |
| 5 | 10-6 | 11-7 | 12-8 | 13-9 | 1-12 | 2-13 | 3-14 | 4-15 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 11 |
| 6 | 9-4 | 10-5 | 11-6 | 12-7 | 13-8 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-1 | 7-2 | 8-3 | 10 |
| 7 | 8-2 | 9-3 | 10-4 | 11-5 | 12-6 | 13-7 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-1 | 9 |
| 8 | 7-15 | 8-1 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 8 |
| 9 | 6-13 | 7-14 | 8-15 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 7 |
| 10 | 5-11 | 6-12 | 7-13 | 8-14 | 9-15 | 10-1 | 11-2 | 12-3 | 13-4 | 1-7 | 2-8 | 3-9 | 4-10 | 6 |
| 11 | 4-9 | 5-10 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-1 | 12-2 | 13-3 | 1-6 | 2-7 | 3-8 | 5 |
| 12 | 3-7 | 4-8 | 5-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-1 | 13-2 | 1-5 | 2-6 | 4 |
| 13 | 2-5 | 3-6 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-15 | 13-1 | 1-4 | 3 |
| | | | | | | | | | | | | | 14-2 | Relay |

BUMP SKIP MITCHELL-24(26)

| Pair 15 | | BDS | | | | | | | | | | | | | | N/S E/W Sit-Sit- | | |
|----------------|-----------|--------------------------------|-------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|------------------|-----|-----|
| Rd. | Table Bds | RD | 1-2 | 3-4 | 5-6 | 7-8 | 11-12 | 9-10 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | Out | Out |
| 1 | (15) - | 1 | 1-1 | 2-2 | 3-3 | 4-4 | 6-6 | 5-5 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15 | 15 |
| 2 | 2 5-6 | 2 | 14-13-14 | 15-1 | 3-2 | 5-4 | 4-3 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 2 | 1 |
| 3 | 4 11-12 | 3 | 13-11-14-12 | 1-13 | 2-14 | 15-2 | 3-1 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 4 | 2 |
| 4 | 6 17-18 | 4 | 12-9 | 13-10 | 14-11 | 1-12 | 3-14 | 2-13 | 4-1 | 5-2 | 15-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 6 | 3 |
| 5 | 8 23-24 | 5 | 11-7 | 12-8 | 13-9 | 14-10 | 2-12 | 1-11 | 3-13 | 4-14 | 5-1 | 6-2 | 7-3 | 15-4 | 9-5 | 10-6 | 8 | 4 |
| 6 | 10 1-2 | 6 | 15-5 | 11-6 | 12-7 | 13-8 | 1-10 | 14-9 | 2-11 | 3-12 | 4-13 | 5-14 | 6-1 | 7-2 | 8-3 | 9-4 | 10 | 5 |
| 7 | 12 7-8 | 7 | 9-3 | 10-4 | 11-5 | 15-6 | 14-8 | 13-7 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-1 | 8-2 | 12 | 6 |
| E/W Pairs skip | | EAST-WEST PAIRS SKIP ONE TABLE | | | | | | | | | | | | | | | | |
| 8 | 3 19-20 | 8 | 8-14 | 9-1 | 10-2 | 11-3 | 13-5 | 12-4 | 14-6 | 1-7 | 2-8 | 15-9 | 4-10 | 5-11 | 6-12 | 7-13 | 3 | 9 |
| 9 | 5 25-26 | 9 | 7-12 | 8-13 | 9-14 | 10-1 | 12-3 | 11-2 | 13-4 | 14-5 | 1-6 | 2-7 | 3-8 | 4-9 | 15-10 | 6-11 | 5 | 10 |
| 10 | 7 3-4 | 10 | 6-10 | 15-11 | 8-12 | 9-13 | 11-1 | 10-14 | 12-2 | 13-3 | 14-4 | 1-5 | 2-6 | 3-7 | 4-8 | 5-9 | 7 | 11 |
| 11 | 9 9-10 | 11 | 5-8 | 6-9 | 7-10 | 8-11 | 10-13 | 15-12 | 11-14 | 12-1 | 13-2 | 14-3 | 1-4 | 2-5 | 3-6 | 4-7 | 9 | 12 |
| 12 | 11 15-16 | 12 | 4-6 | 5-7 | 6-8 | 7-9 | 9-11 | 8-10 | 10-12 | 15-13 | 12-14 | 13-1 | 14-2 | 1-3 | 2-4 | 3-5 | 11 | 13 |
| 13 | 13 21-22 | 13 | 3-4 | 4-5 | 5-6 | 6-7 | 8-9 | 7-8 | 9-10 | 10-11 | 11-1 | 12-13 | 15-14 | 14-1 | 1-2 | 2-3 | 13 | 14 |

Note: Switch E/W # 9 with # 8 if Table 9 & 3 are seeds

15 MITCHELL

26 Boards

If hand records used:
Duplicate...E/W stays...
Boards down 2
(page II-29)
Total boards = 30
Boards per round = 2
Rounds played = 13
Boards played = 26
Board 1 starts at Table 14
E/W playing Board 1 = 14

| BDS | | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 |
|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 |
| 2 | 15-14 | 1-15 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 |
| 3 | 14-12 | 15-13 | 1-14 | 2-15 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 |
| 4 | 13-10 | 14-11 | 15-12 | 1-13 | 2-14 | 3-15 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 |
| 5 | 12-8 | 13-9 | 14-10 | 15-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 |
| 6 | 11-6 | 12-7 | 13-8 | 14-9 | 15-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 |
| 7 | 10-4 | 11-5 | 12-6 | 13-7 | 14-8 | 15-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-1 | 8-2 | 9-3 |
| 8 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 14-7 | 15-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-1 |
| 9 | 8-15 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 |
| 10 | 7-13 | 8-14 | 9-15 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 11 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |
| 12 | 5-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-1 | 13-2 | 14-3 | 15-4 | 1-5 | 2-6 | 3-7 | 4-8 |
| 13 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-15 | 13-1 | 14-2 | 15-3 | 1-4 | 2-5 | 3-6 |

30 Boards in play...No boards on Table 16...Switch E/W 12 & 13

15 1/2 BUMP MITCHELL

24(26) Boards

NOTE: Switch E/W 13 with E/W 12 if Table 9 and Table 13 are seeds

If bumping with an E/W:
Change N/S 16 to E/W 16
Follow table bump card
Use E/W sitout data for E/W bump

| N/S Pair 16 | | |
|-------------|-------|--------|
| Rd. | Table | Boards |
| 1 | (16) | — |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | 13 | 7-8 |
| 8 | 15 | 13-14 |
| 9 | 3 | 21-22 |
| 10 | 5 | 27-28 |
| 11 | 7 | 3-4 |
| 12 | 9 | 9-10 |
| 13 | 11 | 15-16 |

If hand records used:
E/W Sitout
Duplicate...E/W stays...
Boards down 2
(page II-29)
Total boards = 32
Boards per round = 2
Rounds played = 13
Boards played = 26(24)
Skip after Round 7
Board 1 starts at Table 15
E/W playing board 1 = 15

| BDS | | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | N/S | E/W |
|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---------|---------|
| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | Sit-Out | Sit-Out |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16 | 16 |
| 2 | 15-14 | 1-15 | 16-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 2 | 1 |
| 3 | 14-12 | 15-13 | 1-14 | 2-15 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 4 | 2 |
| 4 | 13-10 | 14-11 | 15-12 | 1-13 | 2-14 | 3-15 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 6 | 3 |
| 5 | 12-8 | 13-9 | 14-10 | 15-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 8 | 4 |
| 6 | 11-6 | 12-7 | 13-8 | 14-9 | 15-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 10 | 5 |
| 7 | 10-4 | 11-5 | 12-6 | 13-7 | 14-8 | 15-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-1 | 8-2 | 9-3 | 13 | 7 |
| 8 | 9-2 | 10-3 | 11-4 | 12-5 | 13-6 | 14-7 | 15-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-1 | 15 | 8 |
| 9 | 8-15 | 9-1 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 3 | 10 |
| 10 | 7-13 | 8-14 | 9-15 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 5 | 11 |
| 11 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | 7 | 12 |
| 12 | 5-9 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-1 | 13-2 | 14-3 | 15-4 | 1-5 | 2-6 | 3-7 | 4-8 | 9 | 13 |
| 13 | 4-7 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-15 | 13-1 | 14-2 | 15-3 | 1-4 | 2-5 | 3-6 | 11 | 14 |

16 SKIP MITCHELL

26 Boards

The skip could also occur after round 5, 6, or 8.

If hand records used:
Duplicate...E/W stays...
Boards down 2
(page II-29)
Total boards = 32
Boards per round = 2
Rounds played = 13
Boards played = 26
Skip after Round 7
Board 1 starts at Table 15
E/W playing board 1 = 15

| BDS | | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 |
|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16-16 |
| 2 | 16-15 | 1-16 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 15-14 |
| 3 | 15-13 | 16-14 | 1-15 | 2-16 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 14-12 |
| 4 | 14-11 | 15-12 | 16-13 | 1-14 | 2-15 | 3-16 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 13-10 |
| 5 | 13-9 | 14-10 | 15-11 | 16-12 | 1-13 | 2-14 | 3-15 | 4-16 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 12-8 |
| 6 | 12-7 | 13-8 | 14-9 | 15-10 | 16-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-16 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 |
| 7 | 11-5 | 12-6 | 13-7 | 14-8 | 15-9 | 16-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 | 7-1 | 8-2 | 9-3 | 10-4 |

EAST-WEST PAIRS SKIP ONE TABLE

| Rd. | | Table | Boards | 5-6 | 6-7 | 7-8 | 8-9 | 9-10 | 10-11 | 11-12 | 12-13 | 13-14 | 14-15 | 15-16 | 16-17 | 17-18 | 18-19 | 19-20 | 20-21 | 21-22 | 22-23 | 23-24 | 24-25 | 25-26 | 26-27 | 27-28 | 28-29 | 29-30 | 30-31 | 31-32 | | |
|-----|------|-------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|--|
| 8 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 16-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-16 | 9-1 | | | | | | | | | | | | | | | | |
| 9 | 9-16 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 16-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 8-15 | | | | | | | | | | | | | | | | |
| 10 | 8-14 | 9-15 | 10-16 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 16-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 7-13 | | | | | | | | | | | | | | | | |
| 11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-16 | 1-17 | 2-18 | 3-19 | 4-20 | 5-21 | 6-22 | 7-23 | 8-24 | 9-25 | 10-26 | 11-27 | | | | | | | | | | | | | | | | |
| 12 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-16 | 13-17 | 14-18 | 15-19 | 16-20 | 17-21 | 18-22 | 19-23 | 20-24 | 21-25 | | | | | | | | | | | | | | | | |
| 13 | 5-8 | 6-9 | 7-10 | 8-11 | 9-12 | 10-13 | 11-14 | 12-15 | 13-16 | 14-17 | 15-18 | 16-19 | 17-20 | 18-21 | 19-22 | 20-23 | | | | | | | | | | | | | | | | |

16 1/2 BUMP SKIP MITCHELL

24(26) Boards

NOTE: Switch E/W 13 with E/W 12 if Table 9 and Table 13 are seeds

| N/S Pair 17 | | |
|-------------|-------|--------|
| Rd. | Table | Boards |
| 1 | (17) | — |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | 12 | 3-4 |

E/W Pairs skip one table

| | | |
|----|----|-------|
| 8 | 1 | 15-16 |
| 9 | 3 | 21-22 |
| 10 | 5 | 27-28 |
| 11 | 7 | 1-2 |
| 12 | 9 | 7-8 |
| 13 | 11 | 13-14 |

If bumping with an E/W:
Change N/S 17 to E/W 17
Follow table bump card
Use E/W sitout data for E/W bump

If use hand records:
E/W Sitout
Next page
(page II-29 for matrix)

| BDS | | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 | N/S | E/W |
|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---------|---------|
| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 | Sit-Out | Sit-Out |
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16-16 | 17 | 17 |
| 2 | 16-15 | 1-16 | 17-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 15-14 | 2 | 1 |
| 3 | 15-13 | 16-14 | 1-15 | 2-16 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 14-12 | 4 | 2 |
| 4 | 14-11 | 15-12 | 16-13 | 1-14 | 2-15 | 3-16 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 13-10 | 6 | 3 |
| 5 | 13-9 | 14-10 | 15-11 | 16-12 | 1-13 | 2-14 | 3-15 | 4-16 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 12-8 | 8 | 4 |
| 6 | 12-7 | 13-8 | 14-9 | 15-10 | 16-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-16 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 10 | 5 |
| 7 | 11-5 | 12-6 | 13-7 | 14-8 | 15-9 | 16-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 | 7-1 | 8-2 | 9-3 | 10-4 | 12 | 6 |

EAST-WEST PAIRS SKIP ONE TABLE

| | | | | | | | | | | | | | | | | | | |
|----|------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|------|------|-------|-------|---|----|
| 8 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 16-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-16 | 9-1 | 1 | 9 |
| 9 | 9-16 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 16-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 8-15 | 3 | 10 |
| 10 | 8-14 | 9-15 | 10-16 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 16-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 7-13 | 5 | 11 |
| 11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-16 | 1-17 | 2-18 | 3-19 | 4-20 | 5-21 | 6-22 | 7-23 | 8-24 | 9-25 | 10-26 | 11-27 | 7 | 12 |
| 12 | 6-10 | 7-11 | 8-12 | 9-13 | 10-14 | 11-15 | 12-16 | 13-17 | 14-18 | 15-19 | 16-20 | 17-21 | 1 | | | | | |

16 1/2

MITCHELL 26 (24) Boards

**If use hand records:
E/W Sitout**
(page II-29)

**Duplicate... E/W Stays...
Boards down 2**
Total boards = 34
Boards per round = 2
Rounds played = 13
Boards played = 26(24)
No Skip
Board 1 starts at Table 16
E/W playing Board 1 = 16

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 | 33-34 |
|----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16-16 | 17-17 |
| 2 | 17-16 | 1-17 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 15-14 | 16-15 |
| 3 | 16-14 | 17-15 | 1-16 | 2-17 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 14-12 | 15-13 |
| 4 | 15-12 | 16-13 | 17-14 | 1-15 | 2-16 | 3-17 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 13-10 | 14-11 |
| 5 | 14-10 | 15-11 | 16-12 | 17-13 | 1-14 | 2-15 | 3-16 | 4-17 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 12-8 | 13-9 |
| 6 | 13-8 | 14-9 | 15-10 | 16-11 | 17-12 | 1-13 | 2-14 | 3-15 | 4-16 | 5-17 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 12-7 |
| 7 | 12-6 | 13-7 | 14-8 | 15-9 | 16-10 | 17-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-16 | 6-17 | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 |
| 8 | 11-4 | 12-5 | 13-6 | 14-7 | 15-8 | 16-9 | 17-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 | 7-17 | 8-1 | 9-2 | 10-3 |
| 9 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 16-8 | 17-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-16 | 8-17 | 9-1 |
| 10 | 9-17 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 16-7 | 17-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-16 |
| 11 | 8-15 | 9-16 | 10-17 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 16-6 | 17-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 |
| 12 | 7-13 | 8-14 | 9-15 | 10-16 | 11-17 | 12-1 | 13-2 | 14-3 | 15-4 | 16-5 | 17-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 13 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-16 | 12-17 | 13-1 | 14-2 | 15-3 | 16-4 | 17-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |

17

MITCHELL 26 Boards

**If use hand records:
(page II-29)**

**Duplicate... E/W Stays...
Boards down 2**
Total boards = 34
Boards per round = 2
Rounds played = 13
Boards played = 26
Board 1 starts at Table 16
E/W playing Board 1 = 16

17 1/2

BUMP MITCHELL 24(26)Boards

If bumping with an E/W:

Change N/S 18 to E/W 18
Follow table bump card
Use E/W sitout data for E/W bump

Pair 18

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (18) | — |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | 12 | 1-2 |
| 8 | 14 | 7-8 |
| 9 | 16 | 13-14 |
| 10 | 1 | 19-20 |
| 11 | 3 | 25-26 |
| 12 | 5 | 31-32 |
| 13 | 7 | 3-4 |

If hand records used:

**Duplicate...E/W stays...
Boards down 2**
(page II-29)
Total boards = 36
Boards per round = 2
Rounds played = 13
Boards played = 26(24)
Skip after Round 7
Board 1 starts at Table 17
E/W playing board 1 = 17

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 | 33-34 | Out | N/S | E/W | Sit-Sit |
|----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-----|-----|-----|---------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16-16 | 17-17 | 18 | 18 | | |
| 2 | 17-16 | 1-17 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 15-14 | 16-15 | 2 | 1 | | |
| 3 | 16-14 | 17-15 | 1-16 | 2-17 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 14-12 | 15-13 | 4 | 2 | | |
| 4 | 15-12 | 16-13 | 17-14 | 1-15 | 2-16 | 3-17 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 13-10 | 14-11 | 6 | 3 | | |
| 5 | 14-10 | 15-11 | 16-12 | 17-13 | 1-14 | 2-15 | 3-16 | 4-17 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 12-8 | 13-9 | 8 | 4 | | |
| 6 | 13-8 | 14-9 | 15-10 | 16-11 | 17-12 | 1-13 | 2-14 | 3-15 | 4-16 | 5-17 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 12-7 | 10 | 5 | | |
| 7 | 12-6 | 13-7 | 14-8 | 15-9 | 16-10 | 17-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-16 | 6-17 | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 | 12 | 6 | | |
| 8 | 11-4 | 12-5 | 13-6 | 14-7 | 15-8 | 16-9 | 17-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 | 7-17 | 8-1 | 9-2 | 10-3 | 14 | 7 | | |
| 9 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 16-8 | 17-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-16 | 8-17 | 9-1 | 16 | 8 | | |
| 10 | 9-17 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 16-7 | 17-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-16 | 1 | 9 | | |
| 11 | 8-15 | 9-16 | 10-17 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 16-6 | 17-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 | 3 | 10 | | |
| 12 | 7-13 | 8-14 | 9-15 | 10-16 | 11-17 | 12-1 | 13-2 | 14-3 | 15-4 | 16-5 | 17-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 | 5 | 11 | | |
| 13 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-16 | 12-17 | 13-1 | 14-2 | 15-3 | 16-4 | 17-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 | 7 | 12 | | |

18

MITCHELL-26 Boards

| RD | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 | 31-32 | 33-34 |
|----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 1-1 | 2-2 | 3-3 | 4-4 | 5-5 | 6-6 | 7-7 | 8-8 | 9-9 | 10-10 | 11-11 | 12-12 | 13-13 | 14-14 | 15-15 | 16-16 | 17-17 |
| 2 | 17-16 | 1-17 | 2-1 | 3-2 | 4-3 | 5-4 | 6-5 | 7-6 | 8-7 | 9-8 | 10-9 | 11-10 | 12-11 | 13-12 | 14-13 | 15-14 | 16-15 |
| 3 | 16-14 | 17-15 | 1-16 | 2-17 | 3-1 | 4-2 | 5-3 | 6-4 | 7-5 | 8-6 | 9-7 | 10-8 | 11-9 | 12-10 | 13-11 | 14-12 | 15-13 |
| 4 | 15-12 | 16-13 | 17-14 | 1-15 | 2-16 | 3-17 | 4-1 | 5-2 | 6-3 | 7-4 | 8-5 | 9-6 | 10-7 | 11-8 | 12-9 | 13-10 | 14-11 |
| 5 | 14-10 | 15-11 | 16-12 | 17-13 | 1-14 | 2-15 | 3-16 | 4-17 | 5-1 | 6-2 | 7-3 | 8-4 | 9-5 | 10-6 | 11-7 | 12-8 | 13-9 |
| 6 | 13-8 | 14-9 | 15-10 | 16-11 | 17-12 | 1-13 | 2-14 | 3-15 | 4-16 | 5-17 | 6-1 | 7-2 | 8-3 | 9-4 | 10-5 | 11-6 | 12-7 |
| 7 | 12-6 | 13-7 | 14-8 | 15-9 | 16-10 | 17-11 | 1-12 | 2-13 | 3-14 | 4-15 | 5-16 | 6-17 | 7-1 | 8-2 | 9-3 | 10-4 | 11-5 |
| 8 | 11-4 | 12-5 | 13-6 | 14-7 | 15-8 | 16-9 | 17-10 | 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 | 7-17 | 8-1 | 9-2 | 10-3 |
| 9 | 10-2 | 11-3 | 12-4 | 13-5 | 14-6 | 15-7 | 16-8 | 17-9 | 1-10 | 2-11 | 3-12 | 4-13 | 5-14 | 6-15 | 7-16 | 8-17 | 9-1 |
| 10 | 9-17 | 10-1 | 11-2 | 12-3 | 13-4 | 14-5 | 15-6 | 16-7 | 17-8 | 1-9 | 2-10 | 3-11 | 4-12 | 5-13 | 6-14 | 7-15 | 8-16 |
| 11 | 8-15 | 9-16 | 10-17 | 11-1 | 12-2 | 13-3 | 14-4 | 15-5 | 16-6 | 17-7 | 1-8 | 2-9 | 3-10 | 4-11 | 5-12 | 6-13 | 7-14 |
| 12 | 7-13 | 8-14 | 9-15 | 10-16 | 11-17 | 12-1 | 13-2 | 14-3 | 15-4 | 16-5 | 17-6 | 1-7 | 2-8 | 3-9 | 4-10 | 5-11 | 6-12 |
| 13 | 6-11 | 7-12 | 8-13 | 9-14 | 10-15 | 11-16 | 12-17 | 13-1 | 14-2 | 15-3 | 16-4 | 17-5 | 1-6 | 2-7 | 3-8 | 4-9 | 5-10 |

Hand Records

1 E/W pairs begin one table lower than normal seeding

To ensure proper field seeding for the following table configurations, E/Ws must move down one table *en masse* just prior to the duplication phase.

Duplication Phase (Prior to Round 1)

- 2 Duplicate the boards 3 Boards down 1 4 E/W up 1

| Howell | 6 | Tables | 6½ | 7 | 8½ | ↓ | 9 | 13 |
|--------|-----------------------------|--------|--------|-----|--------|------|-----|-----|
| 27 | Boards in Play | | 35 | 28 | 32 | Bye | 27 | 26 |
| 3 | Boards/Round | | 5 | 4 | 4 | 2 | 3 | 2 |
| --- | Skip After... | | --- | --- | 3 | 4 | --- | --- |
| 9-1 | Rounds Played | | 6 | 6 | 7 | Skip | 8 | 12 |
| 24 | Boards Played | | 30(25) | 24 | 24(28) | 1 | 24 | 24 |
| | Board 1 starts: | | 7 | 8 | | 3 | 9 | 13 |
| | E/W playing Board 1: | | | | | 5 | | |
| | | | | | | 7 | | |

See Page 27 for an alternative movement to the 6 Table Howell.

ACBLScore--Use "NP" for all boards in Round 1.

See "Options" (Below) Bump
See "Options" (Below)

Options

"N/S temporarily go bye-bye"
(As suggested by Joe Thomas)

Don't want to mess with E/Ws having to move *down* a table to make the boards or having a player fuss with a bump guide card? Plus...E/W pairs play all boards except the ones they made. N/S gets to play them all. You may wish to consider the following:

- Initially place boards on the following tables:
- Players sort into suits.
- N/Ss leave the immediate vicinity.
- Pass out hand records to E/Ws who make the boards. Note: These are the boards that they will encounter at the sitout table.
- Return the boards to their normal starting position. (Boards 1-3 on Table #1 etc.)
- Run a normal Mitchell with E/W sit-out.

Bottom Line:

- There is no impact to ACBLScore.
- Original seeding remains intact.
- Board 1 and E/W 1 both begin at Table 1.
- There are no skipped tables.

| Table | 6½ | 8½ |
|-------|-------|-------|
| 1 | 21-24 | 22-24 |
| 2 | 17-20 | 19-21 |
| 3 | 13-16 | 16-18 |
| 4 | 9-12 | 13-15 |
| 5 | 5-8 | 10-12 |
| 6 | 1-4 | 7-9 |
| 7 | 25-28 | 4-6 |
| 8 | ----- | 1-3 |
| 9 | ----- | 25-27 |

Seeded pairs start against each other
(Boards down...E/W stay)

1 Duplicate boards

| Tables | 6 | 8 | 9½ | 10 | 10½ | 11 | 11½ | 12 | 12½ | Bye | |
|---------------------------------------|--------|-------|--------|-----|-----|-----|--------|-----|-----|-----|------|
| 2 Boards move... | Down 1 | | Down 2 | | | | Down 1 | | | 2 | |
| 3 E/W | Stay | | | | | | | | | | |
| Boards in Play | 30 | 32 | 30 | 33 | 36 | | | | | 4 | |
| Skip After... | 3 | 4 | 5 | --- | | 5 | | | | | 6 |
| Boards Played | 25 | 24-28 | 24-27 | | | | | | | | 8 |
| Boards/Round | 5 | 4 | 3 | | | | | | | | Skip |
| Rounds Played | 5 | 6-7 | 9 | 8-9 | 9 | 8-9 | 9 | 8-9 | 9 | 9 | 5 |
| Board 1 starts E/W playing Board 1 | 6 | 8 | 10 | | 11 | | 12 | | | | 7 |
| | | | | | | | | | | | 9 |
| | | | | | | | | | | | Bump |

1 Duplicate boards

| Tables | 13½ | 14½ | 15½ | 16½ | 17½ |
|--------|-----|-----|-----|-----|-----|
| | 14 | 15 | 16 | 17 | 18 |

2 Boards move...

| Tables | 13½ | 14½ | 15½ | 16½ | 17½ |
|---------------------------------------|-------------------------------------|--------|-----|-----|-----|
| Down 1 | | Down 2 | | | |
| 3 E/W | Stay | | | | |
| Boards in Play | 28 | 30 | 32 | 34 | 36 |
| Skip After... | 7 | --- | 7 | --- | 7 |
| Boards Played | 26 [24 for E/W if ½ table movement] | | | | |
| Boards/Round | 2 | | | | |
| Rounds Played | 13 | | | | |
| Board 1 starts E/W playing Board 1 | 14 | 15 | 16 | 17 | |

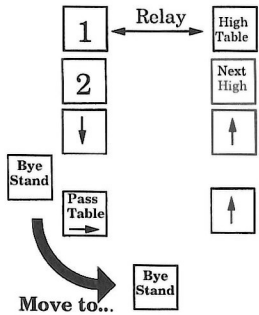
Correction for a Misplaced Bye Stand

(Bye stand is one table *too close* to Table 1)

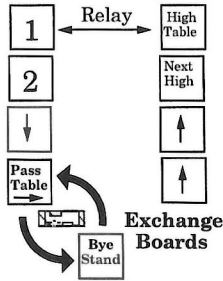


- 1 After playing half the rounds, "boards down, players up" as normal (don't forget the Bye Stand), then...

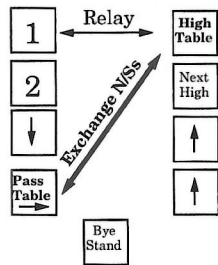
- 2 Move the Bye Stand to the correct position. This passes a table ("Pass Table").



- 3 Exchange the boards between the Bye Stand and the Pass Table.

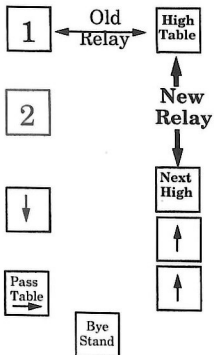


- 4 N/Ss at the Pass Table and the highest-numbered table exchange positions.

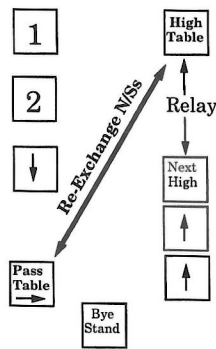


- 6 Complete the round.

- 5 Change the relay so it is between the highest-numbered tables.



- 7 Have the N/Ss who moved return to their original positions.



- 8 Continue the normal movement for the remainder of the game.

Note: Several pairs will play against a pair they have already played.

Pass Table
 6 tables = Table 3
 8 tables = Table 4
 10 tables = Table 5
 12 tables = Table 6

This guide assumes that the initial relay was between Table 1 and the highest-numbered table.

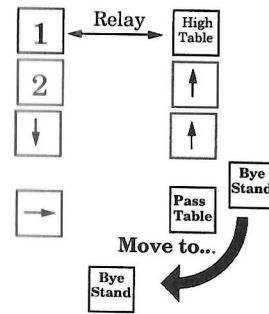
Correction for a Misplaced Bye Stand

(Bye stand is one table *too far* from Table 1)

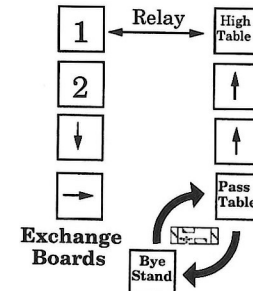
- 1 After playing half the rounds, "boards down, players up" as normal (don't forget the Bye Stand), then...

---Correction Round (steps 2 thru 4)---

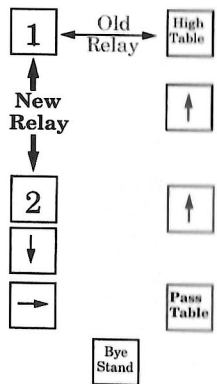
- 2 Move the Bye Stand (& boards) to the correct position. This passes a table (Pass Table).



- 3 Exchange the boards between the Bye Stand and the Pass Table.

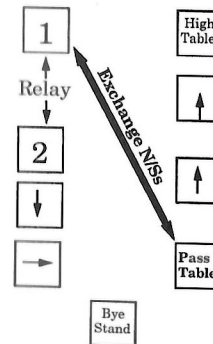


- 4 Change the relay so it is now between Tables 1 and 2.



- 5 Continue, then after moving for the last round...

- 6 Adjustment Round (Last)
 N/S-1 and N/S at the Pass Table exchange positions



Pass Table
 6 tables = Table 4
 8 tables = Table 5
 10 tables = Table 6
 12 tables = Table 7

Note: Several pairs will play against a pair they have already played.

This guide assumes that the initial relay was between Table 1 and the highest-numbered table.

Balancing the Field

Always make sure that the two directions are balanced (strong, intermediate, and weaker players). This is not easy, but it must be done. To do otherwise is to shirk your duty as a Director. There is more! Stronger players should not miss competing against those of similar ability. An 'A' pair should begin at a table vs. another 'A' pair. If you are running a skip movement, never have an 'A' skip another 'A'. There should be at least one table, preferably two, between each pair. The following is a simplified three-flight structuring for club events: .

| | | | | | | | | | | | | | | | |
|---------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| Strata | A | B | C | A | B | C | A | B | C | A | B | C | A | B | C |
| Table # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |




If that becomes too much of a pain, put the more experienced players at the odd numbered tables with the remainder filling out the even numbered tables.

At tournaments beyond the club level, the field is seeded. Typical seeding strategy:

| | | | | | | | | | | | | | | | |
|---------|---|---|----------------|---|---|---|------------|---|------------|----|----|----|------------|----|----|
| Strata | B | C | A | B | A | C | A | B | A | C | B | C | A | B | C |
| Table # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| | | | #1 Top Seed | | | | #4 Seed | | #2 Seed | | | | #3 Seed | | |

The Game and Its Timing

The ACBL suggests that about 7½ minutes be allowed for each board. Use 7 minutes per board when playing more than 2-board rounds.

-  15 minutes for 2-board rounds
-  21 minutes for 3-board rounds
-  28 minutes for 4-board rounds

A session (open game) should last approximately 3½ hours.


Novice game: Allow 10 minutes per board,

When to Skip When Running a Normal Mitchell

Latest you may skip – Divide the total number of tables by 2. This number represents the latest round that can be played before a skip must occur. This is the standard treatment used by most club directors.

Earliest you may skip – Divide the total number of tables by 2, then subtract that number from the total number of rounds.

Slow Play

 Slow pairs are the “death” of any game. The pairs waiting for them and behind them become understandably frustrated and irritable. Use the following to combat slow play:

- **“Two minutes remaining”** – This is often enough to spur along slower players.
- **Slow-play warning** – Give any pair slowing down the game a slow-play warning. Tell them that continued slow play will result in a procedural penalty.
- **Pulling a board** – This should be done even if there are 2-3 minutes left in the round. The late play will not be appreciated, but frustrations for the other players in the game need to be eliminated. If this is not possible, and neither pair was at fault, award both pairs AVERAGE PLUS.
- **Anticipation** – Have an exceptionally fast pair follow any pair known to play at a snail-like pace.

Knock-Outs

Swiss

Board-A-Match

III. TEAM MOVEMENTS

Round Robin

IMPs

VICTORY POINTS

Method of Scoring

SWISS

8 teams = 3-4 Rounds
9-16 teams = 4 rounds
17-32 teams = 5 rounds

7½ minutes per board.
AVG+ = 3 IMPs.

Victory Points (VPs)
(See Page III-14)

Quarter Points
(Via IMPs)

Win (by 3+ IMPs) = 1
Win (by 1-2 IMPs) = $\frac{3}{4}$
Tie = $\frac{1}{2}$
Loss (by 2-2 IMPs) = $\frac{1}{4}$
Loss (by 3 IMPs) = 0

Non-Quarter Points
(Via IMPs)

Win (by ≥ 1 IMP) = 1
Tie = $\frac{1}{2}$
Loss (by ≥ 1 IMP) = 0

ROUND ROBIN

(3-8 teams)

BOARD-A-MATCH (B-A-M)

Wins / Losses
(Each board)
Win = 1
Tie = $\frac{1}{2}$
Loss = 0

***Tie Breaker (Tech Files)**

- 1st - Most boards not lost
- 2nd - Head-to-Head winner
(Most Total Points)
- 3rd - Winner of most boards
played in common
- 4th - Net Total Points
(All Boards Played)

* Ties (except for knock-outs) are never broken for the award of masterpoints. They are broken only for determining qualifiers or for prize awards.

***Tie Breaker (Tech Files)**

- 1st - Most wins
- 2nd - Swiss/Victory Points
Total for all opponents played in the final session. Team whose opponents have the highest total, wins.

Total IMP Margin
Not recommended by the ACBL.
Not allowed if event is a sectional or higher-rated event.

KNOCK-OUTS

1 IMP = Win

Tie Breaker

Play...
1st- 4 board segments
2nd- 2 board segments

Team Events

There are four basic types of team events used in club games. . . Swiss, Round Robin, Board-A-Match, and Knock-Outs.

Swiss – Players with equivalent records play one another (winners play winners/losers play losers) in a series of short matches spanning either one or two sessions. Raw scores are converted into International MatchPoints (IMPs) and then, Victory Points (VP). (pages III-4/5)

Round Robin – The best way to rank a group of bridge teams. All teams play all other teams. However, a large team entry becomes time-consuming. (pages III-6/9)

Board-A-Match (B-A-M) – A matchpoint type of philosophy. Each team plays all (or most) of the other teams. The overall winner is the team who has won the most boards. (pages III-10/11)

Knock-Outs – The best way to determine a winner. Winning teams advance losing teams don't. They are 'knocked-out.' IMPs are recommended. (pages III-12/13)

What to do?

1
SELECT
the
team event to be used.

2 DETERMINE
the method of scoring,
including tie breaking procedures
(page III-2)

3
TURN
to the page(s) that
reflect the movement
used.

4 ENTER
the results into ACBLscore.

SWISS

Incorporates the best features of the Round Robin and the Knock-Out

How many **rounds** for a single session event?

Teams

- 3-7 Use a Round Robin.
 - 8 3 rounds will produce a single Swiss winner, or use a Round Robin.
 - 9-16 4 rounds will produce a single winner.
 - 17-32 5 rounds will produce a single winner.
- 4, 5, or 6 player teams are permitted, but no more than 6 (DD-4).

Time allocation is $7\frac{1}{2}$ **minutes** per board.

1st round **pairing** is random. Teams pick their numbers "blind", however it is now legal to pair "A" vs. "A", "B" vs "B", etc.
Subsequent pairings are based on team records using random selection methods.

There are **no seeded teams** in a Swiss. However, participants in a Round Robin should be approximately equal in ability. Players in subsequent Round Robins normally come from the lower half of the standings.

No team may play the same team a second time.

Round Robin (RR) - A three-way match when there are an odd number of teams (page III-8).

- When there are an *Even* number of matches during the session (usually 4), the Round Robin consists of two full matches.
- When there are an *Odd* number of matches during the session (usually 5), each of the three teams has to play two matches in the same time that all the other teams are playing one match. Use a $\frac{1}{2}$ Round Robin whereby only half the number of boards of a regular match are used.

Scoring - The use of **Victory Points (VPs)** is the most common method of scoring. Overall ties are rare, and the fractions inherent in using a quarter-point system are non-existent. The *value* of a victory is reduced. A higher premium is placed upon the *margin* of victory. The winner is the team with the greatest number of VPs, not necessarily the one with the most match wins. ACBL requires the use of either a 20- or 30-point scale. The 20-point scale is recommended, as it tends to be more 'forgiving'. It is located on page III-14.

An **unreported match** is scored as a loss for both teams.

If two teams complete a match playing in the **same direction**, they both lose . . . 0 VPs..

Round ends when a pair leaves the table or when teammates meet to compare scores.

Correction period expires at the announced starting time for the next match. If it is for a Director's error, the period is extended for 30 minutes.
If it is the last session, it expires one hour after the completion of that session.

A match is scored on the basis of **non-fouled** boards (DD-92).

A **kibitzing team member** must sit at least two tables away from a table where his/her teammates are playing.

2-Session Swiss

Each Session - four matches, seven boards each is customary. With a small number of teams, matches may be expanded to eight or nine boards each, with fewer matches played.

Scoring - Quarter Points (page III-2) or Victory Points - 20 point scale (III-14).

Match Time Limit - $52\frac{1}{2}$ - 60 minutes.

- Slow Play 1st offense: Warning.
Penalties: 2nd offense: 10% of a match is deducted from that team's record.
3rd and Subsequent offenses: The previous penalty is doubled.
-These penalties are cumulative throughout both sessions-

Late to start a match: (grace period = 10 minutes)

Cumulative Penalties

| Match Penalty | Boards Removed | Offender's Record |
|------------------------|----------------|-------------------|
| 8-10 minutes = 3 IMPs | 1 | no change |
| 10-15 minutes = 3 IMPs | 1 | - 10% of a match |
| 15-20 minutes = 6 IMPs | 2 | - 10% of a match |

The record of the non-offenders will not be affected (improved).

Over 20 minutes = **Forfeit** the match

| W/L | Offender | Non-offender |
|-----------------|----------|---|
| | Loss | Win |
| For VP Pairings | 8 VPs | 12 VPs |
| Overall Ranking | 0 VPs | Use whichever is higher (indemnity points) <ul style="list-style-type: none"> • 12 VPs (the temporary assignment) • Average VPs scored by the non-offending team in all of their other matches • Average VPs scored against the offending team in all of their other matches |

The **correction period** after the end of the first session ends 15 minutes prior to the start of the second session. After the second session, the correction period extends for 30 minutes beyond the last match.

A team **qualifies** for the **finals** if their record using

- Win/loss scoring is 50% or better.
- Victory point scoring exceeds a certain percentage of the field.

Carry-over into the final is 100% of the score of the first session.

Under current ACBL policy, a **consolation round** is a relatively new event (no carry-over). A team that qualifies for the finals may be permitted by the sponsoring organization to play in the consolation.



K.I.S.S.
(Keep It Simple Stupid!)

Team movements are predicated on the KISS principle. There are a variety of options for running a Round Robin/B-A-M or Board-A-Match event for an even number of teams. Ease of execution was the criterion used for movement selection. The Split, Stagger, New England Relay, and Mirror Mitchell movements were rejected in favor of the easier-to-comprehend Double Skip Movement. The American Whist League Movement (a skip progression) is used for an odd number of teams.

Round Robin

The main use of the Round Robin is to handle the situation where there are an odd number of teams in a Swiss session. It corresponds to two Swiss matches in terms of time and number of boards played. The Round Robin should also be used when there are a small number of teams (3-8) who show up for a Swiss match based upon IMPs. All teams involved in a Round Robin play all of the other teams.

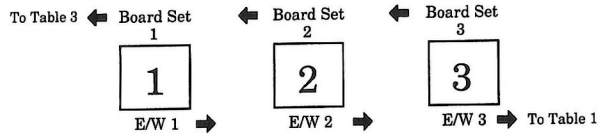
The movement may be conducted as either:

Round Robin/Swiss - Scoring is either win/loss IMPs or victory points. It is characterized by having teams compare after every match (for an even number of teams) or after every two matches (for an odd number of teams). This method has the disadvantage of taking significantly more time than having a single comparison at session's end. However, players may prefer comparing scores more frequently, as they do in a Swiss event.

Round Robin/B-A-M - Scoring is win/loss when playing Board-A-Match. The Round Robin/B-A-M movement may also be used with IMP scoring. If so, it will be win/loss IMPs or victory points. The single comparison done at the end of the session might resemble a Chinese fire drill, but in the long run it is a quicker movement.

| Teams | Rounds | Boards per Round | Boards Played | Total Boards in Play | Comments | | |
|-------|--------|------------------|---------------|----------------------|--|----|--|
| 3 | 4 | 6 7 | 24 28 | 18 21 | Shuffle the boards - Boards down 1, E/W up 1 (see page III-8) | | |
| 4 | 3 | 8 9 | 24 27 | 16 18 | ^{1 2 3} 1 vs. 2 1 vs. 3 1 vs. 4 3 vs. 4 2 vs. 4 2 vs. 3 Compare after each match | | |
| 5 | 4 | 6 7 | 24 28 | 30 35 | E/W up 2 - Make the boards See III-9 for movement irregularities | | |
| 6 | 5 | 5 6 | 25 30 | 15 18 | ^{1 2 3 4 5} 1 vs. 6 1 vs. 5 1 vs. 4 1 vs. 3 1 vs. 2 2 vs. 5 2 vs. 3 2 vs. 6 2 vs. 4 3 vs. 6 3 vs. 4 4 vs. 6 3 vs. 5 6 vs. 5 4 vs. 5 Compare after each match | | |
| 7 | 6 | 4 5 | 24 30 | 28 35 | E/W up 3 - Make the boards See III-5 for movement irregularities | | |
| 8 | 3 4 | 9 7 | 27 28 | 36 32 | Use the 9-board VP scale | | |
| 9 | 4 | 6 7 | 24 28 | 36 42 | | | |
| 10 | | 6 7 | 24 28 | 30 35 | | | |
| 11 | | 6 7 | 24 28 | 42 49 | | | |
| 12 | | 6 7 | 24 28 | 36 42 | | | |
| 13 | | 6 7 | 24 28 | 48 56 | | | |
| 14 | | 6 7 | 24 28 | 42 49 | | | |
| 15 | | 6 7 | 24 28 | 54 63 | | | |
| 16 | | 6 7 | 24 28 | 48 56 | | | |
| 17 | | 5 | 5 | 25 | | 50 | The last (third) round robin is a three-board round Use ½ Round Robin VP scale (see page III-8) |
| 18 | | | | | | 45 | |

3 Teams Round Robin/Swiss



Players at home table make the boards.
 Send boards down 1 and E/Ws up 1 to begin the first round.
 Caution contestants to play all boards as received. (Do not remake the boards)
 Second round is the same. Boards down 1, E/Ws up 1. (Same caution as above).
 Repeat the above for Rounds 3 and 4 (if played).

If the round robin is used as **two rounds of a 4-round** (9-15 teams) event, use board sets of 6 or 7, matching the number of boards played in the main event.

| Round 1 | | | Round 2 | | | Return to home table. Compare, then reshuffle. | Round 3 | | | Round 4 | | |
|---------|-----|-----------|---------|-----|-----------|--|---------|-----|-----------|---------|-----|-----------|
| N/S | E/W | Board Set | N/S | E/W | Board Set | | N/S | E/W | Board Set | N/S | E/W | Board Set |
| 1 | 3 | 2 | 1 | 2 | 3 | 1 | 3 | 2 | 1 | 2 | 3 | |
| 2 | 1 | 3 | 2 | 3 | 1 | 2 | 1 | 3 | 2 | 3 | 1 | |
| 3 | 2 | 1 | 3 | 1 | 2 | 3 | 2 | 1 | 3 | 1 | 2 | |

Players in a round robin should be approximately equal in ability. Subsequent round robins are normally composed of players from the lower half of the standings.

In a **three-table event**, play four rounds.
 Use board sets of 6 (24 boards played) or 7 (28 boards played).

½ Round Robin

½ **Round Robin** - When running a five-round event (17-31 teams) for an odd number of teams, the normal round robin has to be cut in half for the last (fifth) round. Two *half-rounds* (half the number of boards in a basic set) are played. Recommendation: Use a basic board set of 6.

| Result in IMPs | Win-Lose VPs |
|----------------|--------------|
| 0 | = 5-5 |
| 1 | = 6-4 |
| 2-3 | = 7-3 |
| 4-6 | = 8-2 |
| 7-9 | = 9-1 |
| 10+ | = 10-0 |

Movement Irregularities

5 Teams

Start at home table

| To begin... | E/W movement | Boards |
|-------------|--------------|--|
| ...Round 1 | Up 2 | Shuffle and play |
| ...Round 2 | Up 1 | Director moves boards down 2 "Do not shuffle"...ply |

Return to home table for comparison

| | | |
|------------|--------|---|
| ...Round 3 | Up 1 | Shuffle and play |
| ...Round 4 | Down 2 | E/W drops off the boards at home table "Do not shuffle"...play |

Return to home table for comparison

7 Teams

Start at home table

| To begin... | E/W movement | Boards |
|-------------|--------------|--|
| ...Round 1 | Up 3 | Shuffle and play |
| ...Round 2 | Up 1 | Director moves boards down 3 "Do not shuffle"...ply |

Return to home table for comparison

| | | |
|------------|--------|---|
| ...Round 3 | Up 2 | Shuffle and play |
| ...Round 4 | Down 4 | E/W drops off the boards at home table "Do not shuffle"...play |

Return to home table for comparison

| | | |
|------------|--------|---|
| ...Round 5 | Up 1 | Shuffle and play |
| ...Round 6 | Down 2 | E/W drops off the boards at home table "Do not shuffle"...play |

Return to home table for comparison

Board-A-Match (B-A-M)

Pick-ups or travelers are used for entering scores. It is best to use pick-ups, but if travelers accompany the boards, two separate sets should be used. One set accompanies the boards for the first half of the session. Travelers are then picked up and replaced with new (different colored) ones. Doing this keeps contestants from seeing what their teammates did on the boards just played.

**Players at their home tables make the boards,
then...**
boards go down 1 and E/Ws go down 2 for each subsequent round not covered as a movement irregularity (below).

| Teams | Rounds | Boards/Round | Boards played | Total Boards in play | Movement Irregularities |
|-------|--------|--------------|---------------|----------------------|--|
| 5 | 4 | 6 | 24 | 30 | |
| 5 | 4 | 7 | 28 | 35 | |
| 6 | 5 | 5 | 25 | 30 | After Round 1 After Round 3 Round 5 (Relay) Boards down 1 E/Ws down 3 Boards down 2 E/Ws down 1 Shuffle boards on Tables 1-3, Remove Boards on Tables 4-6 |
| 7 | 6 | 4 | 24 | 28 | |
| 8 | 7 | 4 | 26 | 32 | After Round 1 After Round 5 Round 7 (Relay) Boards down 1 E/Ws down 3 Boards down 2 E/Ws down 3 Shuffle boards on Tables 1-4, Remove Boards on Tables 5-8 |
| 9 | 8 | 3 | 24 | 27 | |
| 10 | 9 | 3 | 27 | 30 | After Round 2 After Round 6 Round 9 (Relay) Boards down 1 E/Ws down 3 Boards down 2 E/Ws down 3 Shuffle boards on Tables 1-5, Remove Boards on Tables 6-10 |

**Players at their home tables make the boards,
then...**
Boards go down 1 and E/Ws go down 2.

| Teams | Rounds | Boards/Round | Boards played | Total Boards in play | Movement Irregularities |
|-------|--------|--------------|---------------|----------------------|--|
| 11 | 8 | 3 | 24 | 33 | After Round 4 Boards down 3 E/Ws down 6 |
| 12 | 9 | 3 | 27 | 36 | After Round 2 Boards down 1 E/Ws down 3 After Round 4 Boards down 3 E/Ws down 6 After Round 6 Boards down 2 E/Ws down 3 Round 9 (Relay) Shuffle boards on tables 1-6 Remove boards on tables 7-12 |
| 13 | 12 | 2 | 24 | 26 | |
| 14 | 13 | 2 | 26 | 28 | After Round 3 Boards down 1 E/Ws down 3 After Round 9 Boards down 2 E/Ws down 3 Round 13 (Relay) Shuffle boards on tables 1-7 Remove boards on tables 8-14 |
| 15 | 14 | 2 | 28 | 30 | |
| 15 | 12 | 2 | 24 | 30 | After Round 6 Boards down 3 E/Ws down 6 |
| 16 | 14 | 2 | 28 | 32 | After Round 3 Boards down 1 E/Ws down 3 After Round 11 Boards down 2 E/Ws down 3 |
| 17 | 14 | 2 | 28 | 34 | After Round 4 Boards down 3 E/Ws down 6 |
| 18 | 14 | 2 | 28 | 36 | After Round 4 Boards down 1 E/Ws down 3 After Round 7 Boards down 3 E/Ws down 6 After Round 10 Boards down 2 E/Ws down 3 |

Some B-A-M movements terminate with a relay round. If there are time constraints, this relay round may be eliminated without sacrificing match integrity.

If a board becomes fouled, matchpoint N/Ss and E/Ws within their own group (just as you would in a pair game). Then add the two percentages together.

- >120% = Win the board
- 80-120% = Tie
- <80% = Lose the board

Knock-Outs

The premier form of bridge play

A **single-elimination** event scored by IMPs. Two-way matches consist of 24 boards. Three-way matches consist of 14 boards against both of the other teams. Both kinds of matches are played in two segments.

A **margin** of one IMP or more is a win. A tie results in a seven-board playoff. If still tied, successive four-board playoffs are conducted until the tie is broken. Playoff of a tie in a three-way match is four boards.

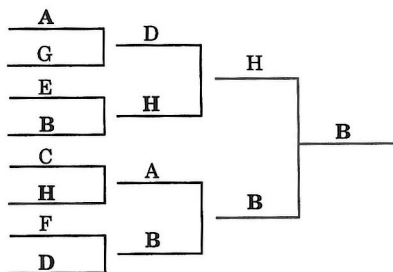
Late to start a match: (grace period = 10 minutes)
 10-15 minutes after match start = 1 IMP penalty.
 15-20 minutes after match start = 3 IMP penalty
 An additional 3 IMP penalty for *each* 5 minute segment thereafter.
 A forfeit is declared after 40 minutes have elapsed (including grace period).

Additionally, a board is withdrawn from the match for each 7½-minute segment beyond the grace period. 3 more IMPs are awarded to the non-offending side for each board so withdrawn.

If a board is **fouled** (DD-87) in the last segment of a match, score it on the basis of the non-fouled boards. If a board is fouled in any other segment, increase the number of boards in the next segment by the number of fouled board(s).

Two formats are common when **setting-up** a Knock-Out event.

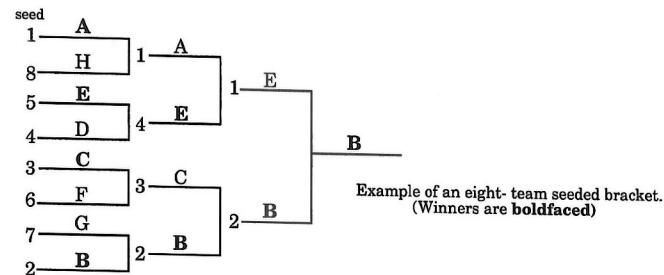
Random Draw – One's opponents are selected randomly from any of the entering or surviving teams for each match.
 * See 'Random Draw Set-up' below.



Example of an eight-team random draw. Any winner could conceivably play any other winner. (Winners are boldfaced)

* **Random Draw Set-up** – Sell entry blanks to each team. These must be filled out and returned at least 15 minutes before the first match. When all entries have been returned, place them face-down on a table and mix them up. To avoid the possibility of getting blamed for a bad draw, have a *player* draw a team entry, and another player draw a second entry. Have these players continue to draw until all matches are made. This setup should also be used for other types of Swiss events.

Seeded – The Director (Tournament Committee) rank-orders teams by ability (e.g., masterpoint holdings). Teams are then 'locked' into a specific bracket. As a team advances, it occupies the seed position for that bracket. A first and second seed will never play one another except in the final round). Seeded teams have seating priority.



The number of teams in the event should be reduced to a power of two (4, 8, 16, 32) as quickly as possible in order to avoid multiple Round Robin sessions. However, avoiding one winner Round Robin's is more important than coming down to 8 teams. e.g., 11-6-4-2 is better than 11-4-2.

The following chart is provided to simplify matters:

| # of teams | # of 2-way matches | # of 3-way matches | | Next round consists of ? teams |
|------------|--------------------|--------------------|----------|--------------------------------|
| | | Survivors | Survivor | |
| 3 | — | 1 | — | 1 |
| 4 | 2 | — | — | 2 |
| 5 | 1 | — | 1 | 2 |
| 6 | — | 2 | — | 4 |
| 7 | 2 | 1 | — | |
| 8 | 4 | — | — | 8 |
| 9 | 3 | — | 1 | |
| 10 | 2 | — | 2 | |
| 11 | 1 | — | 3 | |
| 12 | — | 4 | — | |
| 13 | 2 | 3 | — | |
| 14 | 4 | 2 | — | |
| 15 | 6 | 1 | — | |
| 16 | 8 | — | — | |
| 17 | 7 | — | 1 | |

| # of teams | # of 2-way matches | # of 3-way matches | | Next round consists of ? teams |
|------------|--------------------|--------------------|----------|--------------------------------|
| | | Survivors | Survivor | |
| 18 | 6 | — | 2 | 8 |
| 19 | 2 | 5 | — | |
| 20 | 4 | 4 | — | 12 |
| 21 | 6 | 3 | — | |
| 22 | 8 | 2 | — | |
| 23 | 10 | 1 | — | 16 |
| 24 | — | 8 | — | |
| 25 | 2 | 7 | — | |
| 26 | 4 | 6 | — | |
| 27 | 6 | 5 | — | |
| 28 | 8 | 4 | — | |
| 29 | 10 | 3 | — | |
| 30 | 12 | 2 | — | |
| 31 | 14 | 1 | — | |
| 32 | 16 | — | — | |

If after playing the Round-Robin, a tie exists between the teams to be eliminated, have the two teams play against each other if they have a loss and a tie, otherwise:

1. Determine quotients for the tied teams.
2. Eliminate the team(s) with the lowest quotient(s).

| Quotient | |
|---------------------------------|------------------------------------|
| Sum of IMPs won in both matches | ÷ Sum of IMPs lost in both matches |

**International Match Point
(IMP) SCALE**

| Raw Score Difference | IMPs |
|----------------------|------|
| 0 to 10 | 0 |
| 20 to 40 | 1 |
| 50 to 80 | 2 |
| 90 to 120 | 3 |
| 130 to 160 | 4 |
| 170 to 210 | 5 |
| 220 to 260 | 6 |
| 270 to 310 | 7 |
| 320 to 360 | 8 |
| 370 to 420 | 9 |
| 430 to 490 | 10 |
| 500 to 590 | 11 |
| 600 to 740 | 12 |
| 750 to 890 | 13 |
| 900 to 1090 | 14 |
| 1100 to 1290 | 15 |
| 1300 to 1490 | 16 |
| 1500 to 1740 | 17 |
| 1700 to 1990 | 18 |
| 2000 to 2240 | 19 |
| 2250 to 2490 | 20 |
| 2500 to 2990 | 21 |
| 3000 to 3490 | 22 |
| 3500 to 3990 | 23 |
| 4000 or more | 24 |

**Victory Point (VP) Scale
20-Point Scale
≤8 boards**

| Result in IMPs | Win-Lose VPs |
|----------------|--------------|
| 0 | = 10-10 |
| 1-2 | = 11-9 |
| 3-4 | = 12-8 |
| 5-7 | = 13-7 |
| 8-10 | = 14-6 |
| 11-13 | = 15-5 |
| 14-16 | = 16-4 |
| 17-19 | = 17-3 |
| 20-23 | = 18-2 |
| 24-27 | = 19-1 |
| 28+ | = 20-0 |

**20-Point Scale
9-11 boards**

| Result in IMPs | Win-Lose VPs |
|----------------|--------------|
| 0 | = 10-10 |
| 1-2 | = 11-9 |
| 3-5 | = 12-8 |
| 6-9 | = 13-7 |
| 10-13 | = 14-6 |
| 14-17 | = 15-5 |
| 18-21 | = 16-4 |
| 22-25 | = 17-3 |
| 26-30 | = 18-2 |
| 31-35 | = 19-1 |
| 36+ | = 20-0 |

ADD

NAMES

RECAP

DBADD

Howell

PRESS

LIST

IV. ACBLscore
Version 7.xx Windows version

ADD

SUM

ENTER

SCORE

SET

SETUP

EDMOV

MOVEMENT



Typical Pair Game Setup

CTRL-A...Adds a section
 Select '1 Pair', then enter Section Letter, then Section Color
 Select movement...

1 Mitchell

Enter number of tables...played rounds...boards per round

- Type of Mitchell
- 1 **Standard**
 - 2 Rover
 - 3 Bye-stand
 - 4 Rover Bye-stand
 - 5 Appendix

Player duplication...No

Phantom pair?
 Yes...Enter direction and table number
 No

2 Howell

Phantom pair?

Yes No

- 1 North-South
- 2 East-West

Enter table number

- Rounds
- 1 Pick-ups sequenced by table number
 - 2 Pick-ups sequenced by N-S pair numbers
 - 3 Travelers sequenced by N-S pair numbers
 - 4 Travelers sequenced by round number
 - 5 **Travelers by N-S pair, then pick-ups by table number**
 - 6 Travelers by round number then pick-ups by table number

Enter number of rounds to post from travelers

Select event rating - 1 **Club masterpoint**...2 Club championship...3...
 Enter club data Select game type...**Open** Select strata

- F3**...Name entry **F9**...Done
F2...Score entry (See Data Entry)
 Data entry - **ESC**
 Reports
- List...screen or printer
 - Summary



Typical Swiss Setup

Ctrl-A

2 Team

(Section Letter...Section Color)

2 Victory Points

1 Swiss: Pairing by computer or 2 Swiss/Round Robin

Backup game file?

(Number of boards per match...Number of matches...Maximum possible wins...

Number of tables...Starting team #...1 Pair round one)

20 point ACBL

(Event rating...Club info. ...Type...# of strata...# of Sections...Allow overall rank...Rating)

- F3** (Team name entry, 1st name is captain)
 Data Base?
F6 (Sequential entry)
 (Enter players names)
F9 (Done)

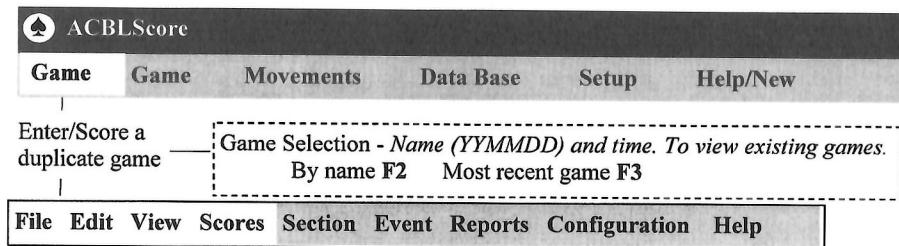
Scores/Post by Round (RO)

Enter round #
 Match Results Screen (Round 1...Round x)
 Enter team number **Enter**
 Enter Imps/-Imps **Enter**
 Current team standings [blue box] displayed **Enter**
 (VPs displayed...for specific round and cumulative)
 When all round scores have been entered...
Enter Enter ...until blue boxes disappear

Repeat for all teams.

OK

- When all rounds have been entered...
Reports/List (LI)
- 1 Screen 2 Printer
 - 1 All team members
 - 2 By rank



File

New

Find a player (FI) Ctl+F

Names (NA) F3 Enter player data.
When using a database F6 is the sequential entry. Typing the first few letters of a name gives you an alphabetical list of all last names that match the letters. Pressing the first letter of the first name moves the highlight to that entry.
Enter wrong information? F10 gets back into the database for re-entry.

Crossover

Carryover (CO)

Adjustments (ADJ) Adjusts an outside score. **Procedural Penalty.**

Strata (ST) Defines/assigns strata.

Handicaps (HA) Edit or modify handicap score.

Player Masterpoint Holding (PM)

Edit Movement (EDM) (See 'Editing')

View

Late Plays (LAT) Shows late plays.

Boards (V) Displays a traveler.

Command List Alt*L

Scores

Enter Score (EN) F2 Enters the scores from travelers or pick-ups.
Most common source of errors.
 Scoring on the wrong side.
 Inadvertently hitting the entry key a 2nd time, generates a duplicate entry (If posting from travelers).

Correct Board (BO) Displays results on a board.

View Boards (V)

Post by Round (RO) Used when entering from pick-up slips.

Fouled Board (FO) Fouled board procedures.

Select (CH) F7 Change to another section. (Up and down arrows do the same thing)

ADD Ctl+A... To add a new section. Movement specification.
Number of tables. Include the ½ table when boards are on the table.
Regular Mitchell - Howell - Bye/Relay
 Don't count the ½ table if there are no boards are on the table.
Appendix Mitchell - Bump
Select posting method. Start with travelers, end with pick-ups? If so, be sure to use Option 5.
 It speeds up the entry process considerably.

Delete Section (K)

Score (SC) Rescoring the game.

File Edit View Scores Section Event Reports Configuration Help

Section

Next Section (down)

Prev Section (up)

ADD Ctl+A... To add a new section. Movement specification.

Number of tables.

Include the ½ table when boards are on the table. **Regular Mitchell - Howell - Bye/Relay**
 Don't count the ½ table if there are no boards are on the table. **Appendix Mitchell - Bump**

Number of rounds for Appendix Mitchell

Must always be an even number (See specific movement).

Select posting method. Start with travelers, end with pick-ups? If so, be sure to use Option 5.
 It speeds up the entry process considerably.

Delete Section (K)

Score (SC) Rescoring the game.

Event

Verify Masterpoints (OA) If desire overall ranking.

DBADD Ctl+D Updates database for masterpoints and percentages. (Overwrites a previous DBADD)

UNDO CTRL+U Undoes DBADD command

Reports

List (LI) F8 Prints/displays (similar to Press)

Section Leaders (LE) F4 Usually after the next-to-last round.

Event (EV) F6 Event leaders.

Press (PR) Prints scores and awards, session/overall ranking, and all name data.

Recap (RE) Prints scores for all boards by pair number.

Summaries (SU) Prints/displays a summary for a specific pair.

Configuration

Set Config Menu (SE) F9 (See 'Editing' below)

Tournament Mode

Club Mode

Combined Scoring

Help

Handbook

Editing

Set (SE) F9 Sets posting method

1 Change posting method

2 Change number of played rounds

3 Change section letter and/or color

4 Qualification/Eligibility

5 Change movement parameters

6 Factor to a different average

7 Set tie-breaking spread

8 Select handicap game

9 Change scoring method...Imp scoring

10 Set masterpoint rating

11 Assign/change/show STRATA letters/field sizes

12 Clear ALL names from this section

13 Specify average of manual scores entered via ADJ

14 Overall or Session rank status

EDMOV (EDM) Select EDMOVE option

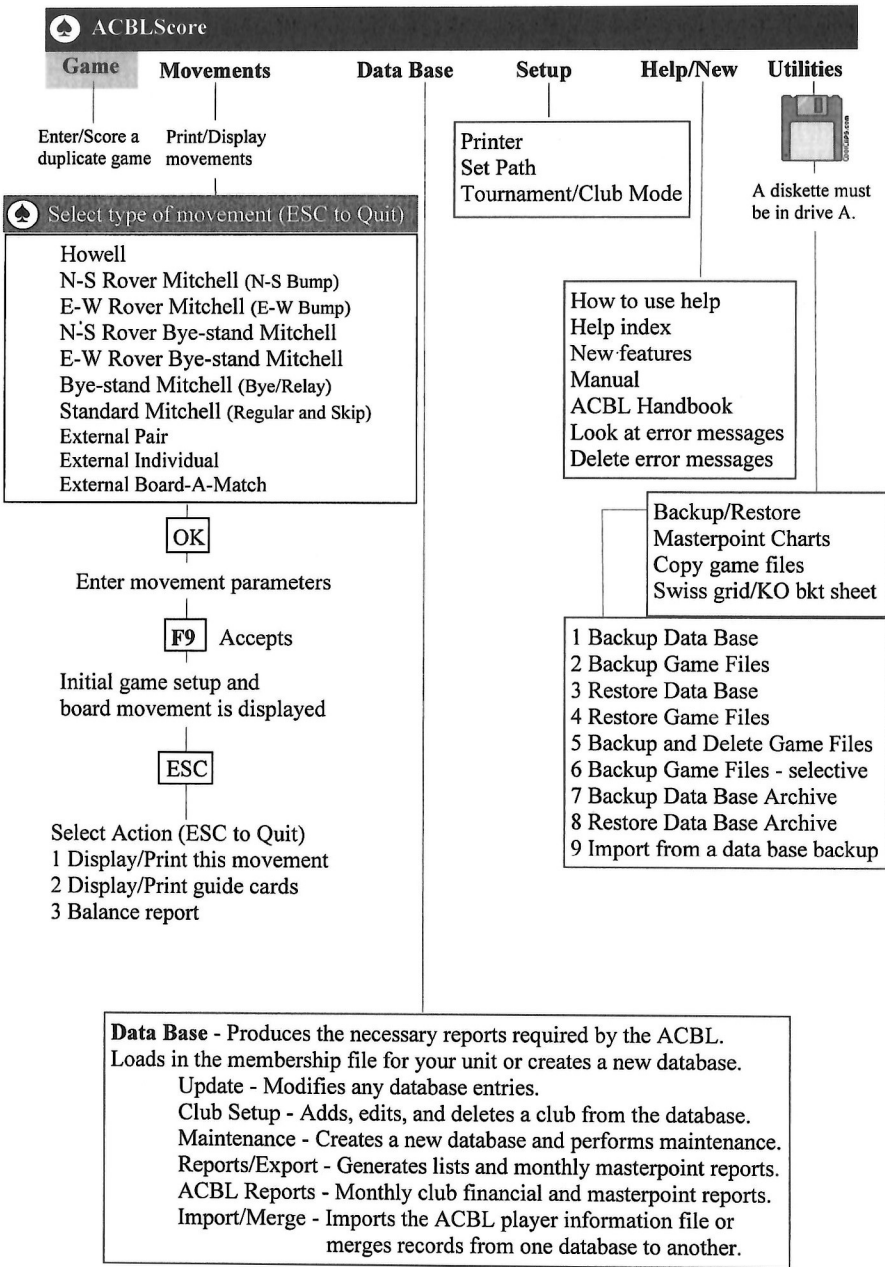
1 Display or reassign board sequencing

2 Display or change movement

3 Print guide cards

4 Save as a movement file

5 Display or reassign pair numbers



Data Base - Produces the necessary reports required by the ACBL.
 Loads in the membership file for your unit or creates a new database.
 Update - Modifies any database entries.
 Club Setup - Adds, edits, and deletes a club from the database.
 Maintenance - Creates a new database and performs maintenance.
 Reports/Export - Generates lists and monthly masterpoint reports.
 ACBL Reports - Monthly club financial and masterpoint reports.
 Import/Merge - Imports the ACBL player information file or merges records from one database to another.

Display Results

| | LEAD | EVENT | PRESS | LIST | RECAP | SUMM | BOARD |
|----------------------------|----------------------|------------|--|---------------------------------|---|---|--------------------------|
| Display | | | SPRES | | A board/pair matchpoint matrix preceded by... PRESS or LIST | | |
| | Printer | | Printer | Printer | Printer | Printer | Printer |
| Ordering of Results | Finishing Position | | Pair # | Pair # or finish pos. | | | N/S |
| | Average Score % Rank | Score Rank | Top Average Score % Rank Match pts. Movement | Average Score % Rank Match pts. | | Top Average Score % Match pts. Vul Dealer | Top Score Match pts. Vul |
| Data Displayed | | | | | | | |
| Player Information | Name | | Name City ACBL # | Name | | Name | |
| | | | | | | | |
| | LEAD | EVENT | PRESS | LIST | RECAP | SUMM | BOARD |

During score entry

Shows rank ordering of pairs by direction (N/S and E/W).....**LEAD (LE) F4**

After the last board has been entered (final results)

- Section results.....**PRESS (PR)**
- Short PRESS, so both N/S and E/W fit on same page.....**SPRES (SP)**
- Similar to PRESS, but with reduced player information. Prints results faster.....**LIST (LI) F8**
- Shows top overall pairs**EVENT (EV) F6**
- Shows scores and matchpoints for all pairs and boards. Includes either PRESS or LIST.....**RECAP (RE) F5**

Other types of results

- Recaps information for all pairs, or for a specified pair(s).....**SUMM (SU)**
- Scores for a designated board. Score corrections allowed.....**BOARD (BO) F10**

Data Entry

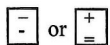
(Use **Score/Enter F2**)

To enter N/S scores:



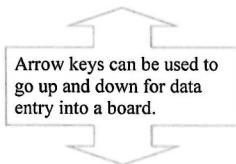
Warning

To enter E/W scores:



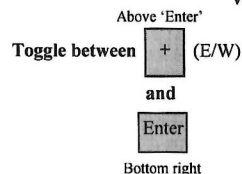
The + key is actually a negative N/S score. This tends to be confusing.

When posting scores, the last zero is not entered.



Arrow keys can be used to go up and down for data entry into a board.

When using a numeric keypad:



Hint: If the numeric keypad is an attachment, turn it one quarter turn to the right. This replicates the screen.

Enter (N/S) is now on your left and **+** (E/W) is on your right.

Score Entry can sometimes be confusing. The following matrices cover most situations.

| Desired Results | Input | Notes |
|------------------------------|-------------------------|--|
| Late Play | <L> Enter | |
| Pass Out | <0> (Zero) Enter | |
| Board Not Played | <X> Enter | Any previously recorded scores will become erased. |
| Pair Won't play board | <N> Enter | The pairs involved receive their actual game %. |

| Desired Results | | Action Taken | |
|-----------------|-----|--------------|--------------|
| N/S | E/W | Input | |
| A+ | A- | <A+> | Enter |
| A- | A+ | <A-> | |
| A | A | <A> | |

| Desired Results | | Action Taken | | |
|--|---|---------------------------|---|---------------------------------|
| N/S | E/W | Input | N/S Score | E/W Score |
| A+ | A+ | Enter | <A+> | <A+> |
| A- | A- | | <A-> | <A-> |
| Matchpoints for score entered or AVG— whichever is less | Actual score | | <Q> followed by the Table Score | <Enter> then Table Score |
| Actual score | Matchpoints for score entered or AVG— whichever is less | | Table Score then <Enter> | <Q> followed by the Table Score |
| Matchpoints for score entered or AVG+ whichever is more | Actual score | | <P> followed by the Table Score | Table Score then <Enter> |
| Actual score | Matchpoints for score entered or AVG+ whichever is more | Table Score then <Enter> | <P> followed by the Table Score | |
| Matchpoints for the entered score or... AVG+ whichever is more | AVG— whichever is less | <P> Enter the Table Score | After the Table Score has been entered... Press <Enter> if the score is positive. or Press <-> if the score is negative. | |
| Matchpoints for the entered score or... AVG— whichever is less | AVG+ whichever is more | <Q> Enter the Table Score | | |

Customized Score Entry for N/S and E/W

N/S Score

E/W Score

| | | | |
|-----|--------------|-------------------------------|-------------------------------|
| <S> | Enter | <A Enter >, <A+>, <A-> | <A Enter >, <A+>, <A-> |
| | | Score | Score |
| | | Matchpoints Enter | Matchpoints Enter |

Score = After entering the score, if it was positive, press **Enter** ...if negative, press "-".

Matchpoints = Enter "m" followed by the actual number of matchpoints.

(Matchpoints may be entered to the nearest tenth...m#.#).

Matchpoint Across Two Sections

Use **Configuration/Combined Scoring**

F8 = Tag/Untag All -Press twice (Puts an '**' by both sections)

F9 = Done

Rank across all selected combined sections (Y)

Scrambled Bye/Relay

(When running a Bye-Relay for 6 tables)



"All E/W pairs are to change their pair number by adding '6' to it. After R2, table markers will be rotated ¼ turn clockwise, resulting in N becoming W, E becoming N, etc. This condition will remain until after R5 when the table markers will then revert back to their current position. Bottom line = Every pair will play 3 rounds as N/S and 3 rounds as E/W."

Use **Edit/Edit Movement**

EDM

2 Display or change movement

13 Convert > one winner

Confirm convert to one winner movement [Yes]

6 will be added to E-W pair numbers

7 Edit pairs

4 Swap NS and EW pairs all tables (arrow switch)

Starting round [3]

Ending round [5]

6 Save and Exit

Rounds that arrow points N = 1,2,6.....Arrow points E = 3,4,5



Be sure to announce (and monitor) the 90° turn of the table marker. (after round 2 and back again after round 5.)

Check a Score

A pair questions their score, either total score or only that on a specific board.

Select **Scores/Correct board**

BO

Enter the board number

Keep pressing until all boards in question are viewed

Note: This command is available on screen only

Situations

Stationary E/W

This could be an issue when you are attempting to balance the field and many of your "A" players have physical conditions which require stationary positions. More typically it is a Howell movement that requires an additional stationary position.

Location - Put the E/W pair at a table just outside of the normal movement pattern.

Movement - Whenever EW#? is due to arrive at a specific N/S table during the normal movement progression...

- ♦ The N/S pair takes their table marker and current boards to the EW#? table.
- ♦ At the conclusion of the round N/S returns to their home table, taking the table marker and boards just played back with them.
- ♦ N/S then passes the boards in the usual manner.

Note: Give the N/S pair a 'heads-up' the round prior to their actual move.

Howell - Director announcement - "Pair #? will be sitting at this table. When your table marker indicates that you are to play #?, pick up the boards and table marker and come here. Place the table marker appropriately. After the round has concluded, return (with the boards/table marker) to your original table. Then make your normal move, as per the table marker".

Note: Have E/W#? start at a stationary table. Subsequent rounds will be at their stationary table.

ACBLScore Ramifications - None

Procedural Penalty

(Usually ¼ of a board)

Match points are removed for a variety of reasons.

- ♦ Misplacing cards or a traveler in a board
- ♦ Slow play
- ♦ Boxing one's cards resulting in the board not being able to be played at the next table
- ♦ Failing to count cards
- ♦ Etiquette violations

This procedure can also be used for *adding* matchpoints (rare).

ADJ

Edit/Adjustment. When you wish to make an outside score adjustment.

In the adjust column, highlight the area to be adjusted.

— xx.xx

Enter the score adjustment. Use a minus sign to remove matchpoints. (If you wish to add, just enter the number of matchpoints)

Matchpoints are indicated to the nearest .00.

Howell—No Arrow Switch

This is a very common occurrence. It applies to:

- ◆ The stationary pairs at table 2 and table 3 when running a 5½ or 6 table Howell.
 - ◆ The stationary pairs at table 2 and table 4 when running a 7½ or 8 table Howell.
- Besides monitoring during the game, you should caution these pairs to be on the alert for table marker rotation. If you believe that it is just out-and-out carelessness, you can give a procedural penalty. In any event, you will have to deal with making a change to ACBLScore.

Use **Edit/Edit Movement** **EDM**

2 Display or change movement

9 Edit one cell

Table [#]

Round [#]

All boards in the round need to be changed

Partial round adjustment [N]
New N/S pair [#] New E/W pair [#]
New board [#]

Only 1 board in the round needs to be changed

Partial round adjustment [Y]
Board [#]
New N/S pair [#] New E/W pair [#]

ESC

6 Save and Exit

ESC

Reverse Positions

A player inadvertently looked at an opponent's hand before anyone else has seen the face of their cards.

In order to rectify the situation, the board should be rotated ¼ turn so the player in question plays the hand. (Write "Switch" on the traveler.)

One way to handle this in ACBLScore is to use the **BO** command.

Use **Scores/Correct by Board**

Select the board in question.

Enter the reciprocal matchpoints. This adjusts for the board being turned.

| | | | |
|-----------|---------------------|---------------------|--------|
| N/S Score | | E/W Score | |
| S | ←Enter | m# (the reciprocal) | ←Enter |
| | m# (the reciprocal) | | ←Enter |

...where 'm' says the mode is matchpoints and '#' = The number of reciprocal matchpoints

or...

You may use the procedure implemented in the above 'Howell - No Arrow Switch'. If so, be sure to use the 'Only 1 board in the round needs to be changed' path.

½ Table Mitchell - Faux Pas

Forgot to move the boards from the sit-out table.

Discovered at the end of the 2nd round

- ▶ **Move for the 3rd round**—Players and boards make a normal move. Boards still on the sit-out table move down just 1 table.
- ▶ **Remove cards and travelers** from boards (containers) that are the highest numbered and also from those that are the lowest numbered (1...2/X).
- ▶ **Swap containers between tables** -Keep the cards and travelers at their current tables
- ▶ **Renumber these travelers** to reflect the now new board numbers, then **reinsert cards and travelers** into the new containers.
- ▶ **Announcement** - The first and last board sets will come to your table in reverse order".

▶ **ACBLScore**—Use **Edit/Edit Movement** **EDM**

2. Display or change movement

9. Edit one cell

Table # Round # (Where the lowest/highest board #s reside)

Partial round adjustment (N)

New N-S pair # New E-W pair # New board number #

Do this for every round.

Note: The boards at the sit-out table remain at 0.

= Use the default

Swap the highest/lowest starting board numbers that was done above.

| Too Bad! | No Sympathy! | Swap starting board #1 with starting board #... | Would not have happened had you used a following superior movement... |
|----------|--------------|---|---|
| | 6 ½ | 25 | Howell |
| | 7 ½* | 29 | Howell or even a Bump or Bye/Relay |
| 8 ½ | | 25 | |
| | 9½* | 28 | Bump |
| | 10 ½ | 31 | ½ Table Appendix Mitchell or a Bump |
| | 11 ½ | | |
| 12 ½ | | 25 | |
| | 13 ½ | 27 | Bump |
| | 14 ½ | 29 | |
| | 15 ½ | 31 | |

Skip Problems?

Forgot to skip?

Skip Rounds:
 The *latest* round you can skip = total tables ÷ 2 (the default)
 The *earliest* round you can skip = total rounds — (total tables ÷ 2)
 e.g., 16 tables - earliest = 5, latest = 8

If it is **not too late**, → skip after the current round.

Correction
Configuration/Set config menu **SE** **F9**
 5 Change movement parameters
 Conform reconfigure the movement for section A **Yes**
 Warning... **OK** (Follow the steps to change the skip round)
 When arrive at ...Select player duplication round...select "4 Other"

Assuming that it is too late—Some N/Ss have now seen/acted upon boards with the incorrect E/Ws. Correction is a snap. First, stop play. Then have the boards moved down to the next lower table from their current location. Keep the E/Ws where they are.

You have now changed from an E/W skip to a **board skip**.

The computerwork (ACBLScore modification) requires a bit more effort. Enter 1 as a constant for the E/W pairs. To account for the boards having to be moved down one more table beyond their original destination, enter 2 or 3 or 4 (total boards in a round).

Select **Edit/Edit Movement** **EDM**

2 *Display or change movement*

7. *Edit Pairs*

1 *Add a constant to E/W pairs (To take away the E/W skip)*

2 *East-West*

Starting round [#] (Round where you currently are) **Enter**

Use the default **Enter**

Ending round [#] **Enter**

Low moving pair # in cycle [#] **Enter**

High moving pair # in cycle [#] **Enter**

Constant to add to E/W pairs [1] **Enter** **ESC**

(Actual E/W movement...1 table, no skip)

8 *Edit boards*

1 *Add a constant to board numbers*

Starting round [#] (Round where you currently are) **Enter**

Use the default **Enter**

Ending round [#] **Enter**

Low board # in cycle [#] **Enter**

High board # in cycle [#] **Enter**

Constant to add to board numbers [#] **Enter** **ESC**

6 *Save and Exit*

Enter 2, 3, or 4 (boards per round)

Boards Out-Of-Sequence

Ever put the wrong set of boards on the table and they are being played before you are able to come to the party? How about the odd board that finds its way into an unexpected location? This procedure is also often used when changing boards to accommodate a late-arriving pair.

Use **Edit/Edit Movement** **EDM**

1 *Display or reassign board sequencing*

Gives you *Board setup for round 1*
 'Old Board' means where the board should have been.
 'New Board' is the location it is actually in.

OK **ESC**

Errors in Rover (Bump) Movements

Play has begun before roving pair arrives at the table.

Select **Edit/Edit Movement** **EDM**

2. *Display or change movement*

9 *Edit one cell*

Table [#] Round [#]

Partial round adjustment [Y]

Board [#] New N/S pair [#] New E/W pair [#]

ESC

6 *Save and exit* **Enter** **ESC**

Individual Score Printout

To uncover any possible Director score missinputs, a pair might request a one-page printout of their scores in order to facilitate checking their scores. Piece of cake.

Select **Reports/Summaries** **SUM**

1 *One summary per page to printer*

—Select direction—

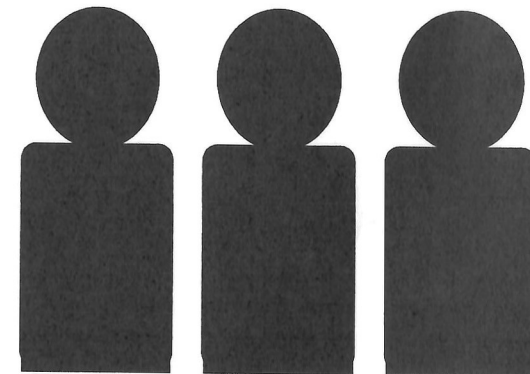
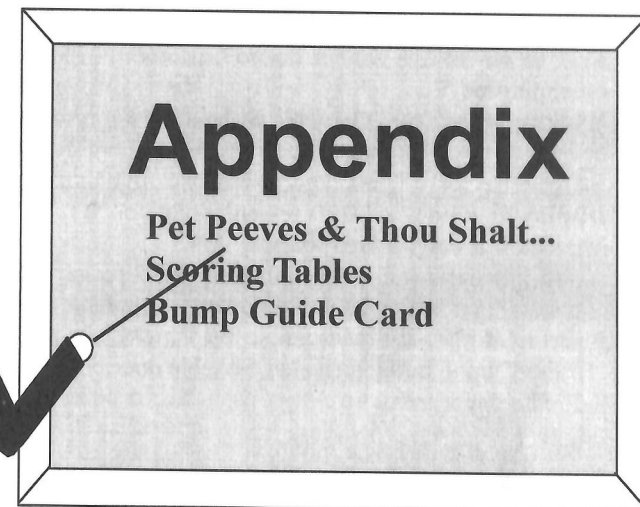
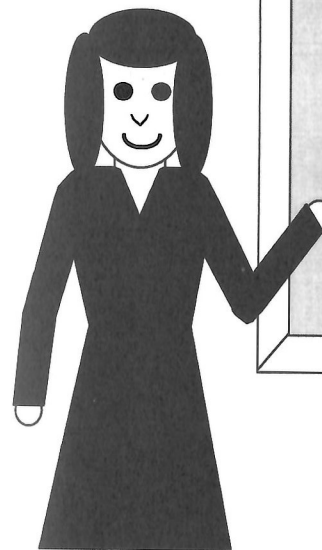
Enter pair number

ESC

List of Commands

Access via
F11 or Alt-L
then...
Click to activate

| | |
|------------|---|
| ADD | Add a new section (Ctrl-A) |
| ADJ | Outside score adjustment |
| AREP | ACBL report for a special game |
| BACK | Copy current game file to floppy (Ctrl-B) |
| BOARD (BO) | Display a board (F10) |
| BUL | Produce output for daily bulletin |
| CAPT | Print/display captains for team games |
| CFIG1 | Edit event configuration - move sections to different events |
| CCO | Compute carry over scores from qualifying sessions |
| CH | Select section |
| CO | Enter or modify carryover scores |
| CP | Series game - extract final scores |
| DBADD | Update Data Base from game file (CTRL-D) |
| EDMOV(EDM) | Edit movement |
| EDPX | Edit previous session crossovers |
| ELIG | Scan all sections for player MP eligibility |
| ENTER | Enter or correct scores (F2) |
| EVENT (EV) | Event leaders (F6) |
| FIND | Find a player or verify player eligibility (Ctrl-F) |
| FOUL | Use fouled board procedure |
| FREQ | Frequency charts or datums |
| GNEXT | Next game file in alphabetic order (Ctrl-Right) |
| GPREV | Previous game file in alphabetic order (Ctrl-Left) |
| HAND | Enter or modify handicap scores |
| IMP | Import from another game file (Ctrl-I) |
| KILL | Delete a section from this game file |
| LAST | Revert to last game used (Ctrl-L) |
| LATE | Report of late plays |
| LEAD (LE) | Section leaders (F4) |
| LIST (LI) | List scores in pair order or rank order (F8) |
| LRECA | Recap and/or press to screen/file/printer/internet |
| MEMO | Edit memos to print on recap |
| MPED | Edit masterpoint awards |
| NAMES (NA) | Enter or modify player names (F3) |
| NEW | Go to a different game file (Ctrl-N) |
| NOTE | Edit notes for this game file |
| OALL (OA) | Rank overall - verify masterpoint awards |
| ORECA | Print recap sheet at 6 lines per inch |
| OU | BAM sitout |
| PCON | Print masterpoint or NAP qualifying receipts |
| PD | Post Imp datums |
| PEVEN | Event leaders with percentages |
| PMPS | Edit player masterpoint holdings (pair/team average/highest masterpoints) |
| PRESS | Print full press sheet with cities, states |
| PXOV | Cross-over from a previous session -XOV data in this game |
| QUIT | Exit (Alt-X) |
| RECAP | Print recap sheet at 8 lines per inch (F5) |
| RPRES (RP) | Print press for recap (no cities, states) |
| ROUND (RO) | Post from pickup slips |
| SCORE | Score the game |
| SET (SE) | Change setup of game (F9) |
| SHOW | Show section/event configuration (Ctrl-S) |
| SHXOV | Show cross-over destination table |
| SPRES | Print short press sheet (one page) |
| STRAT (ST) | Assign strata to pairs |
| SUMM (SU) | Summaries |
| TOURN | Edit event information |
| TRANS | Transfer names from a different game file |
| TS | Traveler format scores report with names |
| UNBAC | Restore a backed-up or exported game file |
| UNDB (UND) | Undo DBADD command (Ctrl-U) |
| VIEW (V) | View boards |
| WHEN | Display version # that created this game file |
| WORLD | Create files for WBS world wide matchpointing |
| XOV | Cross-over from a previous session - XOV data in previous game |



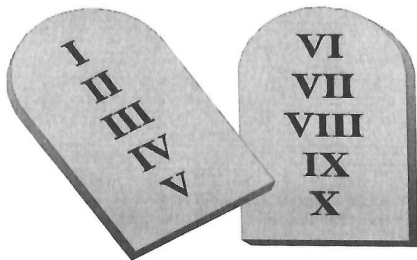
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1a: APPENDAGE b: supplementary material usu. attached at the end of a piece of writing 2: stuff placed at the end of a bridge book when the author has no idea where else to put it

Player Pet Peeves About Directors

- **Not immediately responding to Director calls**, which often results in a rise in the caller's volume due to frustration, which in turn distracts other players.
- **Walking away from the table** without having resolved the situation never to return. This should be a quasi-ZT (Zero Tolerance) violation for the Director. Players deserve feedback in a timely fashion.
- **Displaying a poor attitude** toward violations. It is not crime and punishment, it is damage and redress.
- **Avoiding command** of the situation. The Director must be totally in command...not officious, but definitely in charge.
- **Lacking objectivity**-for example, by showing obvious ties to a player. "Hi Fred" upon initial arrival at the table does not endear the Director to Fred's opponents.

Thou Shalt ...



- I. Prevent any player from taking unfair advantage of an opponent.
- II. Give redress only when there is consequent damage.
- III. Always try to get a valid result on a hand.
- IV. Allow no remark or action that might interfere with the enjoyment of the game (Zero Tolerance).
- V. Prevent problems before they occur.
- VI. Be fair and flexible.
- VII. Make rulings commensurate with the laws of bridge and the level of play.
- VIII. Explain what each decision means and its rationale.
- IX. Compliment and complement your fellow directors.
- X. Know the lawbook inside and out.

UNDOUBLED

NOT VULNERABLE

MADE

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|----|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 70 | 90 | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 80 | 110 | 140 | 170 | 200 | 230 | 260 |
| NT | 90 | 120 | 150 | 180 | 210 | 240 | 270 |

2

| | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 90 | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 110 | 140 | 170 | 200 | 230 | 260 |
| NT | 120 | 150 | 180 | 210 | 240 | 270 |

3

| | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 140 | 170 | 200 | 230 | 260 |
| NT | 400 | 430 | 460 | 490 | 520 |

4

| | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|
| ♠ ♦ | 130 | 150 | 170 | 190 |
| ♥ ♠ | 420 | 450 | 480 | 510 |
| NT | 430 | 460 | 490 | 520 |

5

| | 5 | 6 | 7 |
|-----|-----|-----|-----|
| ♠ ♦ | 400 | 420 | 440 |
| ♥ ♠ | 450 | 480 | 510 |
| NT | 460 | 490 | 520 |

DOWN

| | |
|------|-----|
| 1 - | 50 |
| 2 - | 100 |
| 3 - | 150 |
| 4 - | 200 |
| 5 - | 250 |
| 6 - | 300 |
| 7 - | 350 |
| 8 - | 400 |
| 9 - | 450 |
| 10 - | 500 |
| 11 - | 550 |
| 12 - | 600 |
| 13 - | 650 |

6

| | 6 | 7 |
|-----|-----|------|
| ♠ ♦ | 920 | 940 |
| ♥ ♠ | 980 | 1010 |
| NT | 990 | 1020 |

7

| | 7 |
|-----|------|
| ♠ ♦ | 1440 |
| ♥ ♠ | 1510 |
| NT | 1520 |

VULNERABLE

1

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|----|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 70 | 90 | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 80 | 110 | 140 | 170 | 200 | 230 | 260 |
| NT | 90 | 120 | 150 | 180 | 210 | 240 | 270 |

2

| | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 90 | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 110 | 140 | 170 | 200 | 230 | 260 |
| NT | 120 | 150 | 180 | 210 | 240 | 270 |

3

| | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|
| ♠ ♦ | 110 | 130 | 150 | 170 | 190 |
| ♥ ♠ | 140 | 170 | 200 | 230 | 260 |
| NT | 600 | 630 | 660 | 690 | 720 |

4

| | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|
| ♠ ♦ | 130 | 150 | 170 | 190 |
| ♥ ♠ | 620 | 650 | 680 | 710 |
| NT | 630 | 660 | 690 | 720 |

5

| | 5 | 6 | 7 |
|-----|-----|-----|-----|
| ♠ ♦ | 600 | 620 | 640 |
| ♥ ♠ | 650 | 680 | 710 |
| NT | 660 | 690 | 720 |

DOWN

| | |
|------|------|
| 1 - | 100 |
| 2 - | 200 |
| 3 - | 300 |
| 4 - | 400 |
| 5 - | 500 |
| 6 - | 600 |
| 7 - | 700 |
| 8 - | 800 |
| 9 - | 900 |
| 10 - | 1000 |
| 11 - | 1100 |
| 12 - | 1200 |
| 13 - | 1300 |

6

| | 6 | 7 |
|-----|------|------|
| ♠ ♦ | 1370 | 1390 |
| ♥ ♠ | 1430 | 1460 |
| NT | 1440 | 1470 |

7

| | 7 |
|-----|------|
| ♠ ♦ | 2140 |
| ♥ ♠ | 2210 |
| NT | 2220 |

DOUBLED

NOT VULNERABLE

1 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|-----|-----|-----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 ♠ ♦ | NT | 140 | 240 | 340 | 440 | 540 | 640 | 740 |
| 1 ♥ ♠ | | 160 | 260 | 360 | 460 | 560 | 660 | 760 |
| NT | | 180 | 280 | 380 | 480 | 580 | 680 | 780 |

VULNERABLE

1 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|-----|-----|------|------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 ♠ ♦ | NT | 140 | 340 | 540 | 740 | 940 | 1140 | 1340 |
| 1 ♥ ♠ | | 160 | 360 | 560 | 760 | 960 | 1160 | 1360 |
| NT | | 180 | 380 | 580 | 780 | 980 | 1180 | 1380 |

2 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|-----|-----|-----|--|
| | | 2 | 3 | 4 | 5 | 6 | 7 | |
| 2 ♠ ♦ | NT | 180 | 280 | 380 | 480 | 580 | 680 | |
| 2 ♥ ♠ | | 470 | 570 | 670 | 770 | 870 | 970 | |
| NT | | 490 | 590 | 690 | 790 | 890 | 990 | |

2 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|------|------|------|------|--|
| | | 2 | 3 | 4 | 5 | 6 | 7 | |
| 2 ♠ ♦ | NT | 180 | 380 | 580 | 780 | 980 | 1180 | |
| 2 ♥ ♠ | | 670 | 870 | 1070 | 1270 | 1470 | 1670 | |
| NT | | 690 | 890 | 1090 | 1290 | 1490 | 1690 | |

3 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|-----|-----|--|--|
| | | 3 | 4 | 5 | 6 | 7 | | |
| 3 ♠ ♦ | NT | 470 | 570 | 670 | 770 | 870 | | |
| 3 ♥ ♠ | | 530 | 630 | 730 | 830 | 930 | | |
| NT | | 550 | 650 | 750 | 850 | 950 | | |

3 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|------|------|------|--|--|
| | | 3 | 4 | 5 | 6 | 7 | | |
| 3 ♠ ♦ | NT | 670 | 870 | 1070 | 1270 | 1470 | | |
| 3 ♥ ♠ | | 730 | 930 | 1130 | 1330 | 1530 | | |
| NT | | 750 | 950 | 1150 | 1350 | 1550 | | |

4 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|-----|--|--|--|
| | | 4 | 5 | 6 | 7 | | | |
| 4 ♠ ♦ | NT | 510 | 610 | 710 | 810 | | | |
| 4 ♥ ♠ | | 590 | 690 | 790 | 890 | | | |
| NT | | 610 | 710 | 810 | 910 | | | |

4 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|--|--|--|
| | | 4 | 5 | 6 | 7 | | | |
| 4 ♠ ♦ | NT | 710 | 910 | 1110 | 1310 | | | |
| 4 ♥ ♠ | | 790 | 990 | 1190 | 1390 | | | |
| NT | | 810 | 1010 | 1210 | 1410 | | | |

5 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|--|--|--|--|
| | | 5 | 6 | 7 | | | | |
| 5 ♠ ♦ | NT | 550 | 650 | 750 | | | | |
| 5 ♥ ♠ | | 650 | 750 | 850 | | | | |
| NT | | 670 | 770 | 870 | | | | |

5 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|--|--|--|--|
| | | 5 | 6 | 7 | | | | |
| 5 ♠ ♦ | NT | 750 | 950 | 1150 | | | | |
| 5 ♥ ♠ | | 850 | 1050 | 1250 | | | | |
| NT | | 870 | 1070 | 1270 | | | | |

DOWN

| |
|-----------|
| 1 - 100 |
| 2 - 300 |
| 3 - 500 |
| 4 - 800 |
| 5 - 1100 |
| 6 - 1400 |
| 7 - 1700 |
| 8 - 2000 |
| 9 - 2300 |
| 10 - 2600 |
| 11 - 2900 |
| 12 - 3200 |
| 13 - 3500 |

6 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|--|--|--|--|--|
| | | 6 | 7 | | | | | |
| 6 ♠ ♦ | NT | 1090 | 1190 | | | | | |
| 6 ♥ ♠ | | 1210 | 1310 | | | | | |
| NT | | 1230 | 1330 | | | | | |

7 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|--|--|--|--|--|--|
| | | 7 | | | | | | |
| 7 ♠ ♦ | NT | 1630 | | | | | | |
| 7 ♥ ♠ | | 1770 | | | | | | |
| NT | | 1790 | | | | | | |

DOWN

| |
|-----------|
| 1 - 200 |
| 2 - 500 |
| 3 - 800 |
| 4 - 1100 |
| 5 - 1400 |
| 6 - 1700 |
| 7 - 2000 |
| 8 - 2300 |
| 9 - 2600 |
| 10 - 2900 |
| 11 - 3200 |
| 12 - 3500 |
| 13 - 3800 |

6 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|--|--|--|--|--|
| | | 6 | 7 | | | | | |
| 6 ♠ ♦ | NT | 1540 | 1740 | | | | | |
| 6 ♥ ♠ | | 1660 | 1860 | | | | | |
| NT | | 1680 | 1880 | | | | | |

7 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|--|--|--|--|--|--|
| | | 7 | | | | | | |
| 7 ♠ ♦ | NT | 2330 | | | | | | |
| 7 ♥ ♠ | | 2470 | | | | | | |
| NT | | 2490 | | | | | | |

REDOUBLED

NOT VULNERABLE

1 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|-----|------|------|------|------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 ♠ ♦ | NT | 230 | 430 | 630 | 830 | 1030 | 1230 | 1430 |
| 1 ♥ ♠ | | 520 | 720 | 920 | 1120 | 1320 | 1520 | 1720 |
| NT | | 560 | 760 | 960 | 1160 | 1360 | 1560 | 1760 |

VULNERABLE

1 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|------|------|------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 ♠ ♦ | NT | 230 | 630 | 1030 | 1430 | 1830 | 2230 | 2630 |
| 1 ♥ ♠ | | 720 | 1120 | 1520 | 1920 | 2320 | 2720 | 3120 |
| NT | | 760 | 1160 | 1560 | 1960 | 2360 | 2760 | 3160 |

2 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|-----|------|------|------|------|--|
| | | 2 | 3 | 4 | 5 | 6 | 7 | |
| 2 ♠ ♦ | NT | 560 | 760 | 960 | 1160 | 1360 | 1560 | |
| 2 ♥ ♠ | | 640 | 840 | 1040 | 1240 | 1440 | 1640 | |
| NT | | 680 | 880 | 1080 | 1280 | 1480 | 1680 | |

2 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|------|------|--|
| | | 2 | 3 | 4 | 5 | 6 | 7 | |
| 2 ♠ ♦ | NT | 760 | 1160 | 1560 | 1960 | 2360 | 2760 | |
| 2 ♥ ♠ | | 840 | 1240 | 1640 | 2040 | 2440 | 2840 | |
| NT | | 880 | 1280 | 1680 | 2080 | 2480 | 2880 | |

3 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|------|--|--|
| | | 3 | 4 | 5 | 6 | 7 | | |
| 3 ♠ ♦ | NT | 640 | 840 | 1040 | 1240 | 1440 | | |
| 3 ♥ ♠ | | 760 | 960 | 1160 | 1360 | 1560 | | |
| NT | | 800 | 1000 | 1200 | 1400 | 1600 | | |

3 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|------|--|--|
| | | 3 | 4 | 5 | 6 | 7 | | |
| 3 ♠ ♦ | NT | 840 | 1240 | 1640 | 2040 | 2440 | | |
| 3 ♥ ♠ | | 960 | 1360 | 1760 | 2160 | 2560 | | |
| NT | | 1000 | 1400 | 1800 | 2200 | 2600 | | |

4 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|--|--|--|
| | | 4 | 5 | 6 | 7 | | | |
| 4 ♠ ♦ | NT | 720 | 920 | 1120 | 1320 | | | |
| 4 ♥ ♠ | | 880 | 1080 | 1280 | 1480 | | | |
| NT | | 920 | 1120 | 1320 | 1520 | | | |

4 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|------|--|--|--|
| | | 4 | 5 | 6 | 7 | | | |
| 4 ♠ ♦ | NT | 920 | 1320 | 1720 | 2120 | | | |
| 4 ♥ ♠ | | 1080 | 1480 | 1880 | 2280 | | | |
| NT | | 1120 | 1520 | 1920 | 2320 | | | |

5 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|--|--|--|--|
| | | 5 | 6 | 7 | | | | |
| 5 ♠ ♦ | NT | 800 | 1000 | 1200 | | | | |
| 5 ♥ ♠ | | 1000 | 1200 | 1400 | | | | |
| NT | | 1040 | 1240 | 1440 | | | | |

5 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|------|--|--|--|--|
| | | 5 | 6 | 7 | | | | |
| 5 ♠ ♦ | NT | 1000 | 1400 | 1800 | | | | |
| 5 ♥ ♠ | | 1200 | 1600 | 2000 | | | | |
| NT | | 1240 | 1640 | 2040 | | | | |

DOWN

| |
|-----------|
| 1 - 200 |
| 2 - 600 |
| 3 - 1000 |
| 4 - 1600 |
| 5 - 2200 |
| 6 - 2800 |
| 7 - 3400 |
| 8 - 4000 |
| 9 - 4600 |
| 10 - 5200 |
| 11 - 5800 |
| 12 - 6400 |
| 13 - 7000 |

6 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|--|--|--|--|--|
| | | 6 | 7 | | | | | |
| 6 ♠ ♦ | NT | 1380 | 1580 | | | | | |
| 6 ♥ ♠ | | 1620 | 1820 | | | | | |
| NT | | 1660 | 1860 | | | | | |

7 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|--|--|--|--|--|--|
| | | 7 | | | | | | |
| 7 ♠ ♦ | NT | 1960 | | | | | | |
| 7 ♥ ♠ | | 2240 | | | | | | |
| NT | | 2280 | | | | | | |

DOWN

| |
|-----------|
| 1 - 400 |
| 2 - 1000 |
| 3 - 1600 |
| 4 - 2200 |
| 5 - 2800 |
| 6 - 3400 |
| 7 - 4000 |
| 8 - 4600 |
| 9 - 5200 |
| 10 - 5800 |
| 11 - 6400 |
| 12 - 7000 |
| 13 - 7600 |

6 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|------|--|--|--|--|--|
| | | 6 | 7 | | | | | |
| 6 ♠ ♦ | NT | 1830 | 2230 | | | | | |
| 6 ♥ ♠ | | 2070 | 2470 | | | | | |
| NT | | 2110 | 2510 | | | | | |

7 ♠ ♦

| | | MADE | | | | | | |
|-------|----|------|--|--|--|--|--|--|
| | | 7 | | | | | | |
| 7 ♠ ♦ | NT | 2660 | | | | | | |
| 7 ♥ ♠ | | 2940 | | | | | | |
| NT | | 2980 | | | | | | |

Guide Card

Bump Movements

$7\frac{1}{2}$

Pair 8

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (12) | - |
| 2 | 2 | 9-12 |
| 3 | 4 | 21-24 |
| 4 | 6 | 5-8 |
| 5 | ① | 17-20 |
| 6 | 3 | 1-4 |
| 7 | 5 | 13-16 |

$9\frac{1}{2}$

N/S Pair 10

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (12) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | ⑨ | 10-12 |
| 6 | 3 | 22-24 |
| 7 | 5 | 4-6 |
| 8 | 7 | 13-15 |
| 9 | ⑧ | 19-21 |

$9\frac{1}{2}$

E/W Pair 6

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | 6 | 16-18 |
| 2 | 7 | 22-24 |
| 3 | ② | 10-12 |
| 4 | 9 | 7-9 |
| 5 | 1 | 13-15 |
| 6 | ⑤ | 1-3 |
| 7 | 3 | 25-27 |
| 8 | 4 | 4-6 |
| 9 | ⑧ | 19-21 |

$9\frac{1}{2}$

E/W Pair 9

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | 9 | 25-27 |
| 2 | 1 | 4-6 |
| 3 | ⑧ | 1-3 |
| 4 | 3 | 16-18 |
| 5 | 4 | 22-24 |
| 6 | ② | 19-21 |
| 7 | 6 | 7-9 |
| 8 | 7 | 13-15 |
| 9 | ⑤ | 10-12 |

$10\frac{1}{2}$

Pair 11

| Rd. | Table | Boards |
|------------------------|-------|--------|
| 1 | (11) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 8 | 4-6 |
| E/W Pairs skip 1 table | | |
| 6 | ③ | 22-24 |
| 7 | 5 | 1-3 |
| 8 | 7 | 10-12 |
| 9 | 9 | 19-21 |

$11\frac{1}{2}$

Pair 12

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (12) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 8 | 1-3 |
| 6 | 10 | 10-12 |
| 7 | ① | 19-21 |
| 8 | 3 | 28-30 |
| 9 | 5 | 4-6 |

$12\frac{1}{2}$

Pair 13

| Rd. | Table | Boards |
|------------------------|-------|--------|
| 1 | (13) | - |
| 2 | 2 | 7-9 |
| 3 | 4 | 16-18 |
| 4 | 6 | 25-27 |
| 5 | 8 | 34-36 |
| 6 | ⑩ | 10-12 |
| E/W Pairs skip 1 table | | |
| 7 | ⑤ | 31-33 |
| 8 | 7 | 4-6 |
| 9 | 9 | 13-15 |

$13\frac{1}{2}$

Pair 14

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (14) | - |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 3-4 |
| 7 | 12 | 9-10 |
| 8 | ① | 15-16 |
| 9 | 3 | 21-22 |
| 10 | 5 | 1-2 |
| 11 | 7 | 7-8 |
| 12 | 9 | 13-14 |
| 13 | 11 | 19-20 |

$14\frac{1}{2}$

Pair 15

| Rd. | Table | Boards |
|------------------------|-------|--------|
| 1 | (15) | - |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 1-2 |
| 7 | 12 | 7-8 |
| E/W Pairs skip 1 table | | |
| 8 | ③ | 19-20 |
| 9 | 5 | 25-26 |
| 10 | 7 | 3-4 |
| 11 | 9 | 9-10 |
| 12 | 11 | 15-16 |
| 13 | 13 | 21-22 |

$15\frac{1}{2}$

Pair 16

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (16) | - |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | ⑬ | 7-8 |
| 8 | 15 | 13-14 |
| 9 | 3 | 21-22 |
| 10 | 5 | 27-28 |
| 11 | 7 | 3-4 |
| 12 | 9 | 9-10 |
| 13 | 11 | 15-16 |

$16\frac{1}{2}$

Pair 17

| Rd. | Table | Boards |
|------------------------|-------|--------|
| 1 | (17) | - |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | 12 | 3-4 |
| E/W Pairs skip 1 table | | |
| 8 | ① | 15-16 |
| 9 | 3 | 21-22 |
| 10 | 5 | 27-28 |
| 11 | 7 | 1-2 |
| 12 | 9 | 7-8 |
| 13 | 11 | 13-14 |

$17\frac{1}{2}$

Pair 18

| Rd. | Table | Boards |
|-----|-------|--------|
| 1 | (18) | - |
| 2 | 2 | 5-6 |
| 3 | 4 | 11-12 |
| 4 | 6 | 17-18 |
| 5 | 8 | 23-24 |
| 6 | 10 | 29-30 |
| 7 | 12 | 1-2 |
| 8 | 14 | 7-8 |
| 9 | 16 | 13-14 |
| 10 | ① | 19-20 |
| 11 | 3 | 25-26 |
| 12 | 5 | 31-32 |
| 13 | 7 | 3-4 |

① = Deviation from normal pattern

Give to bumping pair after highlighting the appropriate table configuration.

Pass Out-of-Rotation ⁽³⁰⁾

Partner


(Creativity not allowed)
 No one has bid = **PASS-1**
 A player has bid = **PASS-ALL**
 (X/XX not allowed)

LHO

PASS-1


RHO

PASS-1 unless previously
has made a call; if so...



Correct Player

Changes of Call ⁽²⁵⁾
No auction penalty
Lead Penalty
SUIT(S) or PROHIBIT



(Change of Call)

Bid Out-of-Rotation ⁽³¹⁾


Partner

OP PASS-ALL
Lead Penalty
SUIT(S) or PROHIBIT ANY


LHO

Correct player passes:
 □ Repeat bid = **No Penalty**
 Correct player acts:
 □ Repeats denomination (any level)
OP PASS-1
 □ Doesn't repeat denomination
OP PASS-ALL
Lead Penalty
SUIT(S) or PROHIBIT ANY

Previously
made a call...
(Change of Call)



If initial action...
OP PASS-ALL
Lead Penalty
SUIT(S) or PROHIBIT ANY



Correct Player

X/XX Out-of-Rotation ⁽³²⁾
or
Improper ⁽³⁶⁾

OP PASS-ALL
Lead Penalty - **PROHIBIT ANY**

Insufficient Bid ⁽³⁶⁾
 Must make a sufficient bid or pass.
 □ Lowest denomination - **No penalty**
 □ All other...

OP PASS-ALL
Lead Penalty - **SUIT(S) or PROHIBIT ANY**
 ...unless same suit in a higher denomination