



## **PART D – POLICIES, RULES AND REGULATIONS**

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# NZ BRIDGE SYSTEMS POLICY

(Effective 1 May 2013)

## Introduction

The NZ Bridge Systems Policy seeks to provide guidelines rather than an exhaustive list of permitted conventions. Players and Directors are expected to observe the spirit of these guidelines in considering conventions or treatments not specifically mentioned. In the event of a dispute, the Director's interpretation is final and may subsequently be referred to the Chief Director for ratification or resolution by the appropriate committee of the Board of NZ Bridge.

It is important to understand that the Policy covers partnership agreements and that, to depart from a partnership agreement (a psyche), is not a violation of the Policy (**D29**).

Unless otherwise specified by NZ Bridge, the following are allowable systems or conventions for each Tournament grade.

## 3B Point (Junior) Tournaments

**Green Systems** All

**Note:** Although the Multi 2♣ or Multi 2♦ (described in *Green Systems* below) is a *Green* system convention, it is **not permitted in Junior Tournaments**.

**Blue Systems** Those basically natural systems  
(i.e. without relays or many artificial bids)

**Note 1:** The following Precision opening bids and standard responses are allowed:

- 1♣ (with 1♦ response);
- 1♦ (with no limits on diamond length);
- 2♣ (with 2♦ one-round forcing response).

**Note 2:** A 2NT opening must show a strong hand with no singleton or void.

A 2♦ opening must show 5+ diamonds.

The two preceding Notes apply only to **Blue** systems.

## 5B Point (Intermediate) and 8B Point (Open/Restricted) Tournaments

**Green systems** All

**Blue systems** All

**Red systems** Limited to those that **exclude**:

- An opening suit bid at the 1 level that does **not** show, in the bid suit, at least 2 cards if clubs, at least 3 cards if diamonds and at least 4 cards if hearts or spades;

- A 1NT opening bid that does not show a balanced hand, or that has a minimum HCP count of less than 11;
- Transfer opening bids below the level of 2NT;
- **Brown Sticker** conventions;
- Any opening bid of 2♣ to 3♠ that may be weak and does not promise at least 4 cards in a known suit. The sole exception is an opening bid of 2♣ or 2♦ that may show a weak hand with 6 cards in either major only, or as an option among any number of strong hand types;
- Relay-based systems.

### "A" Point (Open) Tournaments

**"Pairs style"** Less than eight boards are played in succession against the same Pair.

**Green Systems** All

**Blue Systems** All

**Red Systems** Limited to those that **exclude:**

- An opening bid of one of a major that does **not** show at least 4 cards in a specified suit;
- **Brown Sticker** conventions.

**Exception:** These limitations do not apply to the Final or Semi-final **(if applicable)** of A Point Pairs Tournaments run with a qualification stage.

**"Teams style"** Eight boards or more are played in succession against the same Pair.

This category will include nearly all Teams Tournaments and some Swiss Pairs Tournaments, the deciding factor being the number of boards being played in each match/round.

**Green Systems** All

**Blue Systems** All

**Red Systems** All

**Yellow Systems** All

**"National Rubber Bridge Competition" – (A17).**

### Exceptions

Specific exception to the NZ Bridge Systems Policy may be made. If the Tournament Organiser (be it a Club or Regional Committee) wishes to apply to NZ Bridge for such an exception for a Tournament it is planning, then an application should be made through the Secretary, giving reasons and an appropriate amount of time for consideration to be given to the application before the Tournament Notice needs to be sent out.

## Classification of Systems

### Definitions

Average Hand	A hand containing 10 HCP with no distributional values.
Weak	High-card strength below that of an average hand.
Strong	High-card strength a King or greater than that of an average hand (i.e. 13+ HCP).
Natural	A call or play that is not a convention.
Length	3 cards or more.
Shortage	2 cards or less.
Balanced	For the purpose of classifying NT opening bids, balanced shall mean a hand with no more than one (1) shortage and that shortage shall be not fewer than (2) cards in length
Convention	A call that, by partnership agreement, conveys a meaning other than a willingness to play in the denomination named (or in the last denomination named), or high-card strength or length (3 cards or more) there. However, an agreement as to overcall strength does not make the call a convention.

### Random Actions

It is forbidden to open or overcall hands that, by agreement, may contain fewer than 8 HCP and for which no further definition is provided (i.e. bids that promise nothing more than 13 cards in a Player's hand). However, Pairs employing Highly Unusual Methods may open hands at the 1 level that conform to the definition for **Yellow** Systems described below.

### Encrypted Signals

Additional to the restrictions on bidding methods and conventions set out in these Regulations, Players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (i.e. encrypted signals are not allowed).

### Green Systems – All Natural Systems

The following conventions/treatments are specifically allowed. However, this is not an exhaustive list and, if a question regarding a convention not specifically covered is raised, then analogy may be made to the type of conventions/treatments allowed for:

- **General:**
  - Gerber or Blackwood, including modified forms.
  - Negative doubles, including modified forms.
  - Any defence to an opponent's 1NT opening.
  - Immediate cue bid of opener's suit as:
    - Natural **or**
    - Any strong hand.

- **Openings:**

- An opening suit bid at the 1 level that promises, in the bid suit, at least 2 cards if clubs, at least 3 cards if diamonds and at least 4 cards if a major.
- A 1NT opening must be more than 10 HCP and balanced.
- A 2NT opening bid must be more than 17 HCP and balanced.
- The bid of a suit at the 2 level that is strong and promises at least 5 cards in the bid suit and at least 4 cards in another suit.
- Any other 2-level bid by partnership agreement must show a single-suited hand (at least 6 cards) in a known suit; **except:**
- Any 2♣ or 2♦ opening that shows a strong hand and is forcing for at least one round of bidding; **and except:**
- Any 2♣ or 2♦ opening that may show a weak hand in either major (6 cards) only or as an option among any number of strong hand types.
- A gambling 3NT opening.

- **Responses to NT openings or overcalls:**

- Baron or Stayman, including modified forms; **and**
- Transfer responses.

- **Immediate cue bids:**

- Michaels style showing a 2-suited hand (5+/5+) with at least one suit specified, either weak or strong – but not both;
- If the immediate cue bid is unlimited, the convention is **Red**.

### **Blue Systems – Strong Club Systems**

These systems are characterised by a strong artificial 1♣ or 1♦ opening (16+ HCP). Alongside this may sit any conventions/treatments categorised as **Green**.

In addition, the following are allowed:

- A 1♦ negative to the strong 1♣ opening.
- An opening of 1♦ or 2♦ that together provide a "catch-all" and may be as short as a void.

### **Red Systems – Artificial Systems**

This category includes all systems that do not fall under the definition of **Green, Blue or Yellow** systems. **This category also includes any otherwise Green or Blue system that contains a Brown Sticker convention.**

### **Yellow Systems – Highly Unusual Methods (HUMs)**

A system that exhibits one or more of the following features, **as a matter of partnership agreement:**

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1. A pass in the opening position that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
2. An opening suit bid at the 1 level that may be weaker than a pass.
3. An opening bid at the 1 level that may be made with values a King or more below average strength (**0–7 HCP**) and insufficient compensating distributional values.
4. An opening bid of one of a major with alternative possible meanings that the hand may be long or short in a specified suit (**i.e. the use of "wonder" bids**).
5. An opening bid of one of a major with alternative possibilities that show length in one specified suit or length in another specified suit (i.e. the use of multi-meaning bids that do not guarantee an "anchor" suit). **Exception:** one of a minor in a strong club or strong diamond system.

### Defences against **Yellow** systems

In Open Teams Tournaments, unless otherwise specified in the supplementary regulations for the event:

1. A Team using a **Yellow** system must make two copies of their fully completed System Card available to the Director prior to the start of the event, along with a suggested defence to the HUM components of their system for their opponents to use.
2. A Pair opposing a Pair using a **HUM** is allowed to prepare its own notes detailing a defence to the **Yellow** system (not exceeding one A4 sheet). A copy of these notes must be given to the opponents and is considered to be part of the **HUM** Pair's System Card; therefore, it may be consulted by the Pair at the table during the auction period and during the play period only for the purpose of responding to a question from the Pair using the **HUM**.

### Loss of seating rights

In Open Teams Tournaments, whenever a Team with one or more Pairs using a **Yellow** system opposes a Team that has no such Pair, the HUM Team loses any seating rights and lines up first throughout.

### "**Brown Sticker**" Conventions

The following conventions or treatments are categorised as "**Brown Sticker**".

1. Any opening bid of 2♣ through to 3♠ that;
  - Could be weak (may, by agreement, be made with values below average strength) **and**
  - Does not promise at least 4 cards in a known suit.

**Exception:** When all the weak options guarantee at least 4 cards in one known suit and only the strong options do not.

**Exception:** A 2-level opening in a minor that may show a weak hand in either major (6 cards) only or as an option among any number of strong hand types.

2. An overcall of a natural opening bid of one of a suit that does not promise at least 4 cards in a known suit.

**Exception:** A natural overcall in no trumps.

**Exception:** Any cue bid suit that shows a strong hand.

**Exception:** A jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.

3. Any "weak" 2-suited bids at the 2 or 3 level that may, by agreement, be made with 3 cards or fewer in one of the suits.
4. None of the foregoing restrictions pertain to conventional defences against strong, artificial opening bids or defences against "**Brown Sticker**" or **HUM** conventions.

### **Defences against "Brown Sticker" conventions**

A Pair may prepare a written defence (not exceeding one A4 sheet) against the "**Brown Sticker**" elements only of any system. Two copies of these notes should be given to the opponents and are considered to be part of the opponents' System Card; therefore these notes may be consulted by the Pair at the table during the auction period and during the play period only for the purposes of responding to a question from the Pair using a "**Brown Sticker**" convention.

### **Non-Compliance with System Regulations**

When it is brought to the Director's attention that a Pair have transgressed the System Regulations, whether in the system played or the convention(s) used, the Director should consider whether the opponents have been damaged and, if so, whether to award an adjusted score(s).

When damage has been proved, and the Director decides that awarding an adjusted score is justified, it is suggested that the adjustment should be **60%/40% – Law 12C2**.

In addition, the Director may assess a disciplinary penalty, taking into account the following:

- Whether non-offenders have been damaged.
- The standard of the offending Pair.
- The standard of the field, especially Pairs that have been affected.
- Was it reasonable for the offenders to have been aware that they were transgressing the System Regulations.
- Did they take steps to check any doubtful points with the Director prior to the event; or with NZ Bridge.

This list is not exhaustive. If desired, it would be appropriate for a Director to consult with a National Director.

## ALERTING POLICY

(Effective 1 May 2013)

### Introduction

It is an essential principle of the game of bridge that you may not have undisclosed agreements with partner, whether in bidding or in play. Your agreements must be fully available and fully disclosed to your opponents.

You should use the principle of full disclosure in following these Regulations and in explanation of calls. Your principle should be to disclose, not as little as you must, but as much as you can, and as comprehensibly as you can. A careless failure to follow this policy may result in an adjusted score, where opponents have been damaged. If you make a positive effort to meet your obligations under full disclosure, you will rarely, if ever, fall foul of these Regulations.

Your agreements include not only specific agreements appearing on your System Card but also partnership understandings that have arisen through partnership discussion or experience. The opponents are entitled to know about these understandings. General bridge inferences, like those a new partner could make when there has been no prior discussion, are not alertable, but any inferences that can be drawn from partnership experience must be disclosed.

### Definitions and General Principles

#### Conventional Calls Defined

Any bid that shows the denomination named and another denomination also is conventional. All opening bids and overcalls that show two or more suits, even if one of the suits is specified, are by definition conventional.

Opening bids of 1♣ or 1♦ that may contain less than 3 cards in the opened suit are conventional.

Certain calls may not convey any meaning, e.g. the enforced 3♣ after Lebensohl 2NT. Such calls are construed as conventional.

#### Natural Calls Defined

A **bid is natural** if it meets any of these criteria:

- Conveys a willingness to play in the denomination named (but does not come under the definition of a conventional call); **or**
- Shows high-card strength or length (3+ cards) in the suit named.

A **natural NT bid** is defined as one that shows a preparedness to play in NT, and conveys no specific information about your suit holdings.

A **natural pass** is defined as a pass that does not convey any conventional message about strength or suit holdings.

**Natural calls as defined above in general do not require an alert, but there are important exceptions:**

The bid is natural, but you have an agreement by which your bid is forcing or non-forcing in a way that your opponents are unlikely to expect.

### Examples:

- Responder's first-round jump shift on weak hands.
- A non-forcing suit response by an unpassed hand to an opening suit bid (whether or not after intervention).

The bid is natural, but its meaning is affected by other agreements, which your opponents are unlikely to expect.

### Examples:

- A natural NT overcall in the direct position, which does not promise a stopper in the opener's suit.
- A jump raise of opener's 1-level bid, which may be weak or pre-emptive.
- A single raise of partner's suit, which may be strong or forcing, e.g. 1♦–2♦ forcing.
- The rebid in a canapé sequence where the second suit may be longer than the first suit.
- A 1♥ opening that denies holding 4+ ♠.

### Cue Bids Defined

For the purposes of these Regulations, a cue bid of an opponent's suit is defined as a bid of any denomination bid by the opponent or of a suit shown by the opponent's bid. Example: If an opponent opens 1♦ showing spades, then 1♠ and 2♦ are both cue bids. Similarly a 2NT overcall of 1NT is also a cue bid.

### Self-Alerting Calls Defined

There are four different types of self-alerting calls, viz.

- Doubles
- Redoubles
- Cue bids of an opponent's denomination/suit
- All conventional bids at the four level or higher, but **excluding** conventional opening bids on the first round of the auction (these bids still require an alert during the auction).

In addition to the above, the following bids are in such common use that they are deemed to be self-alerting:

- 2♣ Game Force opening bids (and 2♦ negative responses); alert other uses.
- Simple Stayman 2♣ responses to 1NT opening bids and the 2♦ response denying a 4-card major (alert all other uses including a natural 2♣ and responses). Stayman after an opponent's double should be alerted.

These calls carry their own alert and should not be alerted. It may be risky to make assumptions as to the meaning of such a call. You are entitled (at your turn to call) to ask for your own protection, but bear in mind that unnecessary questions may be more helpful to the opponents than to your own side, and may convey unauthorised information, thereby limiting partner's options.

## Clarification for Overcalls

All of the principles for the definitions of conventional and natural opening bids and responses apply equally to overcalls.

### For Example:

#### Do not alert:

- 1NT in the pass-out seat that will contain a stopper in opener's suit.
- Single-suited overcalls showing only the suit named, whether weak, intermediate or strong.

#### Over opponent's takeout double, alert:

- Any bid in a new suit that is non-forcing (except by a passed hand).
- Pre-emptive jumps.
- Fit-showing jumps.

#### Over an opponent's suit overcall, alert:

- Any bid in a new suit that is non-forcing (except by a passed hand).
- Any natural NT bid that does not promise a stopper in the opponent's suit.

## Alert Stages

There are three stages of the alerting process. All are important.

- The pre-alert before the round starts.
- Alerts during the auction.
- Delayed alerts by the declaring side before the opening lead.

## Pre-Alerts

At the start of a round or match, Pairs should acquaint each other with their basic system, length of their 1-level opening bids, the strength and style of their opening 1NT and any **unusual** self-alerting calls as defined above that may catch their opponents by surprise (e.g. doubles that are neither for penalty nor for takeout, or high-level transfer pre-empts).

## Examples

1. Acol, 5-card spade suit, 12–14 point 1NT.
2. Precision, 5-card majors, 15–17 point 1NT, 4-level opening bids are transfer pre-empts.

Calls that require an alert during the auction need not be pre-alerted.

Highly unusual carding (e.g. leading low from doubletons) should also be pre-alerted at this stage.

## Alerts during the Auction

### 1. Announcing of 1C and Natural 1NT opening bids

The partner of a Player who makes a 1C or Natural 1NT **opening** bid, shall promptly alert the opponents by announcing their systemic agreement using the following descriptions:

- **For 1C opening bids in;**
  - **Natural (Green) systems**  
The appropriate length of the club should be announced i.e. ("2 plus", "3 plus", "4 plus", etc)
  - **For Strong Club (Blue Systems)**  
The word "**Strong**" together with the minimum **HCP** holding (e.g.16+) should be announced
  - **For system options other than those above (e.g. a Polish 1C)**  
The word "**Unusual**" should be used
- **For a Natural 1NT opening bid:**
  - "12 to 14" (or the appropriate range)
- **Note: For Mistaken Announcements**
  - The opening bidder may not correct the error during the auction nor may he/she indicate in any manner that a mistake has been made. If at the end of the auction he/she is to be declarer or dummy, then the Director must be called before the opening lead is made and his/her opponents informed that in his opinion an error has been made. If he/she is a defender, the Director must be called at the end of play, but not earlier **Law 20F5**.
  - The opening bidder must carefully avoid taking any advantage of unauthorised information arising from an incorrect announcement by partner, **Law 16B** may apply.
  - For calls made by opponent that are based on the incorrect announcement of the system agreement, **Law 21B** applies.

2. You must promptly alert any other call during the auction if it is conventional (see Alerting procedure below)

### Delayed Alerts

At the end of the auction, the declaring side should draw attention to any unusual features, particularly any unusual non-alerted calls. Upon enquiry, you must disclose fully, not only the specific meanings of all calls, but also any inferences you have drawn from the auction based on partnership experience (as distinct from general bridge knowledge). These explanations may occasionally need to include negative inferences, such as hand types partner probably does not have for his/her bidding. Defenders must not, at this time, draw attention to their own calls, nor voluntarily offer explanations (they must of course fully disclose upon enquiry).

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Takeout/negative-type doubles and penalty doubles do not require a delayed alert. If interested, the opening leader should enquire before leading, or his/her partner may enquire after the opening lead has been made face down.

### Alerting Procedure

Any bid or pass that requires an alert must be alerted promptly by the partner of the person making the call using the method described in the Alerting Regulations/Written Bidding. **(D38)**. when using written bidding, **(D41)** for alerts with bidding boxes without screens and page (D45) for alerts with screens, or as amended by supplementary regulations for the event.) **Note: Alerts are compulsory and you may not ask the opponents not to alert.**

Self-alerting calls should not be alerted.

Delayed alerts should be indicated by a small plus sign (+) in one corner of the appropriate square of the bidding pad as evidence of the delayed alert. (If bidding boxes are in use, the declaring side should verbally indicate which unusual calls require a delayed alert.)

A Player may not be sure whether a call should be alerted. This could be because the Player has forgotten the agreement, has forgotten whether there is an agreement, or is unsure whether an agreement applies. In such cases, it is generally safer to alert the call and, if asked, explain the circumstances. However, the uncertainty about the meaning of the call is unauthorised information to the Player's partner.

Do not explain your alerted calls or delayed alerted calls unless a request has been made.

### Explanations

Merely to name a convention (e.g. Michaels, Lebensohl, etc.) is not an acceptable explanation. There are many variations of most conventions, and a more specific explanation is normally required. Similarly, the use of "standard" or "natural" to describe calls, signals or leads is rarely sufficient – nor the terms "weak", "strong" or "intermediate" – without appropriate qualification.

### Tournament Director's Responsibility

1. Tournament Directors will not allow Players to manipulate these Regulations to their advantage. For example, opponents must be allowed enough time to alert; a speedy action out of tempo followed by a claim for a late alert will receive little sympathy. Likewise, experienced Players claiming damage through a technical failure to alert will need to present a strong case.
2. When Players claim damage due to failure to alert (but are likely to be aware of probable alternative meanings of a call), their claim will be unsuccessful if they failed to protect themselves, because they could have enquired as to the meaning of the call before damage occurred (unless they can demonstrate the inability to enquire because, in so doing, they would have conveyed unauthorised information, and/or given the opponents information to which they were not entitled).
3. Tournament Directors are urged, when giving a ruling at the table, to consider whether the principles of active ethics and full disclosure have been adhered to by the Players.

## **LAW INTERPRETATION, REGULATION & GUIDANCE**

### **Promulgated Jointly by NZ Bridge and the ABF**

**(Effective 1 June 2011)**

The 2007 Laws of Duplicate Bridge provide for the Regulating Authority (NZ Bridge) to select certain Law options and to regulate their usage within its geographical region. The following interpretations have been adopted by both NZ Bridge and the ABF.

#### **Laws**

##### **Law 12C1(b)**

##### **Serious Error**

A serious error is, by its nature, generally something that the Player immediately regrets. For the purpose of this Law, a "serious error" by the non-offending side should be judged according to the calibre of the Player; beginners are expected to make beginners' errors and should not be penalised for doing so.

In general, the following types of action qualify as serious errors:

- (a) Failure to follow proper procedure (e.g. revoking, creating a major penalty card, leading out of turn, not calling the Director after an irregularity).
- (b) Blatantly ridiculous calls or plays, such as ducking the setting trick against a slam or opening a weak NT on a 20 count.

For clarity, the following would usually **not** be considered to be serious errors:

- (c) Any call or play that would be deemed to be normal, even if inferior or careless.
- (d) Any play that has a reasonable chance of success, even if it is obviously not the percentage line.

Some might argue that, if a contract is reached only as the consequence of an infraction, then any error in the play or defence must be related to it. This is too extreme a view and, in order to receive redress, the error has to be **directly** related to the infraction.

**Example:** In misinformation cases, it is sometimes possible to work out from the early play or from the sight of dummy that there has been either a misbid or misinformation. Some Players might not correctly draw that inference, even if it would be obvious to the more experienced. As this obviously "relates" to the infraction, the non-offending side remains entitled to redress.

##### **Wild or Gambling**

A wild or gambling action is usually a deliberate decision or course of action by the non-offending side. A "wild or gambling" action need not be related to the infraction, whereas a "serious error" must be.

What is commonly termed a "double shot" is a gambling action within the meaning of the Law. A failure to take advantage of privileges provided by the Laws, such as not asking the meaning of a clearly alerted call or waiving a penalty, may be considered to be "Wild".

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### Law 12C1(c)

Directors are permitted to award a single weighted score that endeavours to restore the balance of equity on the hand in the instant prior to the infraction.

The calculation of the weightings relates to the expected outcomes from that point forward in an auction unaffected by any irregularity. Any residual doubt that exists in the assessment of the relative weightings should be resolved in favour of the non-offending side.

**Example:** As a result of misinformation, a Pair defends 4♥X. If they had been correctly informed, they will certainly bid game in spades and possibly slam, making eleven or twelve tricks depending on declarer's line of play.

The Director may conclude that equity is best served by substituting a single weighted score as follows:

	40% of	+1430	(6♠ = )
Plus	30% of	+ 680	(4♠ +2)
Plus	20% of	+ 650	(4♠ +1)
Plus	10% of	- 100	(6♠ - 1)

### Weighting a Score at Teams:

Assume that the score in the other room was N/S +680.

	Net Score	IMPs	Weight	Adjust
+1430	- 680 = +750	+13	40%	5.2
+ 680	- 680 + 0	0	30%	0.0
+ 650	- 680 - 30	- 1	20%	- 0.2
- 100	- 680 = -780	-13	10%	- 1.3
			<b>Total</b>	<b>3.7</b>

The IMP total is rounded to the nearest whole number and the board is scored as +4 IMPs to the non-offending side.

Any result of 0.5 IMPs or above is rounded upwards; any result of less than 0.5 IMPs is rounded down.

### Weighting a Score at Pairs:

Assuming that there are 13 tables, the score sheet might look something like the example on the next page:

Table	Contract	Tricks	Score
1	6♠	12	+ 1430
2	6♠ x	12	+ 1660
3	4♠	12	+ 680
4	4♠	11	+ 650
5	<b>Our Score to be weighted</b>		
6	6♠	12	+ 1430
7	4♠	11	+ 650
8	4♠	12	+ 680
9	7♠x	12	- 200
10	4♠	12	+ 680
11	6♠	11	- 100
12	6♠	11	- 100
13	6♠	12	+ 1430

If the result at Table 5 was +1430, N/S would get 19 MPs.

If the result at Table 5 was +680, N/S would get 13 MPs.

If the result at Table 5 was +650, N/S would get 8 MPs.

If the result at Table 5 was -100, N/S would get 4 MPs.

The weighted score is then calculated by multiplying the assigned percentages by the Match Points each possible contract would have obtained:

$$(0.4 \times 19) + (0.3 \times 13) + (0.2 \times 8) + (0.1 \times 4) = 13.5 \text{ MPs}$$

Unlike IMPs, we do allow for decimal places in Match Points; thus, a single score of 13.5 MPs is assigned to N/S. As a board with 13 scores has a top of 24 MPs, E/W receive the remaining 10.5 MPs.

#### **Alternative Manual Calculation Method for Pairs Tournaments Scored by Computer:**

Clearly, to make one of these weighted adjustments for Match Point scoring without the aid of computer software would be tedious, if not impossible, particularly in large fields. Many software packages do not currently cater for this type of adjustment. Until a software modification is implemented, the following procedure shall, by Regulation, be deemed to be the correct procedure.

Enter the scores into the software as normal, substituting average to both sides at the table to which the ruling applies. Then calculate the weighted score using the Match Points assigned by the software (a board print-out will provide this).

Finally, correct the Match Points for both sides, rounded to one decimal place, using the adjusted score (penalty) routine. As the average on the board is 12 and has already been assigned, the Director will add 1.5 MPs to N/S and deduct 1.5 MPs from E/W.

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- Law 12C1(d)** Although this is essentially a matter of judgement for the Director (and subsequently the Appeals Committee), in general, if more than four possible outcomes exist, then the Director should consider applying this provision of the Laws and award an artificial adjusted score.
- Law 12C1(e)** None of the provisions of this Law apply in New Zealand.
- Law 12C2(b)** For IMP play – **Law 86A**.
- Law 16A1(d)** This Law allows the Player use of his memory of information in the Laws and Regulations. It does not authorise him/her to look during the auction and play at the printed Regulations, the Law book, anyone's scorecard or the backs of the bidding cards – all of which are classed as aids to memory **Law 40C3(a)**.
- Law 16B1(b)** For the purpose of this Law, a significant proportion is defined as more than one in four Players. This means that, if fewer than 25% of a Player's peers, using the same partnership methods, would **seriously** consider the action, then it is **not** a logical alternative. For the purpose of this determination, "serious consideration" is defined as much more than just some passing thought.
- In addition, to qualify as a logical alternative, it must be an action that the Director believes that the Player in question might well have taken or an action that he/she believes that **some** of that Player's peers would take. For the purpose of this determination, "some" is defined as more than just an isolated instance.
- Any action chosen by the Player in receipt of unauthorised information qualifies as a logical alternative for that particular Player.
- In deciding whether actions other than the action chosen by the Player in question also qualify as logical alternatives, Directors may consult with other Directors and non-involved Players. A Player poll may also be useful in determining **Law 16B1(a)** whether one particular action was suggested over another by the extraneous information.
- The outcome of any poll may be shared with the Appeals Committee during its deliberations; however, the identity of the Players consulted and their opinions must remain confidential to the Director.
- Law 16B2** The preferred procedure is to summon the Director at the end of the hand but only if it becomes apparent that an opponent may have acted upon extraneous information made available by his/her partner. The Director need be called only if the non-offenders believe that they may have been damaged.
- Whenever a Player believes that there is a possibility that an opponent may have acted on unauthorised information from their partner's gesture, comment, hesitation or the like, he/she should immediately try to establish the facts about what has occurred. This should be done as pleasantly as possible, stressing that, if the Director needs to be called at the end of the hand, there will now be no dispute about the facts. The Director should be called earlier only if there is no agreement about what has occurred. If, at the end of the hand, the non-offending side believe that they have been disadvantaged, the Director can then be summoned.

**Law 20F** There is no infraction when a correct explanation discloses that partner's prior explanation was mistaken. The words "nor may he indicate in any manner that a mistake has been made" in **Law 20F5(a)** do not override the requirement of the Laws always to respond to enquiries **Law 20F** with correct explanations of the partnership understandings.

**Law 21B1** The Director should not allow a change of call **Law 21B1** unless he/she judges that the Player could well have made a different call, if in possession of (solely) the correct information. The Director makes the same judgement when determining whether to award an adjusted score – **Law 21B3**.

**Law 23** This Law is equally applicable within both the auction period and the play period. The separation of the Laws into chapters and sections does not affect their application.

**Law 24** This Law applies throughout the auction period **Law 17A** such that, when the card may have been visible to partner, it overrides the generality of **Law 16**.

**Law 25A** The 2007 Laws now use the word unintended (rather than inadvertent). In applying this Law, the Director must still be satisfied that the Player never had it in his/her mind to take the action he/she took. For example, opening 1♥ with one heart and five spades clearly suggests some sort of inexplicable mental aberration. By contrast, a Player who opens 1♣ with a 4-card suit and then quickly changes it to 1NT, because he/she has remembered that he/she is playing a strong no trump, should not have the first call considered as unintentional, no matter how quick the change was. The acid test is the Player's incontrovertible intention, not the speed of the change.

A bid may be treated as unintentional under this Law even if the Player's attention is drawn to it by the action of his/her partner alerting the bid or an opponent's question. Once again, the clear intention of the Player is the guideline that the Director should use. Cue bidding 2♠ over 1♠ with a hand that has only 13 points and a 6-card club suit clearly suggests that it is appropriate to allow a change under this Law. By contrast, bidding 2♥ in response to 1NT with a heart suit when playing transfers would not qualify.

The accidental removal of the wrong bidding card from a bidding box is another example of an unintended action. The most common situation is where the mis-pulled call is adjacent to the intended call (i.e. 2NT or 2♥ instead of 2♠, or the removal of a "Double" card instead of a "Pass" card). However, the Director should be more reluctant to allow a change (on purely mechanical grounds) if the prospective alternative call comes from a distinctly different part of the bidding box (such as the attempted replacement of a 3♣ bid with a pass).

It is really only the Director who attends the table who can ever be in a position to judge when **Law 25A** is applicable.

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### Law 26 (A & B)

The application of this Law is dependent solely on the nature of the withdrawn call. When the withdrawn action relates **only** to specified (i.e. known) suits, **Law 26A** applies. In all other situations, **Law 26B** must be applied.

#### Examples:

Withdrawn Call	Meaning	Law
2NT overcall	Both minors	<b>26A</b>
1NT opening	Natural, balanced	<b>26B</b>
2♦ Michaels cue bid	Hearts and spades	<b>26A</b>
2♥ Michaels cue bid	Spades and a minor	<b>26B</b>
2♠ opening	Two suits – same colour	<b>26B</b>
1♣ Precision	Strong 16+ HCP	<b>26B</b>

### Law 27B1(a)

Players are still permitted to replace an insufficient bid with a bid in the same denomination at the lowest legal level without restriction provided that, in the opinion of the Director, neither the insufficient bid nor the substituted bid is artificial. The auction continues normally and the information that the bid was intended to be natural is authorised to all Players at the table and therefore **Law 16D** does not apply.

### Law 27B1(b)

Players are also permitted to substitute other legal calls without restriction (irrespective of any artificiality) provided that, in the opinion of the Director, the selected call has the same meaning as or a more precise meaning than the insufficient bid (i.e. the replacement conveys the same or more precise information).

Since the promulgation of the 2007 Laws, a number of Regulating Authorities (including the WBF) have instructed their Directors to follow mildly liberal interpretations of **Law 27B** with respect to allowing artificial correction of some insufficient bids where the set of all possible hands shown by the new call is not totally consistent with those of the original insufficient bid. NZ Bridge has also adopted this approach.

In order for the Director to correctly exercise this discretion, he/she must first determine the offending Player's original intent at the time of the infraction and then investigate the Pair's methods. This will often entail quizzing the Players away from the table and/or an examination of the Pair's System Card. Only after these investigations should the Director then explain the options.

#### Note that:

- A truly unintentional action may be corrected via **Law 25**.
- The Director will need to compare the information available from both the insufficient bid and the replacement call. If the Director deems that the information gained by the insufficient bid is not likely to damage the non-offending side, then he/she should permit the auction to continue.

- Common situations where the Director might exercise discretion typically involve small discrepancies in the HCP ranges and when additional negative inferences are available with respect to certain hand types [see examples (c) and (h) below where such inferences exclude some of the hands shown by a potential correction].
- Occasionally, it will be unclear whether to allow the correction without restriction under **Law 27B1(b)**, or to require the offender's partner to pass throughout the remainder of the auction under **Law 27B2**. In those cases, the Director is advised to err on the side of applying **Law 27B1(b)** (i.e. attempt to get a normal bridge result).

### Law 27D

Whenever the Director allows the correction of an insufficient bid without restriction, he/she should advise the non-offending side to call him/her back at the end of play if they consider that the outcome of the hand may have been different had the offender's partner not had the assistance of the withdrawn bid. In situations where the Director considers that the non-offending side has been damaged, he/she applies **Law 27D**.

Any such adjustment should be based upon the most likely outcome(s), had the original infraction (i.e. the insufficient bid) not occurred. Under no circumstances may an adjusted score be awarded that gives any weight to the perceived benefit that might have accrued to the non-offending side if the Director had elected to apply **Law 27B2** – even if subsequently it is considered that this may have been the more appropriate action, i.e. **Law 82C** is not applicable).

### Examples

(a)	<b>West</b>	<b>East</b>
	1♠	3♠
	4NT	4♦

If the Director is satisfied that East was answering Blackwood but at the wrong level, then East will be allowed to correct to 5♦ without any restriction.

(b)	<b>West</b>	<b>North</b>	<b>East</b>
	4NT	5♥	5♦

Similarly, if E/W are playing DOPI over Blackwood interference, then East could now pass (to show one Ace) and the bidding would again proceed without further restriction. Conversely, if E/W are playing PODI (Pass = None, Double = One), East would replace his/her insufficient bid with a double for the same effect.

(c)	<b>West</b>	<b>North</b>	<b>East</b>
	1♦	1♠	1♥

If 1♥ was intended to show at least 4 hearts and enough HCP to respond, then a replacement of 2♥ is permitted under **Law 27B1(a)** without any further restriction.

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Alternatively, if a negative double by East would systemically **guarantee** at least a 4-card heart holding, then East could also replace the 1♥ with a double under **Law 27B1(b)** without restriction. Here the Director is exercising some discretion, because there are certain distributions on which the offender might make a take-out double after intervention, but not respond 1♥ in an uncontested auction (a typical case would be if East held 5 spades and 4 hearts). In the unlikely event that these negative inferences damage the non-offending side, the Director can still adjust under **Law 27D**.

However, pass would not convey a heart suit and therefore **Law 27B2** applies, i.e. partner will have to pass whenever it is his/her turn to call and **Laws 23 and 26** may also apply.

(d)

West	North	East
1NT	2♠	2♦

If East's intention was to transfer to hearts (he did not see the 2♠ bid), then a replacement bid of 3♥ would not bar his/her partner.

(e)

West	North	East
1NT	2♦	2♣

2♣ was intended as simple Stayman. A Lebensohl-type cue bid replacement of 3♦ (asking about a 4-card major) would now have the same meaning as the original insufficient bid and thus not bar West.

Alternatively, if the Director is satisfied that the Player intended to bid 3♣ naturally, he/she allows that change without restriction under **Law 27B1(b)**.

(f)

West	East
2NT	2♥

Similarly, if 2♥ was intended as a transfer, then a bid of 3♥ (still transferring) would permit the auction to continue without constraints.

(g)

West	North	East
1♠	2♥	1NT

Here, the replacement of 1NT with 2NT is permitted without restriction under **Law 27B1(b)** if the Director is satisfied that this was East's original incontrovertible intention.

In other circumstances (e.g. if East did not see the 2♥ bid), the substitution of 2NT is permitted without restriction under **Law 27B1(a)** if both 1NT and 2NT are natural.

The information that East's HCP range might well be different from that of an original 2NT response is authorised to both sides but **Law 27D** will apply if the offending side achieves a favourable result that would not have been possible without the infraction (such as stopping in 2NT when it only makes 8 tricks if played by East).

(h)

West	North	East
1♣	1♥	1♦

E/W are playing a strong club system and East did not see the 1♥ bid. If 1♦ was intended to show 0–7 HCP, then the substitution of a pass (showing 0–4 HCP) would not bar West. Note that a call that specifies a narrower HCP range is actually more precise (i.e. it contains more information) than a call with a wider HCP range.

The Director might also exercise discretion to permit the substitution of double, even if it showed 5–8 HCP. In general, the Director's inclination should be to allow auctions to continue under **Law 27B1(b)** whenever there is only a small discrepancy in hand strength.

### Summary

Most insufficient bids arise from either a failure to observe the call of RHO or a general confusion about the current level of the auction. Therefore, in applying **Law 27**, the Director should proceed as follows:

- (a) Remove the offender from the table and determine his/her original intent and the specific meaning of the intended call.
- (b) Verify the general methods of the partnership and, if necessary, consult the offender's System Card or any other system notes.
- (c) Determine the possible replacement calls available and their meaning.
- (d) Return to the table and explain all the options to the Players (including that LHO has the option of accepting the insufficient bid **Law 27A**).
- (e) Allow the (fully informed) Player to select a replacement call and then, based upon the investigations detailed in steps (a)–(c), apply either **Law 27B1** or **Law 27B2**.
- (f) If **Law 27B1** was applied, the non-offending side are informed of their right to re-call the Director at the end of play if they believe the outcome of the board would have been different without the assistance of the insufficient bid.

**Note:** When bidding boxes are in use, the Director should always be aware of the possibility that a Player might simply have **mis-pulled** the incorrect bidding card from the box. If the Director is of this opinion, then he/she should apply **Law 25A** and not **Law 27**.

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- Law 40B2(a)** This Law is the basis and authority for the classification and restriction of certain partnership methods as outlined in the System Regulations **(D3–D8)**. It is also the authority for the procedures as described in the NZ Bridge Alerting Regulations.
- Both members of a partnership must play the same system, including bidding and card play agreements. Where, as a matter of style, members frequently adopt different approaches from each other, that difference (or those differences) must be disclosed on the System Card **(D35)**.
- Law 40B2(b)** Players may not consult their own System Card once the cards have been removed from the pockets of the board. This prohibition continues until the end of the play period.
- However, NZ Bridge does allow written defences to Yellow Systems and Brown Sticker Conventions to be referred to at the table in most events **(D7–D8)**.
- Law 40B2(c)** After the conclusion of the auction, dummy is prohibited from inspecting an opponent's System Card. The other Players may inspect an opponent's System Card only when it is their turn to call (during the auction) or their turn to play (during the play period).
- Law 40B2(d)** The Regulations restricting the use of psyches in New Zealand are set out **(D29)**. **Note:** These are different from those in force in Australia.
- Law 40B3** Prior agreement by a partnership to vary its understanding during the auction or play following a question asked, a response to a question or an irregularity committed by its own side is prohibited.
- Law 41A** The opening lead should be made face down. A lead made face down is not an opening lead until faced and may thus be retracted without penalty, but only upon instruction of the Director (i.e. when the lead was made from the wrong side or following the correction of misinformation).
- Law 45C4(b)** The designation of a card in dummy can be changed only if the Director is satisfied that declarer incontrovertibly never intended to play that card.
- Example:** Declarer leads towards the AQ in dummy, LHO plays the King and declarer plays the Queen. The Director will not allow the Queen to be changed because declarer cannot now claim that he/she never intended to play that card (i.e. LHO may have played low).
- Law 55A** If the declarer has led from the wrong hand, either defender may accept the lead out of turn. However, if the defenders chose differently, it is the choice of the defender next to play to the incorrect lead that will prevail.
- Law 61B3** Defenders may make enquiries of each other or declarer regarding a possible revoke.

**Law 64B7** When both sides have revoked on the same board, each revoke is examined separately for the purposes of assessing equity **Law 64C** at the instant prior to each infraction.

**Law 69B2** This Law requires that "such trick" shall be transferred or not transferred as determined by the Director's ascertainment of the facts. In no circumstances can its application lead to a weighted score.

**Law 70A** In adjudicating a contested claim or concession, the Director is required to use his/her bridge judgement to determine, as equitably as possible for both sides, what in his/her opinion would have happened if play had continued normally [giving no weight to irrational (silly) lines].

However, there is no option to award a split or weighted score, because the margin of doubt that might remain after consultation with colleagues (or, if appropriate, Players) must be resolved in favour of the non-claiming side.

To assist Directors in making this distinction, please refer to the examples in **Laws 70C and 70E2 below**.

**Law 70C** A declarer who is unaware of a missing trump is "careless" rather than "irrational" in failing to draw that missing trump or stating how he/she will take care of it. Thus, if a trick could be lost by playing other winners first, then the Director should award that trick to the non-claimers.

#### **Examples**

- (a) Declarer claims all the tricks with a good trump (the  $\heartsuit 9$ ), two spade winners and a heart winner. The defence can ruff the heart with their outstanding small trump. Despite declarer swearing on a stack of bibles that he/she knew that there was a trump out, if he/she was too careless to mention it, then he/she may easily have forgotten it, and the defence is allocated a trick.
- (b) Declarer is in  $7\spadesuit$  with thirteen tricks as long as spades (trumps) are not 5–0. Declarer cashes one round and says "All mine" when both Players follow. He/she clearly has not forgotten the outstanding three trumps and the claim is good.

**Law 70E2** In adjudicating disputed claims involving an unstated line of play, the following guidelines apply:

#### **(a) Top down**

A declarer who states that he/she is cashing a suit is normally assumed to cash them from the top.

#### **Example**

Suppose declarer claims three tricks with AK5 opposite 42, forgetting that the Jack has not gone. It would be normal to give declarer three tricks because it would be considered to be irrational to play the 5 first.

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### (b) Different suits

If a declarer appears to be unaware of an outstanding winner, or a losing line of play (see **(a)** above, and a trick could be lost by playing or discarding one suit rather than another, then the Director should award that trick to the non-claiming side.

#### Example

Declarer has three winners in dummy and must make three discards. Declarer appears to have forgotten his/her ♦J is not a winner. It is careless rather than irrational that he/she should discard some other winner to retain the ♦J.

- Law 72A** It is an infraction to deliberately lose a match, even if it might improve one's chances of winning the subsequent stages of the event. It is also a breach of Law to engineer a poor result during a Pairs event, whether it be to assist the opponents or to impede the chances of some other Pair.
- Law 73A2** The use of Stop Cards is authorised by NZ Bridge for all A Point Tournaments and is strongly recommended for use in all other Tournaments.
- Law 76A2** The Tournament Organiser shall be responsible for deciding which matches should be broadcast on BBO. The Tournament Organiser is also responsible for the prior training of the operators and the efficient delivery of the service on site. BBO must not intrude on the Players' amenity or impede the rate of play. It is the responsibility of the BBO operators to keep pace with the play, not the reverse.
- Law 76C2** The right to penalise an irregularity may be forfeited if attention is first drawn to the irregularity by a spectator for whose presence at the table the non-offending side is responsible.
- The right to correct an irregularity may be forfeited if attention is first drawn to the irregularity by a spectator for whose presence at the table the offending side is responsible.
- Laws 78 & 79B** Printed copies of the information given under these Laws (i.e. the Scoring and IMP tables) may not be consulted during the auction or play.
- Law 79C1** Within the correction period, the Director may adjust an inconsistent score (e.g. 4♥ making 11 tricks = 620) to a consistent score (i.e. 650) if **both** Pairs agree that it is the correct result. The Director may not alter an inconsistent score if the Pairs are unavailable for consultation or where there is no agreement as to the correct result.
- The Director can also adjust a consistent score if attention is drawn to a possible error within the same time frame. However, in this case, before any change is made, the Director must have complete confidence in the recollections of both Pairs, bearing in mind such factors as:-

- (a) The time elapsed between the board having been played
- (b) The nature of the scoring query **and**
- (c) The possibility of a more experienced Pair forcefully stating their version of events and thus intimidating a less experienced Pair into compliance. If the Director has any doubts at all about what has occurred, then the consistent score as originally recorded shall stand.

**Law 79C2** No change in score may occur after expiry of the score correction period.

**Law 80A3** The powers of the Regulating Authority for New Zealand rest with the Board of New Zealand Bridge Incorporated as provided for in its Constitution and have **not** been assigned or delegated to any other entity.

**Law 80B** Unless otherwise directed by the Board of NZ Bridge, the Tournament Organiser under these Laws is for:

- (a) 20A & 15A National Events – the (Match) Committee appointed by the Board.
- (b) 10A Point events – the (Match) Committee nominated by the Regional Committee delegated to conduct the event and approved by the Board or the Chief Director on behalf of the Board (**B10-B11**).
- (c) For all other events – the Club committee where the event takes place.

**Law 80B1** Where responsibility for a Tournament run under the auspices of the NZ Master Point Scheme is delegated to a Tournament Organiser (be it a Regional Committee, Club or Individual), these entities are not permitted to draft or implement regulations, written or otherwise, that are in conflict with the rules, regulations or requirements as promulgated by NZ Bridge.

**Law 80B2(j)** Although this administrative function may be performed by the Tournament Organiser, ultimate responsibility for the accuracy of the scoring is vested in the Director.

**Law 81** The term "Director" means the Director in Charge appointed by the Tournament Organiser under **Law 80B2(a)** and subject to the Director's Policy of NZ Bridge (**C5-C6**).

**Law 82(c)** This Law makes no suggestion that a Director should automatically cancel a board when he/she (or his/her assistants) has made an error. Play should continue such that a result may be obtained. If it is then necessary to adjust the table score, this will usually lead to an assigned score.

If the Director can confidently predict what would have happened if he/she had given the correct ruling originally, then he/she should just correct it. If he/she cannot predict the true outcome on the board, then he/she should award an assigned adjusted score, treating each side for that purpose as non-offending.

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In doing so, he/she may need to use his/her powers under **Law 12C1(c)** to substitute an equitable weighted score that reflects all the possible outcomes had the correct ruling been given.

An artificial adjusted score should be required only in those instances where a result could not be obtained (e.g. when a board has been prematurely cancelled) or when too many possible outcomes exist for a weighted score under **Law 12C1** (see above).

Any clear error should be corrected, but a ruling that was essentially a matter of judgement, or a ruling where there is a strong argument in favour of the original ruling, should not be corrected. Review of matters of judgement, or resolution of arguments as to the correctness of a ruling that was thought to be close, are proper matters to be dealt with via an appeal against the ruling.

### Examples

- (a) A Director gives an adjustment to 2♠ making. He/she later realises that it will always make nine tricks. Despite the obvious embarrassment, he/she must return to both sides and explain that the ruling has now been amended to 2♠ +1.
- (b) A Director initially fails to recognise that a particular explanation is misinformation. He/she later realises that he/she should have amended the score from 6♣ doubled making in one direction to 6♦ doubled making in the other direction. He/she must now bite the bullet and give the correct ruling (6♦ doubled).
- (c) A Director incorrectly cancels a board part way through the auction, believing a Pair to be playing an illegal agreement. This is wrong because the board should always be completed. However, worse is to follow when he/she discovers that the agreement was not actually illegal. Because the board was not completed, **Law 12C1(d)** applies and the best the Director can do is to give each side average plus.
- (d) RHO leads a spade out of turn. Declarer forbids LHO from leading spades. Unfortunately, the Director tells LHO he may not lead spades again. Later in the play, LHO gets in and fails to find the killing spade switch. If the Director had not got this wrong, then perhaps LHO would have found the switch, perhaps not. Because the spade switch was reasonable but not automatic, the best approach is to weight the possibilities using **Law 12C1(c)**:

$$\begin{array}{rcl} 60\% \text{ of } & 3\text{NT} & = \text{NS} + 400 \\ \text{Plus } 40\% \text{ of } & 3\text{NT} - 1 & \text{NS} - 50 \end{array}$$

### Law 86A

For events scored against a datum or for head-to-head matches of less than 11 boards, the score awarded (as average plus or average minus) shall be plus or minus 2 IMPs.

- Law 86D** The Director should always strive to award an assigned, rather than an artificial, adjusted score where a valid result has been obtained at one table but, because of an infraction, there being only one side at fault, no result was possible at the other table. This will sometimes require the use of an equitable weighting to reflect the range of possible outcomes – **Law 12C1(c)**.
- However, where both sides are at fault, or neither side is at fault for the failure to obtain a result (i.e. as might occur when there has been a duplication error or the contestants in another match have fouled the board), then an artificial adjusted score shall be assigned to both contestants **Law 86A**.
- Law 87** Should multiple boards in an IMP-scored (Swiss or Round Robin) event be fouled, then the procedures as described in **Law 86** will apply, unless the number of valid comparisons falls below 50% of the total number of boards scheduled for that round, whereupon an artificial match result of 18 VP shall be assigned to each of the contestants involved (**until 1<sup>st</sup> October 2013 when the WBF Continuous VP scale is implemented when the VPs awarded will be 12**). See the Fouled Board Regulations **D30**.
- Law 92A** The Director must first provide a ruling before any matter can be brought before an Appeals Committee. If the Director himself/herself refers a matter to the Appeals Committee **Law 81C7**, there must still be an initial ruling in order for it to be reviewed.
- When an appeal against a decision of the Director at a Tournament conducted under the auspices of NZ Bridge or its Master Point Scheme is unsuccessful, the Appeals Committee shall consider the merit of the case. If the grounds for appeal or the charges brought against another contestant are held to be without merit, the Committee should assess a penalty, taking into account the circumstances of each individual case.
- Law 92B** For all Tournaments run under the auspices of NZ Bridge or its Master Point Scheme, unless a different time is promulgated by the Tournament Organiser, the time for requesting a ruling from the Director or for filing an appeal expires 30 minutes after the official end of the stanza of boards to which the ruling applies. The time for filing an appeal of a late ruling expires for each party 30 minutes after they were officially advised of the ruling.
- Law 93C1** The correct procedure for requesting a qualified review by NZ Bridge of rulings made by an Appeals Committee at any Tournament conducted under the auspices of NZ Bridge or its Master Point Scheme, including the National Congress and the Trials conducted to select the National Representative Teams, is described in Part C.
- Law 93C3(a, b)** For all Tournaments run under the auspices of NZ Bridge or its Master Point Scheme, including the National Congress and the Trials conducted to select the National Representative Teams, the decision of the Tournament Appeals Committee is final. The Regulations Committee of the Board will limit its function to clarification/interpretation of the Laws and Regulations in order to establish or confirm a legal precedent or correct procedure.

## DECEPTIVE CALL OR PLAY (PSYCHIC BIDS)

(Effective 1 April 2010)

1. A "psyche" is a deliberate gross misrepresentation of your high card strength and/or the length of one of your suits – (Law of Duplicate Bridge 2007, page 3). **Note:** The key words are "deliberate and "gross"

To make a wrong bid accidentally is not a "psyche" – it is not deliberate. To shade an opening bid by a couple of points is not a "psyche" – it is not gross.

2. You may depart from agreed partnership methods in an attempt to deceive the opponents as long as partner is unaware of the violation. The opponents have no recourse if they are misled or damaged by a "psychic" bid unless they can establish that they were given an incomplete or erroneous explanation of the opposing side's methods.

**However** if your bidding or play is inconsistent with your explanation of partner's bidding, you lay yourself open to an accusation of improper conduct and, if challenged, must establish that your subsequent actions were based on information gained from your opponent's bidding or play or from your own cards and **not** from a concealed partnership agreement. Any doubt will be resolved in favour of your opponent.

3. It is prohibited to "psyche" any conventional opening call that has as one of its options a hand that:
  - (a) May contain 13 or more HCP, **and**
  - (b) Is unlimited, **and**
  - (c) Does not show either a specific suit or a balanced hand.

In response to any opening bid, the responder is prohibited from psyching any bid that:

- (a) Is by partnership agreement a game try or a game force, **and**
  - (b) Neither relates to a specific suit or suits nor shows a balanced hand.
4. It is prohibited to "psyche" a Multi 2♣ or Multi 2♦, as defined on page (D6).
  5. Persistent "psyching" is not permitted. Directors should regard more than **two (2)** deliberate gross misdescriptions by a partnership in any one session as evidence of persistent "psyching".

## FOULED BOARDS/FORFEITED MATCHES

(Effective July 2013)

### Teams or Match Play

Whenever it is possible to do so, the Director will take the necessary steps to ensure that a board or boards are played in such a manner as to ensure that a valid comparison is obtained between both tables. The Team responsible for the fouling may be fined 0.5 VP or 3 IMPs in a knockout match (1.5 VPs or 6 IMPs if the cards are exchanged between partners).

When it is not possible to correct the board:

1. Where the correct board has already been played at one table and, as a result of an irregularity by one side, no result was possible at the other table, **Law 86D** applies (**D28**).
2. Otherwise, a fouled board should be replaced with the substitution of a new board, provided that the Director is satisfied that the result of the match is not known to the contestants and that time permits. The Director's decision shall be final.
3. Where it is not possible to play a replacement board, **Law 86A** applies (**D27**).
4. A Team responsible for the fouling may, at the discretion of the Director, receive a procedural penalty of 0.5 VPs (1.5 VPs if cards are exchanged between partners), or, in a knockout match, a penalty of 3 IMPs (6 IMPs if cards are exchanged between partners). The Director may increase the penalty for repeated or serious breaches.
5. If, in the opinion of the Director, the number of unplayable boards resulting in artificial adjusted scores represents such a significant number of the total (> 50%) that it is not equitable to declare a result, both Teams will be assigned 18 VPs (**until 1<sup>st</sup> October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 12**) or, after the last match of the round, the average of all the other matches or stanzas, whichever is the greater. In exercising his/her discretion, the Director is advised to consult the Match Committee and/or Appeals Committee. His/her decision, once made, is final.
6. In the event where two Teams have sat in the same orientation at both tables in a match, and the Director at his sole discretion determines that it is not possible to re-play the match, both sides will be assigned 12 VPs (**until 1<sup>st</sup> October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 8**). In the event of a match stanza, then, unless the supplementary regulations specify otherwise, the result of the match will be determined on the valid boards played in the match (**but see 3 above**).

## Ranking Play (Match Points)

1. Provided a board has been played more than three times **or** by more than one-third of the field, each Pair's score is ranked and match pointed in their own group to obtain (M). Then the final Match Points to be awarded (**F**) are calculated for every Pair in the field as follows:

$$F = \frac{(M \times E) + (E - A)}{A}$$

**where:** F = Match Points (double) to be awarded to the Pair.  
M = Match Points (double) when ranked in their group.  
E = total number of scores in the field.  
A = number of scores in the group.

Fractions are rounded to one decimal place.

2. For 1, 2 or 3 fouled tables:

1	50%		
2	55%	45%	
3	60%	50%	40%

- (a) Tie Pairs share the difference.
- (b) Pairs in no way at fault receive an indemnity of 10% and the provisions of **Law 88** apply if their score for the session was greater than awarded here.
- (c) A Pair partially to blame receives no increase (failure to detect a fouled board puts a Pair partially at fault).
- (d) A Pair responsible receives a penalty of 10%.

## Forfeited Matches

If a Team is unable to play, or complete, a match, and the Director declares the match or stanza forfeited, unless otherwise regulated, the following will apply:

1. In a match scored using the WBF VP scale, the Team in forfeit shall score zero VPs and zero IMPs.
2. The Team winning the forfeited match shall receive 18 VPs (**until 1<sup>st</sup> October 2013 when the WBF Continuous VP Scale is implemented, when the VPs awarded will be 12**) or the average number of VPs won by the Team in all its other matches, or, at the conclusion of the stage, the average number of VPs won by the opponents of the forfeiting Team in matches played against that Team, whichever is the greater.
3. In a knockout match, involving multiple stanzas, the Director shall assign such an IMP score to the non-offending Team for that stanza as he/she shall consider to be equitable.

# **SUBSTITUTIONS**

**(Effective 1 April 2010)**

## **1. Before the Commencement of the Event**

- 1.1 All substitutions that conform to the promulgated conditions of contest for the event (e.g. Junior, Intermediate, Mixed) are permitted with the approval of the Tournament Organiser.
- 1.2 Substitutes that do not conform will be permitted only as last-minute entries to allow the smooth operation of the event and, then, only with the prior permission of the Director. It is preferable that the substitute should not be of a higher standard than the Player substituted for. The Director's decision is final.
- 1.3 Any substitution found not to conform to the rules of contest or to comply with these regulations will not be eligible for the award of Master Points or any prizes. For scoring purposes, the Pair or Team will be treated as a phantom. The Director should notify the Pair or Team concerned.

## **2. During the Event**

- 2.1 The Director in Charge is authorised to substitute a Player (or Pair), who for unforeseen circumstances is unable to continue, with a Player (or Pair) who conforms to the conditions of contest for the event (e.g. Junior, Intermediate, Mixed). The Director's decision will be final.
- 2.2 Note: At the National Congress, a valid substitution under **2.1** above is permitted only with the prior approval of the Director appointed to be in charge of the Congress (usually the Chief Director of NZ Bridge).
- 2.3 If required for the smooth operation of the game, the Director is authorised to make an emergency substitution that does not conform to the conditions of the event. It is preferable that the substitute should not be of a higher standard than the replaced Player.
- 2.4 Any substitution found not to conform to the rules of contest or to comply with these regulations will not be eligible for the award of Master Points or any prizes. For scoring purposes, the substitute will be treated as a phantom for that session. The results for the competing Pair in previous sessions will stand. The Director should notify the Pair or Team concerned.

## **3. Pairs Event**

- 3.1 In an event with qualifying sessions, if the substitute conforms to the conditions of contest, the substitute becomes the qualifier if playing more than 50% of the boards.
- 3.2 Non-conforming substitutes disqualify the Pair from qualifying.
- 3.3 Any C Points earned in a session are awarded to the Player who has played more than 50% of the boards if he/she conforms to the conditions of play.

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- 3.4 Non-conforming substitutes disqualify the Pair from earning Master Points **(1.3 or 2.4 above)**.
- 3.5 A Points or B Points earned are apportioned to the Players according to the number of boards each has played; fractions are rounded to the nearest whole number **(E13 – E16)**.

### 4. Teams Event

- 4.1 A substitute, who conforms to the conditions of contest, in a Team of four or five becomes a member of the Team and is considered to have been a member for the entire event. For the award of overall Master Points, a Player must have played a minimum of 25% of the boards **(E13 – E16)**.
- 4.2 A member of another Team that is entered in the same event may not act as a substitute in another Team **(see 2.3 above)**.
- 4.3 A Team of six is considered not to need substitutes. If, for exceptional and unforeseen circumstances, such a Team requests a substitute, then it must apply to the Director, whose decision is final.
- 4.4 A non-conforming substitute disqualifies the Team from receiving Master Points.

### 5. New Zealand National Rubber Bridge Competition

Refer to **(A16)** for information on substitutions for this event.

## **TIE-BREAKING PROCEDURES FOR QUALIFYING PLACES OR DETERMINING THE ORDER OF QUALIFIERS**

**(Effective 1 January 2006)**

The following tie-breaking procedures are recommended for use at all Tournaments. These are the default tie-breaking procedures and should be used when no other method has been promulgated before the start of the event.

### **If the current stage of the event is either Swiss Pairs or Swiss Teams:**

1. Swiss Points.  
**If still tied**
2. Net IMPs of all matches.  
**If still tied**
3. Toss of a coin.

### **If the current stage of the event is a Round Robin:**

1. Net IMPs of the head-to-head match. If more than one match, wins v losses, followed by the net IMPs of all the head-to-head matches.  
**If still tied**
2. Net IMPs of all matches.  
**If still tied**
3. Toss of a coin.

### **For Knockout Teams Matches**

Successive four-board play-offs.

### **For Pairs Events**

Toss of a coin.

### **For Determining Final Placings**

Ties are not generally broken, but, if the nature of the prizes requires tie breaking, and if it is so specified in advance, then it is recommended that the tie-breaking procedures for qualifying places be used to determine the prizes, but that the Pairs/Teams remain tied for the purposes of trophies and Master Points.

## NZ BRIDGE SYSTEM CARDS POLICY

(Effective 1 September 2013)

NZ Bridge is seeking to make the carrying and use of Systems Cards an integral part of the way the game is played. Their use helps protect Players from passing unauthorised information to their partner through a question or a reply to a question. In the event of dispute about partnership agreements the system Card aids the Director (and Appeals Committee) to make an informed decision.

For those reasons Clubs are encouraged to actively promote the use of System Cards in Club Sessions.

From the 1<sup>st</sup> September, 2013 the existing NZ Bridge Standard and Basic System Cards will be replaced by a single System Card.

Initially hard copies of the blank System Card will be available from NZ Bridge and eventually from suppliers of bridge stationary.

A comprehensive system card editor complete with help file can be downloaded from the New Zealand website at **www.nzbridge.co.nz**. which players can use to create and print their own partnership system cards. The file can be saved and subsequently edited if changes are made. It is the expectation that widespread use of the system card editor will become normal practice for Tournament Players.

The new system card comprises two sides when folded in two and results in 2 outer and 2 inner pages.

### Policy for System Card Use

- Effective from 24<sup>th</sup> September, 2013, Players in "A" Point Tournaments must carry a NZ Bridge System Card with at least the outer two pages (**panels 1 to 7**) fully completed with their partnership agreements.
- The use of any other system card (except the ABF Standard System Card) is not permitted.
- For System classification and permissible conventions at Junior, Intermediate or Open 8B & Restricted Tournaments refer to NZ Bridge System Policy (**D3 –D8**).
- Effective from 28<sup>th</sup> February 2014, Players in all Tournaments run under the auspices of NZ Bridge will be expected to carry a NZ Bridge System Card with the outer two pages fully completed with their partnership agreements.
- **In addition**, players participating in 10A or higher Tournaments from 28<sup>th</sup> February, 2014, must fully complete all parts of the System Card and if necessary use the supplementary notes page available as part of the e-version of the System Card at **www.nzbridge.co.nz**
- At the commencement of each session of a Tournament NZ Bridge requires that all Directors make players aware of their obligations to fully disclose their agreements and the requirement to carry their system card.

## **DUTIES OF NON-PLAYING CAPTAINS & / OR REGIONAL TEAM MANAGERS**

**(Effective September 2013)**

1. Except as noted below, a non-playing captain (NPC) or a Regional Team Manager may not converse with members of the Team (or their opponents), once any Player has withdrawn a hand from the board on the table, until all hands have been replaced.

The NPC or Regional Team Manager may intervene for the following purposes:

- 1.1. To protect the rights of the Team if they are believed to be jeopardised in any way.
  - 1.2. To require that the Director be called to the table.
  - 1.3. To intimate his/her own intention to make a protest or appeal on behalf of the Team in reference to any matter.
  - 1.4. To curtail unnecessary discussions.
  - 1.5. To restrain misbehaviour on the part of any member of the Team.
  - 1.6. To decline to allow a Pair or the Team to lodge a protest with the Appeals Committee.
  - 1.7. To prevent a playing member of the Team watching Team Mates in play
2. As soon as possible after the conclusion of the Interprovincial Championships, the NPC, or Regional Team Manager must furnish the relevant Regional Committee with a Captain's, or Manager's report. **Note: Template is available for download on NZ Bridge Website at [www.nzbridge.co.nz](http://www.nzbridge.co.nz)**

## **STOP CARDS**

**(Effective 1 April 2009)**

**The use of Stop Cards is mandatory in all "A" Point Tournaments and is recommended in all other Tournaments.**

The "**STOP CARD**" is used during the auction as a Skip Bid Warning.

Before a Player makes a bid that skips one or more levels, a Stop Card should be placed face up on the table to LHO, before making the (skip) bid. After allowing for any alert that may be required and any questions by LHO to be answered, the person who made the bid waits for approximately 10 seconds (but less at one's own discretion) before removing the Stop Card and LHO may bid.

When a Player omits to use the Stop Card before making a skip bid, or to pause for the mandatory 10 seconds when required, the failure to do so may be taken into account by the Director, and subsequently by an Appeals Committee, when assessing what action to take under **Law 16B**, extraneous information from partner).

In addition, frequent omissions may attract a procedural penalty.

## WRITTEN BIDDING

(Effective 1 April 2009)

1. The Tournament Organiser may prescribe written instead of spoken bidding for any event conducted under its auspices.
2. The Tournament Organiser should prescribe the form of bidding sheet to be used, which should not differ substantially from the attached Figure 1.
3. The dealer and the vulnerability are not to be marked on the bidding pad.
4. Bidding shall proceed with designated marks as follows:
  - 4.1. A diagonal line (*/*) = pass
  - 4.2. A "C" = clubs
  - 4.3. A "D" = diamonds
  - 4.4. An "H" = hearts
  - 4.5. An "S" = spades
  - 4.6. An "NT" = no trumps
  - 4.7. An "X" = double
  - 4.8. An "XX" = redouble
  - 4.9. A double line (*//*) indicates that the bidding is ended (e.g. in Figure 2, West passed, North opened one spade, East doubled, South passed, West bid one no trump, and all passed).
  - 4.10. Obviously, numerals are used ("1" rather than "one" etc.).
  - 4.11. **Alerts:** The Player's partner should immediately circle any bid that requires an alert.
  - 4.12. **Delayed alerts:** Delayed alerts should be indicated by declarer or dummy after the auction is finished but before the opening lead is made with a small plus sign (+) in one corner of the appropriate square of the bidding pad.
5. Where a Player makes part of a bid out of turn, the Director should first satisfy himself/herself that the bid, as defined above, is incomplete. If so, the Director will cancel the partial bid out of turn and instruct the Players that the turn reverts to the correct Player.

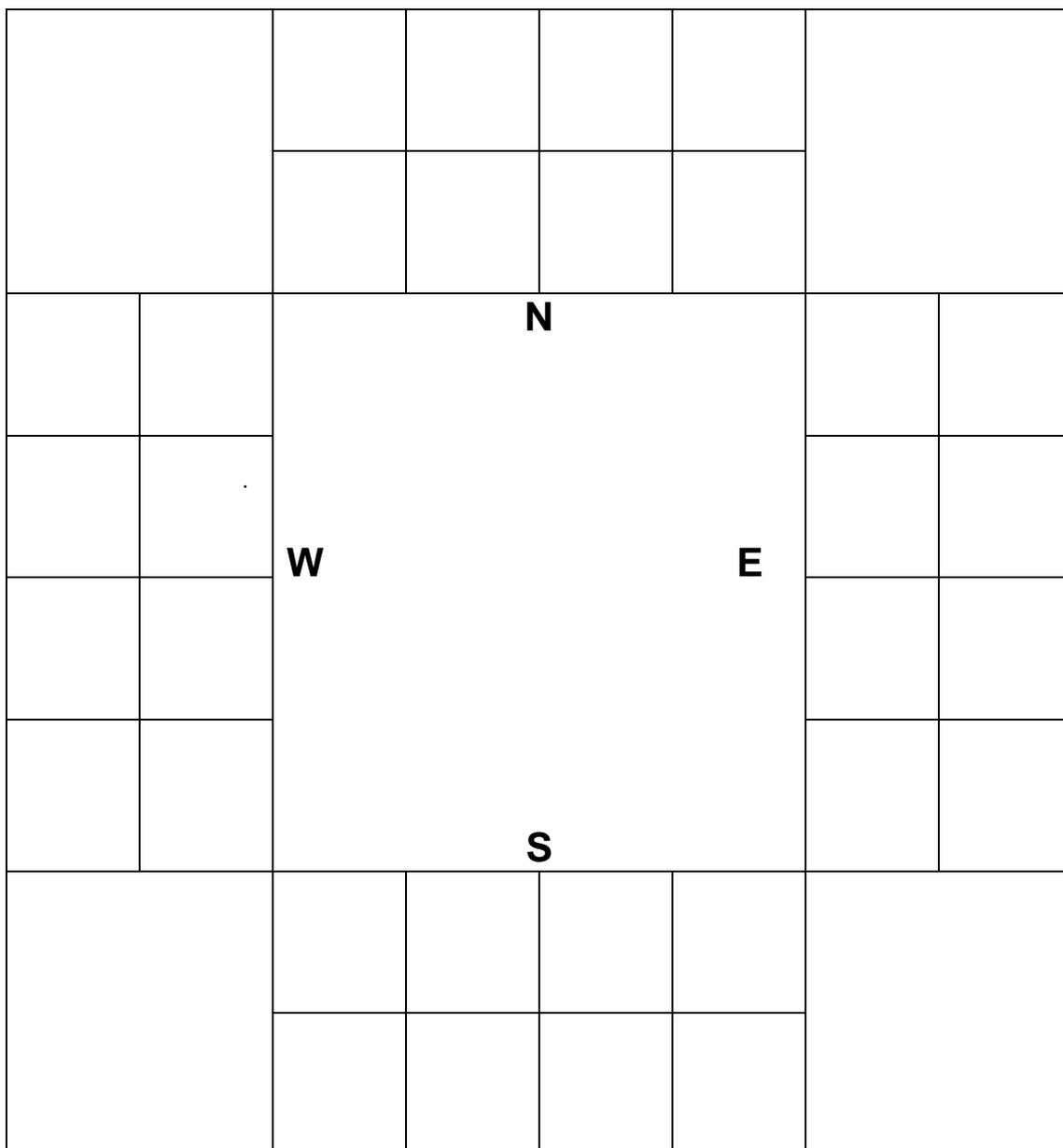
Should, in the opinion of the Director, extraneous information have been conveyed by the incomplete bid, then he/she should inform the partner to be careful not to take any advantage of this extraneous information and should inform the non-offending side that, although they may use the extraneous information, they do so at their own risk. At the end of the hand, the non-offending side may apply for an adjusted score under **Law 16B** if they feel that the offender's partner may have taken advantage of the extraneous information.

6. All calls must be made in neat, legible, handwriting. Where there is any doubt about what is written, Players should seek verbal clarification. A Player has no redress if he/she has made a call based on his/her own misunderstanding **Law 21A**. However, if, in the opinion of the Director, a Player has made a call as a result of an opponent's illegible handwriting, **Law 21B** applies. The Director's decision is final.

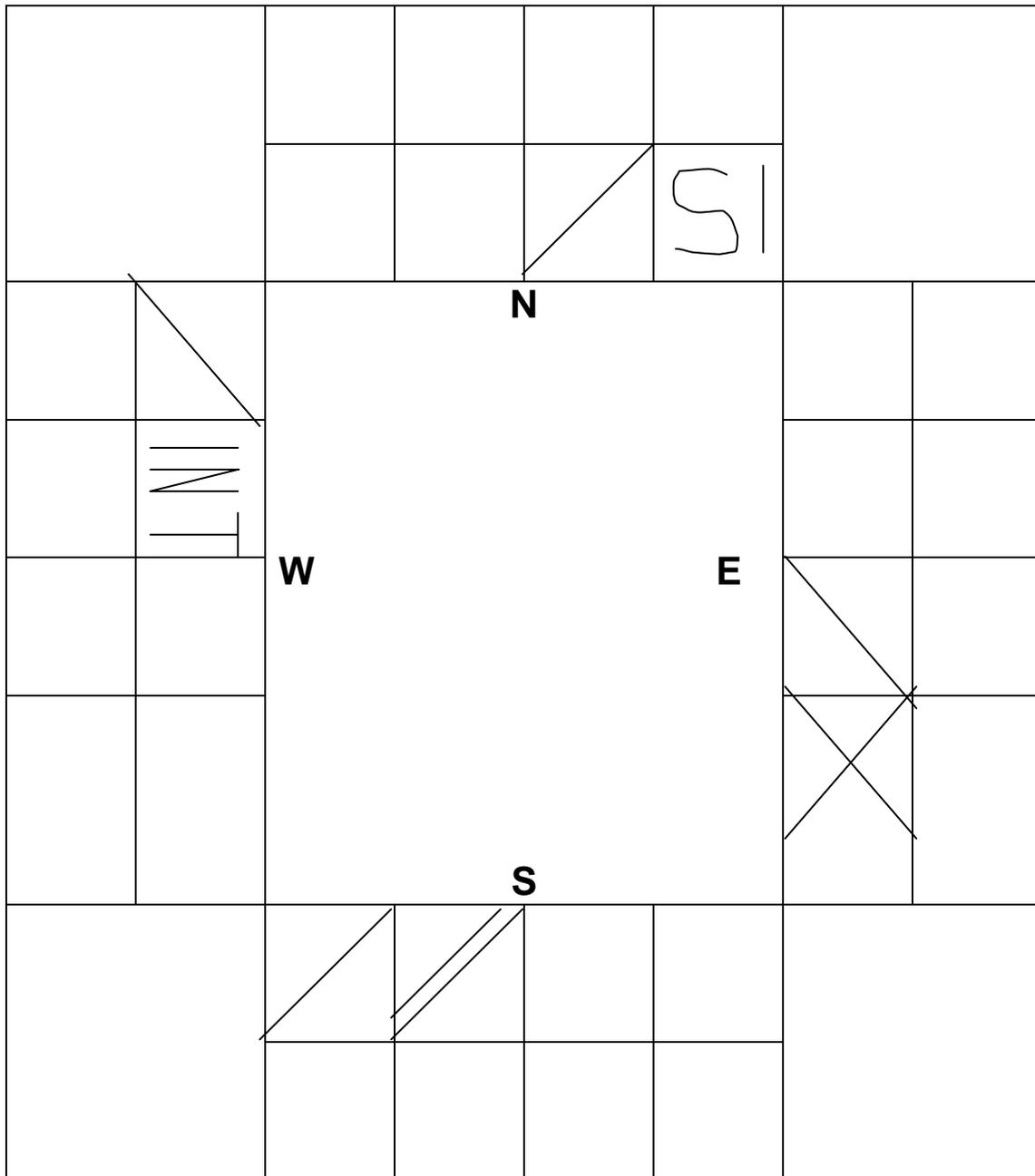
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7. The bidding sheet should be turned over after the opening leader's partner has played to the first trick. **Law 20** gives him/her the right to demand a review of the bidding up to that point. The duty of turning over the bidding sheet is that of dummy but, if he/she omits to do so, all Players have the right to rectify his/her omission.
8. The laws as to inflections, changes of call and so on apply mutatis mutandis to written bidding.
9. Players are required to use the same designations each time they call and not to vary the way in which they make their bids. Full stops should not be used as a matter of practice.

**Figure 1**



**Figure 2**



## **BIDDING BOXES**

**(Effective 1 April 2010)**

1. The Tournament Organiser may prescribe the use of bidding boxes rather than written or spoken bidding for any event under its auspices.
2. The bidding cards must be placed in front of the Player making the bid, starting from the left and facing the Player's partner. All calls should remain visible. The cards should be placed toward the centre of the table so that all Players can see the auction clearly at a glance.
3. A call is considered to have been made (without screens) when a bidding card is removed from the bidding box and held, face up, touching or nearly touching the table or maintained in such a position to indicate that the call has been made. **Note:** Players should avoid fiddling with the bidding cards or withdrawing them from the box while they consider their call as this may give rise to unauthorised information **Law 16B** or, worse, mislead an opponent **Law 73D2**.
4. For calls resulting from mechanical errors in removing the cards from the bidding box, the Director will apply **Law 25A**.
5. The bidding cards must be left in place until the opening lead has been faced. Once the opening lead has been faced, the cards are removed.
6. Where an alertable call is made, the partner of the Player making the bid should use the alert card to indicate that to the opponents.

## **ELECTRONIC SCORING DEVICES**

**(Effective 1 April 2011)**

### **Configuration of Scoring Units**

It is the responsibility of the Tournament Organiser/Director in Charge to ensure that the appropriate protocols are in place with respect to the collection, security and processing of all electronic data.

### **Wireless scoring devices should be configured such that:**

- The Players always have to key in the number of the board in front of them.
- Wherever possible, E/W confirmation by a PIN number is turned on.
- The device does not check the lead against the hand record (where this facility is available).
- In Teams matches, Player access is only to verify and correct scores on boards played at their **own** table during the current round or match. Results on the board from other matches must not be displayed until the match is finished.
- During Pairs events, the ability to view scores from previous rounds or from other tables/matches must not be enabled during tournament play. Neither should a contestant's "real-time" percentage score, nor their progressive ranking, be accessible to any participant until the end of the session (unless the conditions of the contest dictate otherwise, e.g. in a barometer-scored event).

### **Player Obligation with Respect to Data Entry**

N/S shall be responsible for data entry and E/W shall be responsible for checking the accuracy of that data. Players must record the score for each board immediately after it is played and before the commencement of the next board. Both Pairs are equally responsible for ensuring that the scores have been entered correctly.

The Director may impose procedural penalties upon any contestant who consistently leaves the table at the conclusion of the round/match without first confirming the completeness and validity of the data entered into the unit.

### **Sources of Scoring Error**

The most common problems arise due to the entry and verification of the wrong number of tricks, the recording of the wrong compass direction, the entry of a result against the wrong board number and the failure to supply data for all of the boards played during a round. The resultant scores are calculated solely from the information supplied with respect to "contract" and "number of tricks won".

### Correction of Errors

At the end of each round/match, the Players should verify all previously entered data. Any errors that are discovered must be corrected immediately. Subsequent requests (i.e. after the conclusion of the round) to alter an apparently consistent (although possibly incorrect) score must be made within the official **Law 79C** "score correction period".

In deciding whether to authorise a change of score, the Director must first be able to determine the facts to his/her own satisfaction. Normal practice is not to alter any score if the Pairs are unavailable for consultation or where there is no agreement as to the correct result. If the Director has any doubts at all about what has occurred, then the score as originally recorded should stand. **Law 79B1** uses the words "...but there shall be no obligation to increase a side's score", which implies that any favourable change is always at the sole discretion of the Director in Charge.

# **REGULATIONS FOR PLAY WITH SCREENS**

**(Effective 1 April 2010)**

## **1. Introduction**

- 1.1. When screens are in use, these Regulations apply as varied by the Supplementary Regulations and at the discretion of the Director in any manner necessary to facilitate the reasonable conduct of the event.
- 1.2. Each Player must provide his/her screen-mate with a correctly filled-in System Card and any relevant system notes.
- 1.3. From the time that the screen is closed at the beginning of a hand to the conclusion of the play of that hand, there is to be no oral communication at the table and no Player is permitted to communicate with Players on the other side of the screen except through the Director.
- 1.4. All queries are to be made and responded to in writing. The written queries and responses must remain on the table to be collected by the Tournament Director for retention until the expiry of the correction period.
- 1.5. The duties of a match recorder are to record the bidding, the play and the score. A match recorder is entitled to reserve any position including either corner of the screen (NE or SW). A match recorder is not permitted to draw attention to, or summon the Director to report, any irregularity.
- 1.6. When both non-playing captains are present at the same table, they must both sit on the side of the screen selected by the captain of the N/S pair. They may not occupy positions that might impede a match recorder in the performance of his/her duties.
- 1.7. Where the Director determines that one or more boards in a round or session are to be arrow-switched, the Players on the same side of the screen must change seats. The relative orientation of the boards with respect to the screen must not be varied.

## **2. Screen Operation**

- 2.1. The screen is placed diagonally across the table in such fashion that North and East, and South and West, are screen-mates.
- 2.2. The board must remain on (the centre of) the table throughout play. The board is placed in the centre of the movable bidding tray ("tray") or the written bidding record sheet or on the table under the screen in such a position that it can be seen on both sides of the screen.
- 2.3. West closes the screen so that the bidding tray can just pass under it.
- 2.4. The Players now remove their cards from the board.

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- 2.5. The auction is carried out by using written bidding record sheets or bidding boxes.
  - (a) Written bidding record sheets: Each call is entered in the next vacant box working from left to right of a Player's segment of the record sheet.
  - (b) Bidding boxes: Each call is made by placing bidding cards silently on a Player's section of the tray, starting from the extreme edge and neatly overlapping so that all calls are visible and faced towards partner. After the final pass, Players remove their bidding cards.
- 2.6. A call is not valid until the Player has written the appropriate symbol with an appropriate numeral, if necessary, (written bidding) or released the bidding card on to the tray (bidding boxes).
- 2.7. North and South transfer the tray under the screen after their screen-mate has called, ensuring that all calls are visible on the other side.
- 2.8. A Player who removes his/her bidding cards from the tray may be deemed to have passed.
- 2.9. Alerts are made by displaying or indicating an alert card or by placing it on the screen-mate's segment of the tray. The recipient must acknowledge the alert or remove it from the tray. The Player who makes an alertable call must alert the screen-mate. After the bidding tray is transferred under the screen, the partner must alert the opponent on the other side of the screen.
- 2.10. All requests for information (**Law 20**) about the auction or any alerted call must be made with the screen closed. They are made, and responded to, by the screen-mate in writing. A claim of misinformation should be supported by written evidence. Failure to do so may invalidate any claim of damage.
- 2.11. The opening lead is made face down. The opening leader's screen-mate announces that the lead has been made; a **defender** opens the screen in a manner that permits all Players to see all the cards and play proceeds.
- 2.12. In the absence of a match recorder, South records the score, which West checks and initials.

### 3. Irregularities

- 3.1. The Director should be called at once after a bidding irregularity **Law 9B1(a)**. The Director removes evidence of the attempted infraction and the auction continues.
- 3.2. The tray is not to be transferred to the other side without the correction of an irregularity. The Director may penalise offending Players.
- 3.3. The Laws of Duplicate Bridge 2007 apply except as specified below.

**4. Where screens are in use, the following scheduled adjustments to the normal provisions found in the Laws of Bridge shall apply:-**

**SCHEDULE**

**Law 9A3; Law 42B(3); Law 43A(1)(b) – Dummy's Rights**

Dummy may not call attention to a defender's card exposed prematurely by a screen-mate, but should try to avoid exposure of a premature opening lead.

**Law 13 – Incorrect Number of Cards**

The adjusted score and the penalty prescribed in **Law 13B** apply only if the call has been transmitted to the other side of the screen.

**Law 16 – Extraneous Information from Partner**

During the auction, a breach of tempo may be identified by the slowness or speed with which the tray is returned. If a Player takes more than a normal amount of time to decide upon his/her call, it is an infraction until the end of the play period for either Player on the side of the screen where the variation in tempo occurred to draw attention to it.

If a Player on the side of the screen receiving the tray considers that there may be unauthorised information as a result of an abnormally slow return of the bidding tray, the procedure set out in **Law 16B2** applies (i.e. he/she should immediately indicate in writing to his/her screen-mate that he/she wishes to reserve the right to summon the Director later). Neither Player may call the Director until play on the board has been completed and then only if the non-offending side believes that they may have been damaged.

**Law 20 – Review of the Auction**

Until the bidding cards are removed from the tray, a Player obtains a review of the auction by inspecting them. At trick one, when a Player is still entitled to obtain a review and an inspection of the bidding cards is no longer feasible, a Player obtains a written review of the auction from his/her screen-mate (**ii** below).

**Explanation of calls**

- (i) During the Auction: At any time, a Player may request, in writing, of his/her screen-mate a full explanation of an opponent's call. The reply is also in writing.
- (ii) During the Play Period: Questions during the play period should be made in writing with the aperture closed. The screen is opened after the response has been made in writing.
- (iii) At no time prior to completion of the hand is any communication, concerning the auction or explanations given and received, between a Player on one side of the screen and a Player on the other side of the screen permitted.

**Laws 25 through 32; Law 34; Laws 36 through 39**

Only those calls that comprise the legal auction should pass through the screen. When an irregularity is corrected, the Players on the other side of the screen are not informed of any occurrence. For infractions covered by these laws, the following procedures are used.

- (a) **Tray not Passed:** Before the tray is passed, either the offender's screen-mate or the offender should call attention to the infraction and summon the Director. The Director shall see that the infraction is put right without any further rectification. Inflicting calls may not be accepted and any irregularity must be corrected.

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- (b) **Both Sides at Fault:** If an infringing call is nonetheless passed across the screen, both sides being at fault (as when either Player commits a bidding infraction and the proper Player – North or South – moves the tray before rectification), both Players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Player who has passed the irregularity through the screen is deemed to have accepted the opponent's call on behalf of his side in those situations where the normal laws would permit LHO to accept it **Laws 25B, 27A, 29A and 32A**. The tray should be returned to the offending Player only for rectification of an infraction to which the laws do not permit acceptance **Law 35**.
- (c) **Only One Side at Fault:** The infringing call is passed across the screen with only one side at fault (the Player who committed the bidding infraction – East or West – also moved the tray improperly). Either Player on the other side of the screen has the ability to call attention to the infraction and summon the Director. The Player receiving the tray may exercise the right to accept the infraction where such right exists under the Laws of Bridge. If the infraction is not accepted, the Director returns the tray to the offending Player for rectification of the irregularity and applies the appropriate Law.
- (d) **Irregularity not Noticed:** If the infringing call is passed across the screen, and neither Player there draws attention to it, the tray eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without correction or rectification. However, in the case of an inadmissible call, **Laws 36A, 37A and 38A** still apply.
- (e) **Authorised and Unauthorised Information:** Information from withdrawn calls (including those not transferred to the other side of the screen) is unauthorised for any partnership at fault but authorised for a Player or partnership that has committed no irregularity **Law 16D**.

### Law 33 – Simultaneous Calls

The subsequent call is cancelled without restriction.

### Law 40 – Alerts

When a Player makes an alertable call, he/she should immediately alert his/her screen-mate. When the bidding tray arrives on the other side of the screen, his/her partner should immediately do the same.

### Law 41A – Opening Lead out of Turn

The offender's screen-mate should attempt to prevent any opening lead out of turn. A faced-down opening lead out of turn may be retracted without penalty. A faced opening lead out of turn may be retracted without penalty if the screen has not been opened. When the screen has been opened after a faced opening lead out of turn – through no fault of the declaring side – and:

- (a) The other side has not yet led face up, the lead is considered to be out of turn and Law 54 applies; **or**
- (b) The other side has also led face up, the card becomes a major penalty card.

When the declaring side has incorrectly opened the screen, the faced lead out of turn must be accepted and the Player who first mentioned the denomination of the final contract becomes the declarer. The Director shall award an adjusted score if he/she considers that the Player who opened the screen could have known that it would be to his/her advantage to accept the lead.

**Law 73D – Variations in Tempo**

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's own call (place the bidding card faced, in front of, but not on, the tray) or by waiting before passing the tray.

A delay of the tray on one side of the screen of up to 20 seconds (at any time during the auction and whether or not out of tempo) shall not give rise to any inference of unauthorised information. Players are advised to vary the time in which the tray is passed so that pauses of up to 20 seconds (or perhaps longer in unexpected situations) may be considered not to convey information.

**Law 76 – Spectators**

Spectators may not sit so that they can see both sides of the screen.

## GUIDE TO SYSTEMS PERMITTED AT JUNIOR AND INTERMEDIATE TOURNAMENTS

(4 July 2012)

The following short summary has been prepared to assist Junior and Intermediate Grade Players with regard to the basic requirements and treatments approved to be incorporated within systems proposed to be played at Tournaments approved by NZ Bridge to be restricted to such players. For more extended detail please refer to the Systems Policy set out in the NZ Bridge Manual (D).

### Opening Bids

CALL	TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
1♣	Minimum suit <sup>1</sup> length 2 cards; Opening strength <sup>2</sup> ;	
	Simple Precision, with no relay or artificial responses other than the negative 1D response	Precision style (Strong <sup>3</sup> , forcing; any distribution):- may include relay or artificial responses.
1♦	Minimum suit length 3 cards; Opening strength Precision style (Opening strength, any distribution)	
1♥ 1♠	Minimum suit length 4 cards; Opening strength	
1NT	Balanced; lower limit at least 11 HCP	
2♣	Very strong <sup>4</sup> , forcing, any distribution	Multi-style: Weak <sup>5</sup> with 6-card major with or without strong option(s)
	Opening strength; Minimum suit length 5 cards (Precision style)	
2♦	Very strong, forcing, any distribution	Multi-style: Weak with 6-card major with or without strong option(s)
	Opening strength; Minimum suit length: 5 cards	Precision style (Opening strength, 3-suited with shortage in diamonds)
	Weak <sup>5</sup> ; Minimum suit length: 6 cards	
2♥ 2♠	Strong; Minimum suit length: 4 cards	Weak with 5+ cards in suit and 4+ cards in another suit (which may be unspecified)
	Weak; Minimum suit length: 6 cards	
2NT	Balanced; lower limit at least 18 HCP	Weak with length in minor suit(s)
3NT	Very strong, or "gambling" (with long minor suit)	
suit bid 3 level or higher	May be weak, Minimum suit length: 6 cards	May specify a suit different to the one named in the bid (ie transfer bid)

**Notes:**

"Precision" may also include any convention /treatment allowed to be played at this level with a natural system

<sup>1</sup> Unless otherwise noted the suit to which the "minimum length" applies must be the suit named in the bid.

**For the purposes of these tables the following definitions of strength apply:**

<sup>2</sup> "Opening strength": At least 11 high-card points (HCP) or equivalent with allowance for distribution (for which the guideline is: *Add 1 point for every card after the eighth in the two longest suits*)

<sup>3</sup> "Strong": At least 15 HCP or equivalent

<sup>4</sup> "Very strong": At least 19 HCP or equivalent

<sup>5</sup> "Weak": less than opening strength

**Responses to Opening Bids**

TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
Any artificial negative response to forcing opening including "impossible" 1♦ response to Precision 1♣	
Artificial forcing responses promising trump support (eg 2NT, splinter bids)	
Stayman or Baron responses to NT bid, including modified forms	
Transfer or Range-finder responses to NT bids	
2NT enquiry response to weak 2-suit opening	Enquiry response to Multi 2-suit opening
2♦ enquiry response to Precision 2♣ opening	Enquiry response to Precision 2♦ (with diamond shortage) opening

**Calls over Opponents natural 1-suit Opening**

TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
Any suit bid which promises 4+ cards in the suit	
Cue-bid showing a very strong hand	
Bid (including a Cue bid) showing 2 suits (5+/5+) at least one specified, must be either "weak only" or "strong only"	Artificial bid showing 2 suits, at least one specified, strength may be variable
Jump cue-bid asking partner to bid 3NT with a stopper in that suit	

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### Others

TREATMENT ALLOWED AT BOTH LEVELS	ALLOWED AT INTERMEDIATE BUT NOT JUNIOR
Any defence to opponent's 1NT opening	
Any defence to opponent's artificial forcing opening	
Any meaning of double in any sequence	
Any ace-asking bids (including RKCB) and responses	
Any treatment for a cue-bid made after the first bid by one's own side	

For treatments not listed in these tables please consult the NZ Bridge Systems Policy **(D3)**.

