



PART D – POLICIES, RULES AND REGULATIONS

NZ Bridge Systems Policy	D3
Rules for New Zealand National Rubber Bridge Competition.....	D9
System Regulations for National Rubber Bridge Competition	D12
Law Interpretation, Regulation and Guidance	D13
Fouled Boards/Forfeited Matches.....	D32
Substitutions.....	D34
Tournament Director’s Policy.....	D36
Duties of Non-Playing Captains.....	D38
Tie-Breaking Procedures.....	D39
Deceptive Call or Play (Psychic Bids).....	D40
Stop Cards	D41
NZ Bridge System Cards Policy.....	D42
Alerting Procedure.....	D43
Written Bidding.....	D47
Bidding Boxes	D50
Regulations for Play with Screens	D51

NZ BRIDGE SYSTEMS POLICY

(Effective 1 April 2009)

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 (but see page D40).

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;

New Zealand Bridge Manual

- 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” (refer to page D12).

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.

New Zealand Bridge Manual

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.
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 overall 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.

New Zealand Bridge Manual

- 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:
 - Michael's 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:

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).

New Zealand Bridge Manual

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.

New Zealand Bridge Manual

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% as per 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.

RULES FOR NEW ZEALAND NATIONAL RUBBER BRIDGE COMPETITION

(Effective 1 April 2010)

1. All matches are to be played under the rules laid down in The Laws of Duplicate Bridge 2007. Although not mentioned in those Laws, Honours can be claimed (150 for 4 aces in one hand at NT, 150 for AKQJ10 of trumps in one hand and 100 for 4 of the top 5 trumps in one hand). Honours must be claimed before either side has made a call on the next deal.

2. **Formats**

Formats are up to the individual Regions to organise but should fall within one of the following two methods:

- (a) A one-venue event held over a day or a weekend. In this case, a Pair must not have more than one bye and may, if numbers are awkward, be run with one or both of the following two features:

- (i) **Closest Loser(s)**

In this case, the Pair who lost by the closest margin may be allowed through to fill out the draw, e.g. 14 pairs could produce 7 winners and 1 closest loser to make a full draw of 8 Pairs for the quarter finals.

- (ii) **Repechage**

In this case, first-round losers play a series of short matches to allow one or two to get back into the event, e.g. 24 Pairs would reduce to 12 winners, who play off for 6 quarter-final places, and 12 losers, who play a series of 10-board matches for the other 2 quarter-final places.

In either case, any draw that puts two Pairs together who have previously met will be declared invalid and completely redrawn, unless the competition has progressed to a stage where it is impossible to avoid Pairs meeting again.

- (b) An event held over a longer period of time, generally in people's homes. Early rounds can be drawn with a geographical bias, to reduce travelling. If there is a substantial difference in numbers from various areas, the Regional Committee may permit a format that effectively gives a Pair more than one bye. Under this format, there can be no closest losers or repechage as in (i) or (ii).

3. **Length of Matches**

All matches will be of 30 deals, unless there is a good cause, such as a repechage, to run shorter matches. A passed-in hand constitutes a deal.

4. **Incomplete Rubbers**

If only one side has a game, they will be credited with 300 points. If only one side has a part score in an incomplete game, they will receive 50 points.

5. **Tie Breaks**

Ties at the end of the match will be resolved by successive two-board play-offs. This means that contestants retain all the conditions of the match as at the end of the last board, e.g. vulnerability, part-scores etc., and play a further two boards. The score is then calculated again at the end of those next two boards, once again taking into account any calculations from an incomplete rubber (300 for a game, 50 for a part-score). If the scores are tied once again, the procedure is repeated. In effect, the tie break is a continuation of the match for a further two boards rather than the cancellation of what has gone before and starting again.

Some formats may require the resolution of ties between Pairs who have not been in direct competition. One example of this would be a format where the closest loser also survived to the next round. If there was a tie between two or more Pairs for such a qualification, it is to be resolved by tossing a coin or drawing lots.

6. **Slow Play**

In a type (a) one-venue format, the timing of the event may be disrupted by excessively slow play. If this happens, the organisers must not shorten any matches, but can use the following measures to encourage participants to maintain a reasonable speed of play:

- (a) A penalty may be imposed on one or both Pairs in a match, which would take effect from the start of the next match. A standard penalty would be approximately 300 points, but this is only a guideline that can be varied by the Director, taking into account each individual case. For example, if the Director deems that the responsibility for slow play in a quarter-final is being, or was, equally shared, he/she may rule that the winner of the match will start the semi-final with a deficit of 300 points. If the Director believes one Pair to be mostly responsible for the slow play in question, then he/she can rule that the penalty will apply only if that Pair wins the match.
- (b) The Director can file a report to the Region giving details of the incident and recommending that the Region not accept entries from this Pair for the Rubber Bridge Knockout in the following year. The Director may also warn Players that such an action may be taken if their speed of play does not improve.

New Zealand Bridge Manual

7. **Substitutes**

In the case of format (a) (one-venue event), the Director may approve a substitute for one match or part thereof. Should that Pair win the match but then still be unable to continue (e.g. a sick Player who has not recovered after a rest), the substitution will be revoked and the other Pair will proceed to the next round. In the case of format (b), no substitutes will be allowed under any circumstances.

8. **National Finals**

The winning Pair in each Region progresses to the National Final held at the Hamilton Congress. In the Region with the largest entry, the beaten finalist will also qualify for the National Final. If there is a tie for the largest entry between two or more Regions, it will be broken by random lot.

9. **Replacement Pairs**

Should a Player or Players become unavailable to play in the National Finals after having qualified for them, the Pair will be replaced using the following method:

- (a) If the Pair came from a Region with only one Pair in the National Finals, they will be replaced by the beaten finalists.
- (b) If the Pair came from a Region with two Pairs in the National Finals, they will be replaced by the beaten finalists in the Region with the third-largest entries.

In both cases, if that Pair is unavailable (even if it is because they are already replacing another Pair), there will be no further replacement and the National Finals will proceed with less than eight Pairs.

SYSTEM REGULATIONS FOR NATIONAL RUBBER BRIDGE COMPETITION

(Effective 1 January 2005)

1. The objective is to allow methods that could be used by **ANY** two Players forming a partnership for the first time for a game of Rubber.

Only systems that are allowed to be played in Junior Tournaments can be used (see pages D3–D6).

2. Contestants are expected to follow the intention and “spirit” of the Regulations.

3. Before the start of the match, Players should agree as far as practical on the legality of their opponents’ system. If unsure of the legality of any bid or method, the contestants, before the match starts, should:

- in a type (a) event, consult with the Director;
- in a type (b) event, consult with any Director.

Penalties

Should it be ruled that a Pair has used an unauthorised convention and attention is drawn to it immediately, the non-offending Pair will have the choice (after completion of the hand) of:

- (a) 200 points above the line and the result cancelled, OR
- (b) the result on the hand plus an additional 100 points above the line.

In either case, it will count as a played hand.

If attention is drawn to the irregularity after either non-offending Player looks at his/her cards on the next deal, then only penalty (b) can be applied. If attention is drawn to the matter after Players have left the table at the end of the match, NO penalty will be applied unless no Director is present, in which case it should be drawn to the attention of the Regional Committee at the earliest practical opportunity.

The penalty provisions in the Regulations should be implemented only for a gross breach that leads to damage.

LAW INTERPRETATION, REGULATION AND GUIDANCE

Promulgated Jointly by NZ Bridge and the ABF

(Effective 1 April 2010)

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.

New Zealand Bridge Manual

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”.

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%	<u>-1.3</u>
		Total	3.7

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 below:

New Zealand Bridge Manual

Table	Cont.	Tricks	Score
1	6♠	12	+1430
2	6♠X	12	+1660
3	4♠	12	+680
4	4♠	11	+650
5	Our score – To be weighted		
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:

$$(0.4 \times 19) + (0.3 \times 13.0) + (0.2 \times 8) + (0.1 \times 4) = 13.5 \text{ MPs}$$

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.

New Zealand Bridge Manual

- 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 – see 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 number is defined as more than one in four Players.
- This means that, if it is judged that more than 75% of the class of Players in question, using the same partnership methods, would select the same action as that taken by the Player in receipt of the unauthorised information, then the Director shall proceed on the basis that no other logical alternative actions exist.
- 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 under Law 20F with correct explanations of the partnership understandings.
- Law 21B1** The Director should not allow a change of call under Law 21B1 unless he/she judges that the Player could well have made a different call, if in possession of (solely) the correct information.

New Zealand Bridge Manual

The Director makes the same judgement when determining whether to award an adjusted score under 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.

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.

New Zealand Bridge Manual

Examples:

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

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).

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.
- 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.

New Zealand Bridge Manual

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) **West East**
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) **West North East**
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) **West North East**
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.

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.

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.

New Zealand Bridge Manual

- (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.

Summary

Most insufficient bids arise from either a failure to observe the call of RHO or a general confusion about the current level of

New Zealand Bridge Manual

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 as per 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.

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 (see pages 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 (see page D42).

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 (see pages D7–D8).

New Zealand Bridge Manual

- 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 on page D40. **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 61B3** Defenders may make enquiries of each other or declarer regarding a possible revoke.
- Laws 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.

New Zealand Bridge Manual

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 ♦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♠ 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.

- (b) Different suits

If a declarer appears to be unaware of an outstanding winner, or a losing line of play [but 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.

New Zealand Bridge Manual

- 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:

New Zealand Bridge Manual

- (a) National events – the (Match) Committee appointed by the Board.
- (b) 15 or 10 “A” 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 (see page B5).
- (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 (see pages D36–D37).

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. 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.

New Zealand Bridge Manual

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):

	60% of 3NT=	NS +400
Plus	40% of 3NT-1	NS -50

Law 86A For 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. This will sometimes require the use of an equitable weighting to reflect the range of possible outcomes – see Law 12C1(c).

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

New Zealand Bridge Manual

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 of this manual.
- 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 Laws and 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.

Alerts

The partner of a Player who has made a call that is conventional or a special treatment or a natural bid not in standard use should alert the opponents promptly as described in the Alerting Regulations (refer to pages D43–D46).

Any explanation or comment should not be volunteered unless the opponent whose turn it is to call or play requires one.

If an alert is not made promptly, Law 21B1(a) provides for a non-offender changing a call made prior to the alert (but on condition that partner has not called subsequently).

A belated alert or failure to alert constitutes misinformation and, if damaged, the non-offenders may claim an adjusted score.

A Player whose conventional call or special treatment has not been alerted by partner should not make any attempt to alert the opponents until the close of the auction when, before the opening lead is made, dummy or declarer should call the Director and inform the opponents of the failure to alert. Otherwise, a member of the defending side must summon the Director at the conclusion of play and draw attention to partner's failure to alert.

New Zealand Bridge Manual

Enquiries

Upon enquiry about partner's call or play from an opponent, whose turn it is to call or play, a Player must give a full and clear explanation of the partnership's agreement (if there is one) or any information available to him/her through partnership experience (Law 21F1). Questions about calls that were available, but not made, may also be asked. (Players should be aware that such questions may convey unauthorised information – Law 16B.)

General Recommendations

1. Enquiries should be kept to a minimum and preferably deferred until the end of the auction.
2. Directors should insist on the use of System Cards to obviate the need for unnecessary enquiries.
3. Players should not enquire about calls that are normally natural unless alerted. (Such enquiries may constitute unauthorised information.)
4. Players should have a consistent policy of always or never enquiring over unalerted 1♣ or 1NT bids. (Inconsistency must inevitably lead to unauthorised information.)

If the enquirer does not understand an explanation, he/she is entitled to seek further clarification and should call the Director if a clear explanation is not forthcoming.

Explanations

Upon enquiry from an opponent whose turn it is to call or play, a Player must give a full and clear explanation of the partnership's agreement (if there is one) as to the meaning of a call or play made by his/her partner.

In explanation, it is permissible to simply name the convention (e.g. Stayman, Blackwood etc.) if the opponents can be reasonably expected to understand. Otherwise, or if further clarification is sought, the explanation should include all specifications for the call or play including range of high-card strength, distribution, suit quality or any other relevant features explicitly agreed by the partnership. Players should provide explanations only for those conventions that the partnership has previously discussed. Where there is no explicit agreement, the Player should say so and should not "invent" an explanation or state a meaning that has been inferred from the evidence of the bidding, the hand held or general bridge experience. Recommended formula. "*We do not have an explicit agreement*". When stating that there is no explicit agreement, it is proper to describe the partnership's methods in similar situations.

Even when it is apparent that partner has departed from the partnership's agreed methods (e.g. when his bid indicates a solid suit but his partner's hand holds a high honour card in the suit), the agreed meaning of the bid should be explained with no hint that anything is amiss.

It is improper for a Player to take advantage of any information conveyed by partner's explanation.

New Zealand Bridge Manual

- Upon enquiry, you must fully explain the agreed meaning of your partner's call (or play) if you have a partnership agreement based on prior discussion or previous partnership practice.
- When there is no clear-cut partnership agreement, say so. Do not give an interpretation of an ambivalent call. (This applies especially to unfamiliar partnerships.)
- Do not volunteer any uninvited explanations.
- Give all relevant information (point count, distribution etc.) rather than just the name of the convention unless your opponents can be confidently expected to understand the convention used.

Mistaken Explanations

If a non-offending side is damaged by their opponent's mistaken explanation of a call or play, the Director will restore equity by adjusting the result.

- If you realise that you have given a mistaken explanation of the partnership's agreed meaning of your partner's call (or play), call the Director immediately.
- If your partner has given a mistaken explanation of your partnership's agreed meaning of a call or play, do not draw attention to the transgression at least until the end of the auction. Then, if you are declarer, you may call the Director. Otherwise, call the Director when the deal is finished.
- Do not allow the opponents to take advantage of a mistaken explanation. Ask them to call the Director. (If they demur, call the Director yourself.) Failure to call the Director may result in injustice to other competitors.
- You are NOT entitled to an adjusted result if damaged by an opponent's deliberate or inadvertent violation of their partnership agreement (such as a psychic bid).
- If an explanation is materially inconsistent with the actual bid made by the partner, then, unless there is evidence to the contrary, the Director will assume a mistaken explanation rather than a mistaken bid and may award an adjusted score if, in his/her opinion, the opponents have been damaged. A properly filled out System Card will greatly assist in resolving any dispute.

Authorised Information

During the bidding and play of a deal, Players may properly gain information from:

- admissible calls: no bid, double, redouble and bids of 1 to 7 inclusive in the five denominations: clubs, diamonds, hearts, spades and no trumps;
- cards properly played to each trick;
- alerts by an opponent;
- explanations by an opponent in response to an enquiry concerning the meaning of a conventional call.

Information conveyed by any other means is unauthorised information, and, if it influences the subsequent bidding or play, will require an adjusted score.

New Zealand Bridge Manual

Unauthorised Information

A Player is barred from taking advantage of unauthorised information conveyed by partner. When there is a possibility that unauthorised information has been conveyed (e.g. by gesture, comment, hesitation etc.), Law 16 applies.

Players should be aware that they should not call the Director during play to claim damage from one of the opponents ACTING on unauthorised information. However, he/she should, immediately he/she is aware of a possible situation, advise the opponents that he/she reserves the right to call the Director at the conclusion of the hand.

If the opponents then wish to dispute whether there actually was any alleged hesitation etc., it is they who may call the Director immediately.

Consistency

Under no circumstances should Players make their bids with undue haste. It is entirely proper to avoid conveying unauthorised information by making all calls and plays in unvarying tempo and manner.

It is most important that the results of a deal should not be influenced by unauthorised information conveyed by such means as gesture, demeanour, mannerism, comment, variation of tempo in bidding or play, or tone of voice.

- If the Director judges that the bidding has been distorted by unauthorised information, the final contract may be altered by cancelling or changing a call or calls.
- If the Director judges that the play has been influenced by unauthorised information, he/she may award an adjusted score as per Law 12C1(c), as described on page D14.
- In making such adjustments, the Director must be satisfied that the non-offenders were damaged by their opponents' use of unauthorised information rather than by selecting an inferior line of play from the logical alternatives suggested by all the information available to them.
- Try to maintain at all times an unvarying tone, demeanour and tempo in your bidding and play.
- In particular, avoid undue haste or hesitation.
- Whenever you believe that there is a possibility that a Player may have acted on unauthorised information from their partner's gesture, comment, hesitation etc., you should immediately try to establish the facts about what occurred. This should be done as pleasantly as possible, stressing that it is just to establish the facts should the Director need to be called at the end of the hand. The Director should be called at this stage only if there is a dispute about what has occurred. If, at the end of the hand, the non-offending side believe that they have been disadvantaged, the Director can be called and there will be no dispute about the facts.

New Zealand Bridge Manual

- You must refrain from bidding on borderline hands if the element of risk has been reduced by your partner's trance or hesitation.
- You may take advantage of unauthorised information conveyed by your opponents but at your own risk. In the event of your being damaged by being misled by an opponent's inadvertent mannerism (e.g. hesitation with a singleton), you are not allowed to benefit from an adjusted result (although the opponents may have the score adjusted to their disadvantage).

FOULED BOARDS/FORFEITED MATCHES

(Effective January 2007)

Match Play

Whenever it is possible to do so, the Director will correct a fouled board and allow play to proceed. The Team responsible for the fouling will 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. 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.
2. Where it is not possible to play a replacement board, the stanza or match is scored as though the board has never been played (note: if more than one board is lost, it may be appropriate to calculate the Victory Points (VPs) using the corresponding scale (i.e. 12-board match with two boards lost would be converted using the 10-board VP scale for that match).
3. 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.
4. If, in the opinion of the Director, the number of fouled boards represents such a significant number of the total (for example > 50%) that it is not equitable to declare a result, both Teams will be assigned 18 VPs 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.

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.

New Zealand Bridge Manual

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 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.

New Zealand Bridge Manual

- 3.4 Non-conforming substitutes disqualify the Pair from earning Master Points (see 1.3 or 2.3 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 (refer to pages E18 and E22 of this manual).

4. Teams Events

- 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 (refer to pages E18 and E22 of this manual).
- 4.2 A non-conforming substitute disqualifies the Team from receiving Master Points.
- 4.3 A Team of six is considered not to need substitutes. If such a Team requests a substitute, then it must apply to the Director, whose decision is final.

5. Dan Gifford Rubber Bridge

- 5.1 Format (a) events

These are one-venue events and include the play-offs at National Congress.

The Director may approve a substitute for one match or part thereof. Should that Pair win the match but then still be unable to continue, then the substitution will be revoked and the other Pair will proceed to the next round.

- 5.2 Format (b) events

These events are held at times to suit the players and often in private homes.

No substitutes will be allowed under any circumstances. Pairs who are unable to complete their match within the allocated time frame will forfeit their match and their opponents will progress to the next round.

TOURNAMENT DIRECTOR'S POLICY

All Directors must have the appropriate qualification.
For lists of Qualified Directors – see pages C19–C25.
For details of Director Examinations – see pages C3–C4.

1. National Directors – 15A Tournaments

(See also pages B5–B7.)

All 15A Point and higher events must be directed by:

- (a) a National Director, or
- (b) a Tournament Director with a National Director present, who may be playing, or
- (c) in exceptional circumstances, a Tournament Director for whom the Region has obtained prior approval from the Chief Director of NZ Bridge, to officiate with a supervising National Director being available to provide assistance by telephone for the duration of the Tournament.

Note: For clauses (b) and (c) above, the supervising National Director is an ex-officio member of the Match Committee and must be consulted and sign-off on the proposed format.

2. Other A Point Tournaments

All other A Point events are to be directed by a qualified Tournament Director. Sponsoring organisations must take all reasonable steps to provide a qualified Tournament Director.

(a) 10A Point Tournaments

All 10A Point events must be directed by:

- (i) a qualified National Director, or
- (ii) a qualified Tournament Director.

(b) 5A and 3A Point Tournaments

All 5A and 3A Point events must be directed by:

- (i) a qualified Tournament Director, or
- (ii) a qualified Club Director, with a qualified Tournament Director playing, or
- (iii) a qualified Club Director given prior approval by the Regional Committee, or its delegated subcommittee, and under the supervision of a qualified Tournament Director.

Note: When applying to the Regional Committee for dispensation for a Director, Clubs must give the name of the Director and the reasons for considering that Director of sufficient competence, and the name of the Tournament Director who will be playing or supervising.

New Zealand Bridge Manual

3. B Point Tournaments

All B Point Tournaments must be directed by:

- (a) a qualified Director, or
 - (b) an unqualified Director under the supervision of a National or Tournament Director, who may be playing (the supervising Director must be consulted and sign-off on any proposed format), or
 - (c) in exceptional circumstances and only with prior approval by the Regional Committee or the Chief Director of NZ Bridge, an unqualified Director, unsupervised.
4. When applying for dispensation for a Director who does not meet the minimum qualifications required for a particular Tournament, the sponsoring organisation must provide the exceptional circumstances giving rise to the request, the name of the proposed Director and his/her experience and, if applicable, the name and experience of the supervising Director. This information, along with the above-named authority who granted the approval, must be conveyed to NZ Bridge when submitting Master Points for the event.
5. All Tournaments must be directed by a non-playing Director, the only exception being the inability to find a last-minute emergency replacement.
6. **Sanctions for Failure to Comply with this Policy**

Failure to comply with these Regulations may, in the Board's sole discretion, result in the allocated bonus Master Points being reduced, commensurate with the qualification of the officiating Director.

DUTIES OF NON-PLAYING CAPTAINS

(Effective January 1994)

1. Except as noted below, a non-playing captain (NPC) 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 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.
2. A playing member may not watch team mates in play.

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.

1. Swiss points if the current stage of the event is either Swiss Pairs or Swiss Teams.
2. Result of the head-to-head match(es). If more than one match, wins v losses, followed by the net IMPs of the head-to-head matches.
3. Net IMPs in all matches.
4. Toss of a coin.

For Knockout Teams Matches

Successive four-board play-offs.

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.

DECEPTIVE CALL OR PLAY (PSYCHIC BIDS)

(Effective 1 April 2010)

1. 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 your 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.

2. 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 conventionally a game try or a game force,
- AND (b) neither relates to a specific suit or suits nor shows a balanced hand.

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 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.

NZ BRIDGE SYSTEM CARDS POLICY

(Effective 1 January 2002)

It is important that Players are encouraged to carry System Cards. Their use can aid Directors' rulings and Appeals Committee decisions and, in some circumstances, can protect Players from passing unauthorised information.

The NZ Bridge policy is that:

- All Pairs must carry System Cards in A Point Tournaments.
- Players are encouraged to carry System Cards in other Tournaments.
- Clubs are encouraged to more actively promote the use of System Cards.

System Cards must be one of the two NZ Bridge types. The Standard Card must be used by Pairs playing systems that would not be permitted at Junior or Intermediate events, and Pairs using *Red* or *Yellow* systems or *Brown Sticker* conventions must record this on the System Card (refer to the NZ Bridge Systems Policy on pages D3–D8). Other Pairs may use either the Standard Card or the Basic Card. Copies of both types of cards are available from NZ Bridge.

The WBF System Card may be used as an acceptable alternative to the NZ Bridge Standard System Card.

ALERTING PROCEDURE

(Effective 1 April 2010)

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:

New Zealand Bridge Manual

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 overcalled 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 calls at the 4 level or higher.

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 may not contain a stopper in opener's suit.
- Single-suited overcalls showing only the suit named, whether weak, intermediate or strong.

New Zealand Bridge Manual

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

You must alert a call if it is conventional, unless it is self-alerting.

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).

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.

New Zealand Bridge Manual

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 these Regulations. (See page D46 when using written bidding, page D50 for alerts with bidding boxes without screens and page D51 for alerts with screens, or as amended by supplementary regulations for the event.)

Alerts are compulsory – 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.

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 as evidence of the delayed alert.
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.

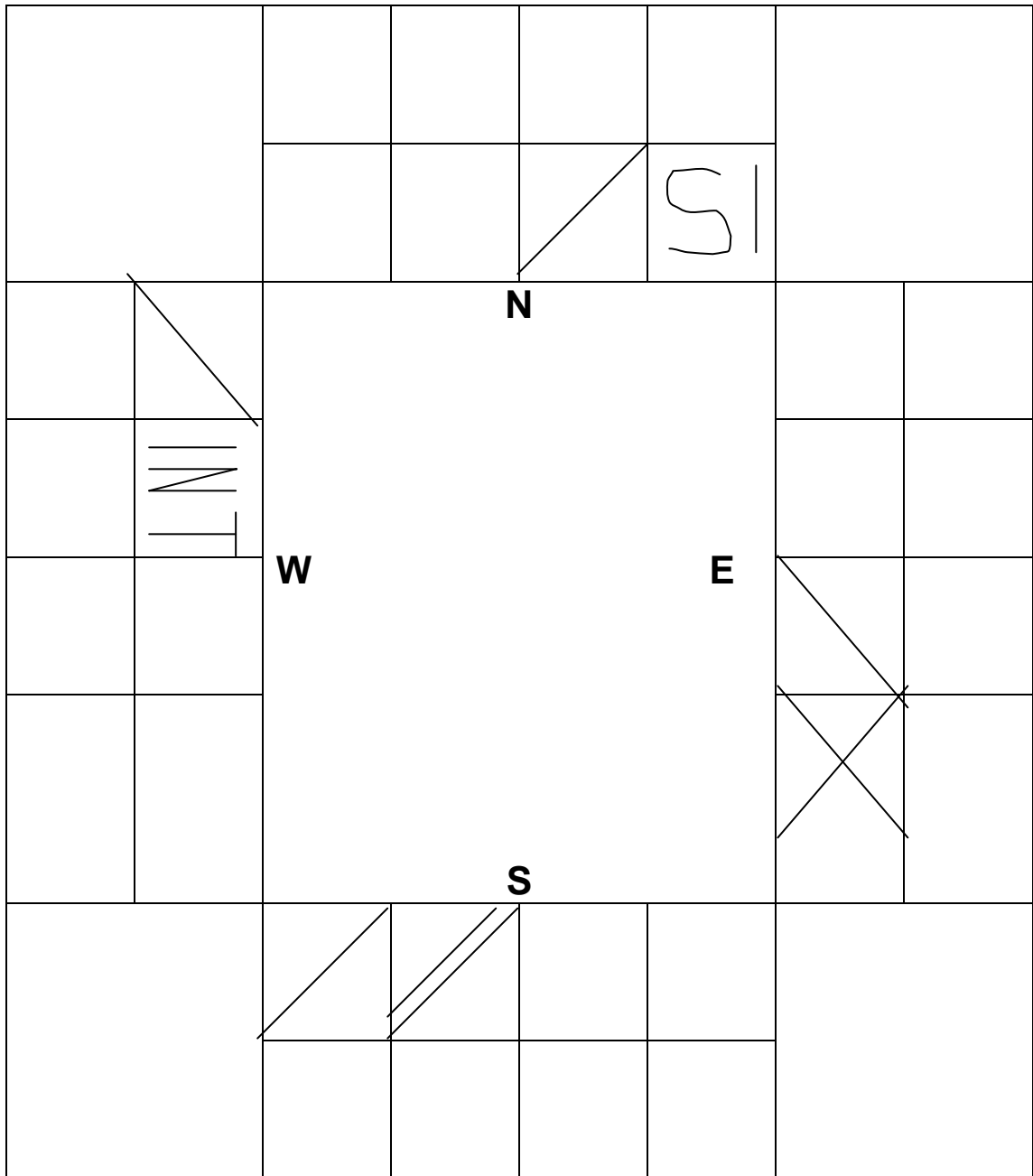
New Zealand Bridge Manual

7. The bidding sheets 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

		N					
		W					E
		S					

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 (see Law 16B) or, worse, mislead an opponent (see 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.

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.
- 2.5. The auction is carried out by using written bidding record sheets or bidding boxes.

New Zealand Bridge Manual

- (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 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 (see (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.

New Zealand Bridge Manual

- (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. Infringing calls may not be accepted and any irregularity must be corrected.
- (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 (i.e. for 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 (e.g. 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:

New Zealand Bridge Manual

- (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.

