



Role of the Tournament Director (TD)

Guidelines.

It is the role of the TD to represent the club and direct proceedings. The TD is responsible for all aspects of the session including seating, stationery, collection of the table money, giving rulings (only the TD has this power - ie not the players!), maintaining an enjoyable atmosphere, scoring, dealing with disputes, and in extreme cases dealing with unacceptable behaviour from players.

The TD may delegate some of these tasks, for example scoring or collecting the table money, or even giving a ruling if the TD is engrossed in a complex triple squeeze play or the like! However, ultimate responsibility lies with the TD, if anything goes wrong he or she has to put it right and the Laws allow for the best of us to make a mistake so do not panic.

The TD should encourage a friendly and fun environment, welcome any visitors and be sure to make clear announcements as to what the players should do - do not be afraid to repeat yourself, players never listen - or at least it seems like that at times!. When ruling at a table ensure you hear what each player has to say, always be calm and courteous. Where necessary be firm, do not get into arguments with players.

A player has the right of appeal and therefore any further discussion with you about your ruling is irrelevant - just offer them the opportunity to appeal and if they take it complete the form (forms should always be available in the playing area).

If players do argue with your decisions then fine them (see fines). One important thing to remember as TD is that your first priority is as a TD and secondary as a player and you should always sit facing the room!

If you have a difficult situation, e.g. a judgemental ruling, you are free to call me on (082) 4119900 for advice.

Sid Ismail
National TD

Pre-Session

Always check your boards. Firstly ensure that each set runs sequentially, if not you will need to check any miss sorted boards against the hand copy. Always check one hand in each set against the hand copy to ensure they match. Think about the layout you want and remove any tables you do not want to use. If you are scoring check the Bridgemates are set up as you need them to be and enter the event information (check the session name). Remember good preparation is the key to success. Do not worry about starting a few minutes late if it enables you to set up the movement correctly (better to lose a few minutes at the start than have the scoring go wrong later on).

Movements

The one thing you do not want to mess up is the movement(s). Single sections are easier to manage than two but nevertheless you should always consider carefully your movement and if the session starts a little late because you have had to think about your options hard luck! It is better to start late and get it right than it is to start on time and get it wrong. The latter annoys players far more than the former! The Club's suggested movements should be used. However as TD you have the right to choose whatever movement you wish - but be sure you can score it because if you cannot you will have to do it by hand! When considering a pairs movement you should aim to complete it, sometimes this means splitting in to two sections. If you need to do this do not be afraid to ask someone to look after one of them, call the move etc (if the sections are identical then this is not necessary but if you are playing 2 boards in one and 3 in the other or maybe a share and relay in one and a skip in the other it does help you to have someone watching the movement for you. Remember that even with an assistant you are in charge! It is not essential to complete a pairs movement but most people like to play all the boards so you should attempt to do so. Teams movements must always be completed so be sure you have the time. Play should conclude by 11.00pm in the evening and 5.20pm in the afternoon. A break should be taken about an hour and fifteen minutes in to your session and last for about fifteen minutes. In some teams movements you may be required to play so many rounds to complete the matches before a break. Liaise with the tea staff about the timing of your break especially if there are other activities going on in the club. If you have two sections always take the break one after the other (ie play another round in one section whilst the other one breaks) – unless you can handle big crowds in the serving area. Your guide is fifteen minutes for a two board round and twenty-one minutes for a three board round.

Scoring

You will mainly be called because someone has entered a score incorrectly into the Bridgemate. You can easily delete it irrespective of scoring equipment. Hand records as well as personals should be available immediately at the end of play and set aside a 15-minute correction period. Please note that the publication of the correct results is the TD's responsibility, even if he has delegated the actual task.

Rulings

There are two types of rulings - Book Rulings and Judgement Rulings. You should always have a copy of 'The Laws of Duplicate Contract Bridge' available for reference if needed and preferably quote from it at the table. You are not expected to memorise all the rules but you are expected to be able to locate the relevant ruling without too much hassle. You can also use "Duplicate Bridge Rules Simplified" by David Stevenson as well as the set of comprehensive flowcharts as developed by the English Bridge Union.

Book Rulings are ones you read from the book (eg leads/calls out of turn, revokes etc) and should be given at the table - your aim is to make a sensible ruling which allows play to continue. If you mess it up law 82C allows you to sort it out!.

Judgement Rulings are ones you need to consider carefully and with consultation either with another TD or an experienced player. Judgement rulings will often involve unauthorised information (hesitations, comments, alerts or lack of etc.) and will sometimes be difficult to unravel without a lot of investigation. At no time will a TD rule on a matter of judgement at the table. Whilst at the table you should just agree the facts before you leave informing players that you will return at the end of the hand to discuss things further. Be careful if a hand is still in progress as you do not want to hear too much which might cause other problems. In most cases play can conclude before you hear anything. One exception might be a failure to alert that has come to light later in the auction The TD will collect all the relevant facts, this may involve questioning players, seeing their convention cards and so on. This is especially important when dealing with hesitations. If the facts are in dispute then that is fine as law 85 allows for this.

Slow Play

Slow play is a perennial problem in bridge and where there is an absence of any clear reason (eg an elderly member) then you should discourage avidly - Firstly warn the pair involved. If it occurs again remove a board from the next round (and award 60/40 - 60 to the non-offenders of course). The manner of doing this is simple - you are helping them to catch up! If a player cannot help being slow (as in an elderly or infirm player) then consider how best to accommodate him or her and the other players - often the best way is to place that person in a N-S permanent position and ask South to complete the traveller simultaneously while North is entering the Bridgemate. Remember that you cannot remove a board in a teams event if it has already been played at the other table (so you need to deal with slowness early and then inform the teammates that they cannot play that board). Averages in teams are given as +3, 0 or -3.imps. As a playing TD it is difficult to monitor slow play so warnings are really your only option unless you are certain.

Fines

Fines are applicable for two reasons Procedural or Discipline.

Procedural - not counting cards, putting them back in the wrong place, playing the wrong board, slow play, loud discussion of a hand etc.

Discipline - when a TD needs to penalise a player in order to maintain order and discipline (displaying bad behaviour, as in arguing with the TD for example) - any penalties issued under this heading should be reported to the Chair of the Bridge Committee

Fines where a board cannot be played - Average 50% in pairs and 0 imps in teams (to a player only partly at fault), Average Plus 60% in pairs or +3 imps in teams (to a player in no way to blame) or Average minus 40% in pairs or -3 imps at teams (to a player at directly at fault). Averages are represented as NS/EW 50/50, 40/50, 40/60 etc. Again the fine (40%) can be increased but the award (50%+) usually not (however an average plus will be increased to the session percentage if greater). A red psyche (fielded) is marked as 30%:60% and a red misinformation/misbid is 40%:60%.

End of the Session

Please remember to ask the players to sort the cards in suits and in ascending sequence as this will assist the dealer tremendously for the next set of hands. Put the hand copies out during the last round and announce that you have put them out. Collect the boards and place them in the suitcases in order! Collect the Bridgemates. Dispense with the travellers at the end of the correction period.

Before printing or uploading results scan through the travellers for any obvious incorrect entries a * appearing alongside the declarer indicates that the same denomination has been declared by both sides. This may indicate a problem and it may not but it is worth checking. Also, check the ranking list!