

Game Director Practices Manual

I. General References:

- A. *Laws of Duplicate Contract Bridge*, 2008 Revised Authorized Edition, shall govern all American Contract Bridge League (ACBL) sanctioned events conducted by the approved Director in Charge (DIC) at the Village Card Club.
- B. *Bridge Director's Companion* (BDC), by Larry Harris, 5th Edition, 2007, is incorporated by reference into the Village Card Club's "Game Director Practices Manual."
- C. *Director's Quick Reference Companion* (QRC), by Larry Harris, 2nd Edition, 2006, is incorporated by reference into the Village Card Club's "Game Director Practices Manual."
- D. *Duplicate Decisions, A Club Director's Guide for Ruling at the Table 2008*, ACBL, is incorporated by reference into the Village Card Club's "Game Director Practices Manual."
- E. *Ruling the Game* (RTG) articles that are published monthly in the *ACBL Bridge Bulletin* will constitute precedent for DIC rulings at the VCC when similar facts and circumstances exist.
- F. *North American Bridge Championship* (NABC) appeals that are published on the ACBL website (www.acbl.org) will constitute precedent for DIC rulings at the VCC when similar facts and circumstances exist.
- G. Resolutions or policy directives approved by the VCC Board of Directors that affect the responsibilities entrusted to the DIC are mandatory.
- H. The *Standing Rule – Job Description – Game Director* (Revised October 2007) is incorporated by reference into the VCC's Game Director Practices Manual.

II. Definitions:

- A. The phrase "Club Game" includes any game that the VCC has primary jurisdiction over the conditions of contest. Such games include, but may not be limited to:
 - 1. Club Championship Game [Premium Game]
 - 2. Charity Club Championship Game [Premium Game]
 - 3. Upgraded Club Championship Game [Premium Game]
 - 4. International Fund Club Championship [Premium Game]
 - 5. Club Masterpoint Game
 - 6. Restricted Club Masterpoint Game
 - 7. Newcomer Game

- B. A designated “Premium Game” in subsection A. (above) requires compliance with Section IV.
- C. The designation “Special Event” includes any game that Unit 161, District 10, the American Contract Bridge League (ACBL) or the World Bridge Federation (WBF) has primary jurisdiction over the conditions of contest. Such games include, but are limited to:
 1. Unit Championship Game
 2. Unit-wide Championship Game
 3. Unit Charity Game
 4. ACBL Membership Game
 5. ACBL International Fund Game
 6. ACBL Junior Fund Game
 7. ACBL Club Appreciation Game
 8. ACBL-wide Charity Game
 9. ACBL-wide International Fund Game
 10. ACBL-wide Senior Pairs Game
 11. ACBL-wide Instant Matchpoint Game
 12. Worldwide Bridge Contest
 13. District STaC Games
 14. Inter-Club Championship Games
 15. North American Pairs Club (and Unit) Qualification Games
 16. Grand National Teams Club (and Unit) Qualification Games
- D. The primary difference between a “Club Game” and a “Special Event” is determined by the entity, the VCC or a higher organization, that has primary jurisdiction over the conditions of contest. The difference is not based upon a fee differential between the two generic game categories.
- E. An “Open Game” is a duplicate bridge game with no upper masterpoint restriction.
- F. A “Limited Game” is a duplicate bridge game with a predetermined upper masterpoint restriction or where other entry restrictions exist.
- G. A “Newcomer Game” is a duplicate bridge game with an upper masterpoint restriction of twenty (20) masterpoints.
- H. “Pre-duplicated” boards refers to boards created with Dealer[®], Dealer4[®], Bridge Composer[®] or DealMaster Pro[®] software and generated with the Dealer4[®] or by use of hand records.

III. Club Masterpoint Games: Movement-Stratification-Seeding

Movement:

- A. The Director in Charge (DIC) shall select the game movement best suited for the number of participants for a duplicate bridge game. The phrase “best-suited” implies that the movement selected will insure that the participants miss the minimum number of duplicate boards and pairs for the size of the field.

The phrase also refers to the type of stratification and seeding for any particular game pursuant to the guidelines contained in this manual. The phrase “best suited” shall be referred to as the “best-suited principle” for the choice of movement, stratification and seeding selection.

- B. The DIC shall select the duplicate movement that is recommended in the BDC or the QRC for the number of tables in the field. The recommended movements appear on page II-5 of the BDC and page II-2 of the QRC under the heading entitled “1st Choice.” The 1st Choice movement complies with the “best-suited principle” contained within the VCC’s Standing Rule for Game Director. See Section XI for a movement chart.
- C. When the 1st Choice is a 10-round/30 board movement, the DIC may select the 2nd or 3rd Choice in the above referenced chart. In such case, the specified 2nd or 3rd Choice movement complies with the “best-suited principle” contained within the VCC’s Standing Rule for Game Director.
- D. Club Masterpoint games with 17½ or more tables:
 1. VCC Policy: *“The Game Director shall select the game movement best suited for the number of players giving special emphasis to lower strata in terms of seeding and balancing the field. Our policy is to maximize the masterpoints awarded consistent with ACBL and VCC guidelines. In case of multiple sections, the boards must be duplicated and scored across the field for premium events such as Club Championships. If boards are not duplicated for multiple sections, only section awards may be awarded.”*
 2. All games with 17½ or more tables will be separated into two sections with pre-duplicated boards. Club Masterpoint games award 2.50 masterpoints for 1st overall with 25 or more tables (2.00 for 0-300 games) and calculate overall awards NS/EW in each section of an event if there are 16 or more tables in the event while retaining the section awards for each section. The event should be scored as follows:
 - a. If there are 35 or more total tables in play, including the tables of the concurrent restricted game, (calculated as 25+ tables in each open section) and there are sufficient C pairs to run two events, it is best to set up the 2 sections as 2 events, each with credit for the restricted game’s tables. This drives the highest number of masterpoints in all strata and permits the C Strat (balanced NS/EW and between the sections) to score overall.
 - b. If there are fewer than 35 total tables (or fewer than 25 “combined” tables in each open section), or there are not enough C pairs for two events, it is best to set up the 2 sections as 1 event but do not combine the sections for scoring. This drives the highest number of masterpoints in all strata and permits the C Strat (balanced NS/EW and between the sections) to score overall.

3. In order to drive the highest number of masterpoints in a restricted game that does not have a concurrent Newcomer game, it is best to set up the 2 sections as 1 event with pre-duplicated boards, but do not combine the sections for scoring. The guidelines in paragraphs 1-2 (above) apply to restricted 2-section games.
- E. The recommended movement per VCC policy will be two sections as follows:

17½ Tables

9-table Mitchell

8½ table Mitchell with an E-W sitout

18 Tables

9-table Mitchell

9-table Mitchell

Both of these movements require 27 boards in play. Therefore, both sections will move at the same time and complete the game at the same time.

- F. When 18½ or more tables exist, the field will be divided into two or more sections. The DIC will select the choice of movement for each section according to the “best-suited” principle, avoiding ½ table movements whenever possible. With 19 tables, for example, the DIC will create one 10-table section and one 9-table section to avoid a ½ table movement. See Section XII for guidelines with two or more sections.

Stratification:

- G. All Club Games will be stratified when the number of participants allows for stratification and the event is not specifically listed as a Handicap Game. Stratification is based on total masterpoint limits and not the proficiency of any particular partnership.
1. Three stratifications is the default selection provided that *five* pairs exist in the lowest stratification.
 2. The DIC shall increase the number of total masterpoints for the lowest stratification whenever feasible to insure that *five pairs* are included in the lowest stratification. The lowest stratification upper limit shall not exceed 750 masterpoints in any Club Game event.
 3. The DIC shall use two stratifications when fewer than five pairs have fewer than 750 masterpoints.
 4. Under no circumstance is a pair to be moved to a higher or lower strat than warranted by their masterpoint record in order to create or balance the stratifications.
 5. When two stratifications are utilized, the DIC shall select an upper limit masterpoint total for the lowest stratification that balances the field between the two stratifications as evenly as possible.
 6. The player with the highest masterpoint total will determine the stratification of a partnership. If an “A” stratum player partners with a “B” stratum

player, for example, the partnership is scored in the “A” stratification category.

7. The Club Manager shall determine the default stratification limits for all Club Games unless the VCC Board of Directors determines the stratification limits. The DIC may adjust the default stratifications, when necessary, pursuant to the guidelines established in subsections 1-5 (above).

Seeding:

- H. All Club Masterpoint games will be seeded based upon the number of the participants in each stratification category.
 1. The field must be divided as evenly as possible between North-South (N-S) pairs and East-West (E-W) pairs according to the pairs’ stratification.
 2. Each table, during the first round of the game, must contain one N-S and one E-W pair of equal stratification whenever possible.

IV. Special Events & Premium Games: Movement – Stratification – Seeding

- A. The movement selected by a DIC for a Special Event or Premium Game will be based upon the best-suited principle for the number of participants in the field.
- B. All Special Events and all Premium Games will require one of the following when there are 2 sections:
 1. Pre-duplicated boards 1st Choice
 2. Hand records 2nd Choice
 3. Twinned boards 3rd Choice (subject to Subsection E. below)
- C. The Club Manager shall determine the type of duplication as specified in subsection B when the conditions of contest allow a determination to be made at the club level.
- D. The Club Manager shall determine the person or persons who are to pre-duplicate the boards in any event when pre-duplication is mandated.
- E. Pre-duplicated boards or hand records will be used whenever a Special Event has two or more sections.
- F. The Club Manager will maintain the security of sealed hand records or pre-duplicated boards prior to the start of a Special Event until such time that the sealed hand records or pre-duplicated boards are provided to the DIC. The DIC will maintain the security of the hand records until the conclusion of the game where hand records are utilized.
- G. When pre-duplicated boards or hand records are utilized, the movements for Special Events and Premium Games follow the same guidelines as those of Club Masterpoint games (Section III, Subsection D) except that 2 sections are set up as 1 event with combined scoring (i.e.: top on board 17). While this

slightly depresses the total masterpoints awarded, it assures that the pairs who have performed best are ranked highest.

However, 2-section Special Events that are scored across a national, district or unit field by the sponsor (ACBL-wide events using the same deals, and STaCs and UWCs scored by percentages) are set up as 2 sections in 1 event and not scored across the field.

- H. Stratification for Premium Games will be identical to stratifications for Club Games.
- I. Stratification for Special Events will be determined by the entity that promulgates the conditions of contest for the event.
- J. The field will be seeded for all Premium and Special Event games.

V. Half-Table Movements:

The process for selecting a Rover pair when there is a half-table can be frustrating. Determining who arrived first and who didn't does not work. The guidelines are as follows:

- A. If a player's partner has not yet arrived 5 minutes before game time, that pair will be the Rover and the DIC will move them to N/S at the highest numbered table in the most appropriate section. If the partner fails to arrive, then the movement is undisturbed. Likewise, if a player is called in to play and this creates a half-table, that pair will become the Rover.
- B. If a pair is seated alone at a table, that pair will be the Rover and the DIC will move them to N/S at the highest numbered table in the most appropriate section, relocating those two pairs to the vacated table.
- C. If a player's health would render it impossible for a pair to fulfill the Rover's responsibilities, the DIC will ask for volunteers who are in the same stratum and are sitting N/S. If there are no volunteers, the DIC will select the N/S pair who is seated at the highest numbered table in the same strat and that pair will become the Rover.
- D. Sections with 8½ or 12½ tables are conducted as 9- and 13-table Mitchell movements with an E/W sitout. For certain half-table sections, the "best suited" movement is a 1½-Table Appendix Mitchell with an E/W sitout.
- E. VCC's uniform approach: Rovers are N/S, and 8½ & 12½ Mitchells and Appendix movements result in E/W sitouts.

VI. Director in Charge Assignment – Director Substitutions

- A. The Club Manager shall determine the Director in Charge of all Club Games and all Special Events.
- B. The Club Manager shall consult with the Game Manager to determine the Director in Charge for all Special Events.
- C. The DIC assignment may be permanent or temporary for a Club Game. A permanent DIC assignment does not guarantee a DIC an assignment for a Special Event when a schedule conflict exists between a regular Club Game and a Special Event. In short, all Special Events are considered temporary DIC assignments.
- D. The Club Manager shall post temporary DIC assignment schedules at the Director Station seven (7) days in advance of any DIC assignment unless a DIC has a permanent game assignment for a Club Game. If no temporary schedule is posted, the permanently assigned DIC is considered the assigned DIC for either a Club Game or a Special Event.
- E. A DIC with an assignment, whether permanent or temporary, must notify the Club Manager of any planned absence from the assignment no less than forty-eight (48) hours prior to the planned absence.
- F. In the case of a DIC illness or other temporary incapacitation, the DIC will notify the Club Manager of an intended absence as soon as practicable but no less than two (2) hours prior to the start time for a permanently or temporarily assigned game.
- G. The DIC shall arrive at a scheduled assignment at least thirty (30) minutes prior to the scheduled start of the assigned game. Failure to arrive on time may result in the loss of that assigned game. In the event an emergency occurs that may result in a late arrival, the DIC shall notify the Club Manager as soon as practicable about the potential late arrival.
- H. Director Substitutions:
 1. The Club Manager shall determine all DIC substitute assignments. If the Club Manager is unavailable, the Game Manager shall determine the DIC substitute assignment. If the Game Manager is unavailable, any member of the Board of Directors shall determine the DIC substitute assignment.
 2. The Club Manager, or his proxy specified in subsection 1. (above), shall make substitute assignments based on a rotational system of all VCC members who are ACBL Certified Directors and who opt to accept substitute DIC assignments. The rotational system shall be referred to as the “Extra Board.”
 3. Substitute assignments from the Extra Board will be based on a “First Up – First Out” basis. The substitute DIC who is “first-up” on the Extra Board must accept the offered assignment or be considered “first-out” for that particular assignment. When a “first-up” assignment is refused, the

substitute DIC will return to the bottom of the Extra Board to await another “first-up” opportunity in the future.

4. A substitute DIC who participates on the Extra Board will be assigned no less than one game per every sixty days that the substitute DIC remains on the Extra Board to encourage Extra Board participation and to insure that the substitute DIC retains the knowledge and skill required to manage a duplicate game.
5. No DIC with more than one permanent weekly assignment shall participate on the Extra Board. A DIC with one permanent weekly assignment may participate on the Extra Board.
6. A DIC with one permanent weekly assignment will not be bumped from an assignment to comply with paragraph 4 (above).
7. A DIC with more than one permanent weekly assignment may be bumped from an assignment to comply with provision 4 (above) in the event that a substitute DIC does not direct one game per sixty-day period due to a planned absence, illness or other incapacitation by a permanently assigned DIC.
8. In the event a DIC is bumped from a permanently assigned game to comply with paragraph 4 (above), the Club Manager will notify the assigned DIC no less than forty-eight hours prior to the scheduled bump.
9. When more than one Game Director is assigned to a game, the DIC is directly responsible for the conduct and competency of all assigned Directors for that game. Unsatisfactory job performance by a subordinate Director must be reported to the Club Manager as soon as practicable.
10. The minimum performance standards for a DIC are:

The Director in Charge shall:

- a. Comply with the standards explicitly stated in the *Standing Rule – Job Description – Game Director*.
- b. Prepare required boards using the Dealer4[®] in advance of the assigned game.
- c. Maintain a friendly, professional demeanor at all times.
- d. Personally greet as many players as practicable. Personally greet all new players or visitors to the VCC and introduce them to the members with a “welcome announcement.”
- e. Select the movement best suited for the number of participants in the field.
- f. Utilize the Wenger Timer in all sanctioned games.
- g. Exhibit competency with ACBLscore[®] and BridgePad[®] terminals.

- h. Insure the accuracy of player names and scores transmitted to ACBL-score[®].
- i. Resolve scoring discrepancies or scoring errors as soon as practicable, but no later than twenty-four hours after an error is known.
- j. Post an accurate recap sheet for the assigned game in the designated area for game results for a period of one week.
- k. Upload the assigned game results to the VCC website.
- l. Print PCON slips for non-ACBL members.
- m. Actively maintain a presence in the game room, excluding brief personal breaks, at all times. An *active presence* means that the DIC roams the playing area or maintains visual contact with the playing area when not otherwise engaged with DIC duties.
- n. Actively support the policies established by the Board of Directors.
- o. Actively support and assist in the marketing of Special Events by announcements or other means determined by the Club Manager.
- p. Utilize the ACBL's current *Laws of Duplicate Bridge* or *Duplicate Decisions* at the table where a ruling is required. Both are considered the equivalent of the "Law Book" as stated in the Standing Rule of (a) (above). While the QRC is normally very useful, the 2006 edition is not current.
- q. Have the capacity to make correct rulings in a timely and efficient manner. When in doubt, the DIC shall consult other knowledgeable persons that may include other Certified Directors or expert players about a difficult decision prior to making a ruling. The DIC must notate the facts and circumstances of the alleged infraction prior to the consultation with other knowledgeable persons.
- r. Issue timely warnings for procedural violations with consideration for the class of player involved. More experienced players must be held to a higher standard than less experienced players.
- s. Impose a procedural penalty for a repeated procedural violation within any twelve-month period. Immediately impose a ¼ board penalty for a flagrant procedural violation.
- t. Cell phones are to be turned "off" during play. If a cell phone rings, impose an automatic ¼ board Procedural Penalty (disturbance and delay). If the DIC does not hear the interruption, it is the responsibility of the offending player and others within earshot to report it in accordance with Active Ethics. If this provision is not universally enforced, it becomes "selectively" enforced.
- u. Impose a ¼ board adjustment to both pairs at the table where an incorrect duplication occurred when hand records or twinned boards are

- used. No warning shall be issued for the failure to correctly duplicate a board.
- v. Universally enforce the VCC “Zero Tolerance (ZT)” policy and the VCC “Conduct and Ethics” policy. No warning will be issued for a ZT violation. A ¼ board penalty will be immediately imposed on all players involved in a ZT violation. The penalties are cumulative. Retaliation against a ZT violation is a ZT violation.
 - w. Respond in a timely manner to any emergency situation that affects the well being of any or all the participants.
 - x. Collect the correct game fees and deposit the funds in accordance with the policies and procedures established by the Board of Directors.
 - y. Comply with the Appeals Procedure established by the Board of Directors.

The Director in Charge shall not:

- a. Publicly display any favoritism or dissatisfaction with any club member or class of club player.
- b. Publicly display a lack of enthusiasm for the type of game assigned.
- c. Publicly exhibit an attitude or opinion that implies dissatisfaction with administrative decisions of the Club Manager or the policies established by the Board of Directors.
- d. Engage in any activity that indicates a lack of concern for the participants or indicates a lack of attentiveness that violates the spirit of (m.) (above).
- e. Make unsolicited comments regarding a player’s proficiency.
- f. Provide unsolicited “lessons” regarding the bidding, defense, or play of the hand for any particular board during the game session.
- g. Comment on any particular board about the bidding, defense, or play of the hand despite a solicitation by a participant to do so prior to the conclusion of the game session. A DIC may provide some limited assistance for players in restricted Newcomer Games (0–20 master-points).

VII. Game Set Up and First Round Procedures:

- A. The DIC shall insure that a minimum of one pot of regular coffee, decaf coffee and hot water is available for the participants fifteen (15) minutes prior to the start of the game.
- B. The DIC shall reserve, if warranted, a table by the request of a participant.
- C. When the game is stratified, the DIC shall estimate the tables to be used and place on each table:
 1. Strata markers in a consistent pattern to balance the field according to the stratification categories and the number anticipated in each stratum. A pattern example is: Table 1 (A), Table 2 (B), Table 3 (C), etc.
 2. Table markers in a sequential, vertical, up and down alignment.
 ↑ 1 2 3 4 5 6 ↓ 7 8 9 10 11 12 ↑ 13 14 15 16
 3. BridgePad[®] terminals (and sign-in sheets if a substantial number of non-ACBL members are expected).
- D. In most cases, the DIC can set up the game in ACBLscore[®] based on the anticipated tablecount. Then, when the exact movement is known, (F9) and change the Movement Parameters and then (F11) and Start Remote Server.
- E. The DIC shall make any required announcements prior to announcing that the BridgePads[®] have been activated.
- F. The DIC shall then distribute the correct number of duplicate boards to each table based upon the movement selected.
- G. In a two or more section game, the DIC shall use two or more different colored table marker sets and two or more matching colored board sets.
- H. Set the timer at the commencement of the 1st round.
- I. During the first round, the DIC shall:
 1. Collect the stratification markers and return them to the storage area at the Director's Station.
 2. Collect the game fees and report them as required by VCC policy.
 3. Confirm that the players' names have been entered correctly and enter any missing names.
 4. Examine and adjust stratifications as required.

VIII. Time Allocation – Timer Operation:

- A. An Open Game shall consist of the play of 26 to 28 boards dependent upon the movement selected. (1st Choice 30-board movements are not excluded.)
- B. A game may be limited to the play of 24 boards when the board duplication process with hand records requires the elimination of one round of play.
- C. The Club Manager may allow a Limited Game to consist of the play of 24 boards (on an exception basis).
- D. The recommended time setting for a duplicate round in all Open Games:
 - 1. Two-board round: 14 minutes.
 - 2. Three-board round: 20 minutes.
 - 3. Four board round: 26 minutes.
- E. The recommended time setting for a Limited Game shall be:
 - 1. Two-board round: 15 minutes.
 - 2. Three-board round: 21 minutes.
 - 3. Four-board round: 28 minutes.
- F. The Wenger Timer shall be used in all sanctioned duplicate bridge games.
- G. Wenger Timer Instructions:
 - 1. **Press “Power” to activate the timer.**
 - 2. **Enter the number of rounds and the time allotted for each round in a numerical sequence.**
 - 3. Ex. 1 – 3 – 1 – 4 = 13 rounds at 14 minutes per round.
 - 4. **To correct an error, press “Stop” and try again.**
 - 5. **Press “Play.”** The timer will automatically time the entire game.
 - 6. **Press “Pause” to temporarily suspend the timer operation.** This function has utility for any interruption like an announcement or an emergency. To resume the timer, press “Play.”
 - 7. **Press “Chan↑” to add one minute to the timer. Each press adds one minute.** This function has utility for a break round or to allow a slow field additional time in a round.
 - 8. The timer shuts off automatically when the last round is completed.
 - 9. The **Sound volume** may be adjusted only in Set-up Mode.
 - 10. **Swiss Team Game:** In a team game, 6 ½ to 7 minutes per board is the standard procedure depending upon the number of boards per round. To input an automatic delay between the rounds in a team event, press “pause” before pressing “play” to set the Auto-Hold feature. The timer will automatically pause between the rounds. After the team assignments have been posted, press “play” to time the next round.
 - 11. **Round Adjust:** While the timer is running, press “Fast F” to add one round. Press “Rewind” to subtract one round.
- H. The DIC needs to manage the clock, pausing to allow multiple tables to catch up and shortening the round if everyone is finished (but not if someone has gone to the restroom).

IX. Slow Play:

The playing atmosphere for our members is very important. In that regard, there are differing views on slow play. While some might push for the most efficient game possible, others feel that to rush anyone is inappropriate. We are a club with aging players. Age slows some of us down, and it is important that those who are slowing down still feel welcome at the Village Card Club.

On the other hand, Duplicate Bridge is a timed event. While most would agree that there is no urgency to finish in 3¼ hours, they would also agree that it is unreasonable for one or two players to repeatedly cause others to wait while they ponder their bid or play. The Wenger Timer is the referee. It is set for a reasonable duration for each round. Fast players will finish with several minutes to spare and they are obligated to visit quietly until the time expires. Slower players are obligated to be conscious of the clock and make every effort to finish on time.

The DIC must identify those whose slow play repeatedly causes inconvenience for others and take the following action until improvement is seen:

1st - Encourage those with slow play to catch up by walking to the table and politely but firmly request that they catch up. A calm and reassuring tone is very important; avoid being abrasive or demeaning. Be careful to do this to the right pair, not in situations where others may have caused them to be late.

2nd - Meet privately with the offending pair and request that they improve their speed of play. Advise them not to enter their private score if they are already late or engage in a conversation about the hand.

3rd - If the slow play persists and a board cannot be completed on time, score that board NP and apply a ¼-board Procedural Penalty to the offending side.

If bidding has not begun with 3 minutes on the clock or the play of a board when the 2-minute warning sounds, the DIC should probably intercede.

The DIC must take into consideration the health and age of the players involved and give due consideration to a player's physical and mental ability to do better. If a player has to visit the restroom often or cannot move well or has other physical restrictions, we must be sensitive to those issues. If these are the controlling factors for the slow play, it is best to quietly grant an NP without penalty.

In any event, no player has a right to play all of the boards – or to play beyond the allotted time – and cause the remainder of the field to repeatedly wait for him.

X. Late Play:

- A. A Late Play (LP) is a privilege -- not a right.
- B. Habitual slow players shall not be granted Late Plays.
- C. No pair may be granted more than one Late Play in a session.
- D. If, prior to the break, a board is not played during the scheduled time, and the DIC views it to be neither pair's fault, a Late Play may be scheduled during the break. If the DIC determines the Late Play cannot be completed during the break, the board should be scored NP with no Procedural Penalty.
- E. If, prior to the break, a board is not played and the DIC views it to be the fault of one of the pairs, a Late Play may be scheduled during the break. However, the offending pair will be assigned a 1/4-board Procedural Penalty for delay of game.
- F. A pair who arrives late to the game session shall not be granted a Late Play. If the table affected by the late arrival is unable to complete the round on time, the board(s) not played should be scored NP and the pair who arrived late shall receive a 1/4-board Procedural Penalty for each board not completed. Scoring the board NP neither benefits nor penalizes the non-offending pair, nor does it affect the rest of the field. (This provision does not apply if a player was "called-in" by the DIC to improve the movement.)
- G. Late Plays may not be granted after the break. Boards not completed should be scored NP. If the DIC views that there was an offending pair, a 1/4-board Procedural Penalty should be assigned.

XI. Movement Chart – One Section

Tables	Choice	Movement	Boards/Rd	NS – EW
5½		Howell-24	27 – 3	
6	1 st	Howell-27	27 – 3	
	2 nd	Bye/Relay-24	24 – 4	
6½	1 st	Howell-24	26 – 2	
	2 nd	Mitchell-28	28 – 4	28 – (24)
7	1 st	Howell-26	26 – 2	
	2 nd	Mitchell-28	28 – 4	
7½	1 st *	Bye/Relay-32	32 - 4	32 – (28)
	2 nd	¾ Howell	26 - 2	
	3 rd	Bump Mitchell-24	28 - 4	24 – (28)
8	1 st	Bye/Relay-24	24 - 3	
	2 nd	Howell-26	26 – 2	
	3 rd	Skip Mitchell-28	32 – 4	
8½	1 st	Mitchell-27 w/sitout	27 – 3	27 – (24)
	2 nd	1½ Appendix-28	28 – 4	28 – (24)
9		Mitchell-27	27 – 3	
9½	1 st *	Bye/Relay-30	30 – 3	30 – (27)
	2 nd	Bump Mitchell-24	27 – 3	24 – (27)
10	1 st *	Bye/Relay-30	30 – 3	
	2 nd	Skip Mitchell-27	30 – 3	
10½	1 st	1½ Appendix-27	27 – 3	27 – (24)
	2 nd	Bump Skip Mitchell-24	30 – 3	24 – (27)
11		Mitchell-27	33 – 3	
11½	1 st *	1½ Appendix-30	30 – 3	30 – (27)
	2 nd	Bump Mitchell-24	33 – 3	24 – (27)
12	1 st	Bye/Relay-24	24 – 2	
	2 nd	Skip Mitchell-27	36 – 3	
12½		Mitchell-26 w/sitout	26 – 2	26 – (24)
13		Mitchell-26	26 – 2	
13½	1 st	Bye/Relay-28	28 – 2	28 – (26)
	2 nd	Bump Mitchell-24	26 – 2	24 – (26)
14	1 st	Bye/Relay-28	28 – 2	
	2 nd	Skip Mitchell-26	28 – 2	
14½	1 st *	Mitchell-30 w/sitout	30 – 2	30 – (28)
	2 nd	1½ Appendix-26	26 – 2	26 – (24)
	3 rd	Bump Skip Mitchell-24	28 – 2	24 – (26)
15		Mitchell-26	30 – 2	
15½		Bump Mitchell-24	30 – 2	24 – (26)
16	1 st **	Bye/Relay-24 (2 sections)	24 – 3	
	2 nd	Skip Mitchell-26	32 - 2	
16 ½		Bump Skip Mitchell-24	32 – 2	24 – (26)
17		Mitchell-26	34 – 2	

*Superior movement for experienced players but 10 3-board or 8 4-board rounds.

**Superior movement but Skip Mitchell is acceptable.

XII. Movement Chart – Two & Three Sections

17½ Tables	9-Table Mitchell 8½ Table Mitchell w/E-W sitout	
18 Tables	9-Table Mitchell 9-Table Mitchell	
18½ Tables	9½ Table Bump Mitchell 9-Table Mitchell	
19 Tables	10-Table Skip Mitchell 9-Table Mitchell	
19½ Tables	10-Table Skip Mitchell 9½ Table Bump Mitchell	
20 Tables	10-Table Skip Mitchell 10-Table Skip Mitchell	
20½ Tables	10-Table Skip Mitchell 1½ Table Appendix Mitchell	
21 Tables	11-Table Mitchell 10-Table Mitchell	
21½ Tables	11-Table Mitchell 1½ Table Appendix Mitchell	
22 Tables	11-Table Mitchell 11-Table Mitchell	
22½ Tables	11-Table Mitchell 11½ Bump Mitchell	
23 Tables	12-Table Skip Mitchell 11-Table Mitchell	
23½ Tables	12-Table Skip Mitchell 11½ Bump Mitchell	
24 Tables	12-Table Skip Mitchell 12-Table Skip Mitchell	
24½ Tables	12-Table Skip Mitchell 12½ Bump Skip Mitchell	
25 Tables	13-Table Mitchell 12-Table Skip Mitchell	Set timer for 14 minutes DIC calls the move for B

25½ Tables	13-Table Mitchell 12½ Mitchell w/E-W sitout
26 Tables	13-Table Mitchell 13-Table Mitchell
26½ Tables	13-Table Mitchell 13½ Table Bump Mitchell
27 Tables	9-Table Mitchell 9-Table Mitchell 9-Table Mitchell
27½ Tables	14-Table Skip Mitchell 13½ Table Bump Mitchell
28 Tables	10-Table Skip Mitchell 9-Table Mitchell 9-Table Mitchell
28½ Tables	14-Table Skip Mitchell 14½ Table Bump Mitchell
29 Tables	10-Table Skip Mitchell 10-Table Skip Mitchell 9-Table Mitchell
29½ Tables	15-Table Mitchell 15½ Bump Mitchell
30 Tables	10-Table Skip Mitchell 10-Table Skip Mitchell 10-Table Skip Mitchell