

S A B F

**TD Workshop 3
17 May 2022**

Solutions

Run by

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National Director

Workshop 3

- *How do you rule?*
- *Simulations*

Q & A time is reserved at the end of each session. If you have a lengthy issue, please revert to emailing me at [elsid480 \[at\] gmail.com](mailto:elsid480@gmail.com)

Finally, I am available on WhatsApp for urgent queries (082) 4119900

Solutions

1. If you're playing a social game and North is your wife then allow the change. A good TD who wants to apply the laws will quote Law 25A2, "... **A change of call may be allowed because of a mechanical error or a slip of the tongue, but not because of a loss of concentration...** "
2. Law 25A3 states "A player is allowed to replace an unintended call if the conditions described in A1 above are met, **no matter how he may have become aware of his error. ..**" (No UI implications)
3. As above (2.)
4. No. The laws are lenient for declarer, e.g, no penalty cards. Here Law 45C2 comes into play. Y29 states "...**Declarer's card must be played if it is held face-up touching or nearly touching the table or held in a position to indicate it has been played.** "
5. The Simplified Book covers this nicely. See page 36 – "**When a Defender faces a lead when it is his Partner's turn to play, the Director should say to the Declarer, 'You have FOUR options'. These are:**
(A) **You may accept the lead out of turn and you play as normal.**
(B) **You may have the spade as a major penalty card: the correct leader may lead what he likes, but his Partner's spade must be played at the first legal opportunity.**
(C) **You may require the correct leader to lead a spade: the lead out of turn is picked up and the Defender who led out of turn may play any legal card.**
(D) **You may forbid the correct leader from leading a spade for as long as he retains the lead: the lead out of turn is picked up.** " (Law 50D)
6. The above 4 options apply at when an **opening lead** is led out of turn as well. However, **declarer has an additional option – he can accept the lead out of turn and opt to become dummy!** Y35 (Law 54)

7. Normally the hand to play next is usually given the option after an infraction. This law is different. **Either defender** can may accept the lead. Law 55A adds, **"If the defenders choose differently then the option expressed by the player next in turn to the irregular lead shall prevail."**
8. A "Switched Mitchell" is simply a Mitchell but usually the last round (last 2 rounds if > 9 tables) is "switched" i.e., the N-S pair will play the cards belonging to E-W and vice versa and scored appropriately. Implications are – One winner only and a more balanced movement. At Benoni Bridge Club, we always switch in the last round !
9. This hand was adjudicated by the Appeals Committee of the EBU. TD reported. **"I was called to the table after the 4♦ bid by East. North pointed out that West had thought 'for 15 seconds' before bidding. I remained until the opening lead had been made. I was called back at the end of the hand and North invited me to consider whether there were alternatives (principally pass) to East's 4♥ bid. I polled five players of whom two bid 4♥, two passed and one passed but considered 4♥. I therefore deemed that pass was a logical alternative to 4♥."**

The Appeals Committee ruled "There was a logical alternative of pass to East after 4♦ was doubled out of tempo. Given that East had not raised 2♥ or 3♥ to 4♥ on the previous rounds, we feel that the slow double of 4♦ persuaded East to bid 4♥ when he had a clear logical alternative of pass." Decision: 4♦x making. Result at table: 4♥x + 1 by West; NS - 690

<p>♠ 9 ♥ 43 ♦ KJ108742 ♣ 987</p> <p>♠ AJ103 ♠ K8542 ♥ AQ9762 ♥ K85 ♦ 3 ♦ 95 ♣ 64 ♣ K53</p> <p>♠ Q76 ♥ J10 ♦ AQ6 ♣ AQJ102</p>	<p>Board 14: Dealer East: Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1♣ (1)</td> <td>1NT</td> </tr> <tr> <td>2♥</td> <td>3♦ (2)</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>4♦</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Dbl (3)</td> <td>Pass</td> <td>4♥</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Dbl</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) 10-12, 3+clubs 2) Competitive, non-forcing 3) Double after some thought (deemed a break in tempo on balance)</p>	West	North	East	South			1♣ (1)	1NT	2♥	3♦ (2)	Pass	Pass	3♥	4♦	Pass	Pass	Dbl (3)	Pass	4♥	Pass	Pass	Dbl	All Pass	
West	North	East	South																						
		1♣ (1)	1NT																						
2♥	3♦ (2)	Pass	Pass																						
3♥	4♦	Pass	Pass																						
Dbl (3)	Pass	4♥	Pass																						
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