

## 2018 Open “Partnership Teams”- Tuesday: FAQ

### What is “partnership teams”?

A month team format whereby the team-mates of a partnership change each night or round.

### What months does it apply to?

February to October. November is a traditional teams event for the Myra Stubbs Trophy.

### Is electronic dealing and scoring used?

Yes, electronic random deals will be used, but no, teams will be responsible for their own score sheets, agreeing IMPs and VPs with opponents. Hand records will be available for post mortems.

### How do you enter?

By email to the Club on or on the Club noticeboard sheet on or before the Thursday preceding the start of month, stating Open; Your name/Partners name.

### Who can enter?

Any member. It is anticipated that Platinum, Gold and improving Silvers will be the likely starters. Members from other clubs will be welcome on certain months (to be decided) but if balloting is used members will have priority.

#### So when can non-members enter?

The suggestion is all months ex Champs (and ex Myra Stubbs). But views are sought.

### How do I pay for event entry?

Paying \$16 (each) on-line into the Club bank acc (ANZ: 06-0729-0004233-00) is the preferred option (state in the For Payee Particulars box: Teams: name). Prior to start of play on first night of month cash/cheques for \$20 will be collected.

### Is table money still paid?

No, the event entry is in lieu of table money. This means that any substitutes required during the month get to play for free.

### Can you obtain a partner for me?

No, the Host should not be used for this purpose. There is a Partner Finder function on our Pianola website plus the Programme Booklet contains contact details for everybody.

### Does the Host arrange partners or substitutes?

Only in an emergency. Partnerships are responsible for finding substitutes. Both partners can have substitutes on a given night, and we don't care how many substitutes you have over the month. The Club will endeavour to set up a Substitute list of people who are happy to fill in but don't want the monthly commitment.

### Is our partnership certain of playing?

No. Because we require an even number of pairs, it is possible that a ballot will need to be held to determine the unlucky pair. The ballot procedure has yet to be determined. It is hoped that a Reserve Pair will be available in due course who agree to play whenever an odd number of pairs enter and no balloting will be needed. A Reserve Pair will not have to pay an entry fee if called upon to play.

### Is seeding used?

Yes. Seeding is used to determine team-mates in all months ex Champs. Seeding will be the 2018 NZB Ranking Points (using natural log summation for the pair). This gives a developing pair with low Ranking Points encouragement by playing with top tier players with high Ranking Points. More detail on the seeding is in Appendix 1

### Do the teammates change each round or each night?

Odd table numbers will require a movement which means it has to be each night. And it is probably preferred that even table numbers are the same.

### What movements will be played?

This depends on whether the table numbers are odd or even. For even numbered tables the moves per night are:

<b>4 Teams</b>			
2 rounds of 12 boards each			
Boards are shared between tables			
<b>6 Teams</b>			
2 rounds of 12 boards each			
Boards are shared between tables			

For odd # tables the moves are as follows:

#### **3**

##### **Teams**

2 rounds of 12 boards each played. 36 boards in circulation.

“American Whist” movement

12 boards per

round

Set out 12 boards per table for Round 0.

For each round, EW go down 2 tables, Boards go down one table.

#### **5**

##### **Teams**

4 rounds of 6 boards each. “American Whist” movement 30 boards in circulation.

Set out 6 boards per table for Round 0.

For each round, EW go down 2 tables, Boards go down one table.

Myra Stubbs was run like this in 2016

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## **Teams**

A 3 teams section and 4 team section run as above .

Would need two sets of boards.

## **Teammates are preselected for the night as above, how about which opponents?**

There will be a ceremonial random draw each night!

## **What do I get for winning?**

The month winners will receive free entry into the next month's competition.

## **Do I receive masterpoints?**

Yes

## **Will there be a director?**

Not at this stage. Each table will sort its own issues out. At end of round if there is an unresolved issue, the teams involved will attempt make a decision. If still no agreement, a panel of other team members will be formed to make a decision for the night. Appeals can be heard in the normal manner.

Attempt will be made to find a non-playing director. Any volunteers?

## **What about slow play?**

Once the buzzer has gone for end of round, no new board should be started (ie bidding commenced). No penalty is invoked – the boards not played simply don't count for IMPs. This needs to be self-enforced by those at the table, but anyone in the room can step in to prevent an infraction. 6.5minutes per board should be expected, and should lead to post mortems shortly after 10.15pm. Duane's new timer clock will be used.

## **It's called "slow play", but is it?**

It maybe, but equally it may be slowness between boards. Checking the table slip, debating what should/should not have been done contribute immensely to slowness. Quite often people continue to talk about the previous deal when hands have been pulled for the next deal, and/or even after the opening bidder has made a bid. Apart from rudeness, they should have been concentrating on what to bid with the current hand.

## **Can actual "slow play" be speeded up easily?**

It's pretty easy actually. Eg Consider a slow opening lead after an auction like 1NT 2NT 3NT. Here after 1NT, the opening leader has no intention of ever bidding and has a high probability of being on lead. So after passing 1NT start thinking about your opening lead, revising that view as necessary on subsequent bidding. Eg If u have opened 1NT and partner transfers. Do u super-accept? Don't start thinking about it when the bidding gets round to you, start as soon as u bid 1NT.

## **What is etiquette post one player "tanking"**

Tanking is allowed, but all players at the table must make an effort to get back on time, not just the offender and/or his partner.

## What level of bridge etiquette is expected?

That which applies to tournament players. Appropriate use of stop cards, avoidance of unnecessary hesitation in both bidding and play, appropriate action when partner has given you unauthorised information, etc.

### Can u explain these in more detail.

Stop cards. The idea behind using stop cards is to provide for a mandatory hesitation period in order for the LHO to be able to consider a possible difficult call without conveying unauthorised information to partner. However:

- a) many “flip them out flip them back in”, which serves no purpose at all. They should be held out for ~10 seconds. Obviously commonsense says that if it is a situation where LHO is unlikely to bid the use of it is more of a formality.
- b) Some LHO's only start asking questions after the card is withdrawn. The STOP refers to the call not the questioning.
- c) Some LHOs ignore the STOP card and call immediately. This conveys UI to partner and may be penalised if partner is perceived to have taken advantage of it.

Hesitations. Partner has hesitated and then passed (it can be a bid but the usual situation is a pass). The hesitation suggests some values. What should u do?

- a) A few people may take advantage of the hesitation. This is unethical (stronger words can be used);
- b) More people bid what they would bid anyway even if there wasn't a hesitation. Perhaps surprising to some this is also not the recommended lawful practice.
- c) The laws address this issue by referring to peer groups of the class of people, and whether there was another bid that would be seriously considered (“seriously considered” is not as strong as “would make the bid”). A director or Appeal Committee will usually find against the bidder if they think >25% of peers could have made an alternative call. This could perhaps be known as the “bend over backwards” law

Alerting when u shouldn't. This is quite commonplace, but again, it can convey unauthorised information and hence increase likelihood of penalty sanctions being invoked. Common mistakes include alerting:

- a) bids higher than 3NT;
- b) cue bids of opponent suits (and NT). This includes deemed cues eg Michaels 1H-(2H) -2S. Here the 2H bid is not alerted as it is a cue of the opponent's suit. And 2S is not alerted as it is also a cue of the opponents suit as the Michaels bid shows Spades and another;
- c) X and XX.

Non alerting when u should. Often this is just forgetfulness. But a common mistake is when u and partner have a special non standard agreement with a natural bid, eg responder bidding at 2 level with <10 hcp. That should be alerted.

Partner gives wrong explanation. Do not alert the wrong explanation during the bidding phase. Do not pull a face, make an audible sigh, look closely at the bidding slip, etc. Those give partner UI. If your side wins the auction then alert the defence. If your sign is defending wait until the end of play.

The fact that partner has given the wrong information is UI to you. If eg his subsequent bid means abc in your system but u know from the UI that it means xyz u must bid in response to abc.

### **Are convention cards in use?**

Not formally, but as it is a good idea to practice defence against "exotic" bids having convention cards posted will be encouraged. Regular partnerships should send their NZB convention card to the Club email and it will be posted in a suitable place on the Club web-site for reference by other pairs pre-play.

### **Is the bar open?**

Definitely

## Appendix 1. Seedings

### Why natural log summation?

Consider a Gold GM with 1000 Ranking Points playing with a complete novice with 1 point. They would get seeded, if using unadjusted points, above two GMs with 500 Ranking Points each. The table below shows that a pair with say Ranking Points of 250 each would be about the same as a pair with one at 500 and one at 125, or one at 1000 and one at 63.

You/Partner	Log	same level	500	250	125	63	32
1000	6.9	13.8	13.1	12.4	11.7	11.1	10.4
500	6.2	12.4		11.7	11.0	10.4	9.7
250	5.5	11.0			10.3	9.7	9.0
125	4.8	9.7				9.0	8.3
63	4.1	8.3					7.6
32	3.5	6.9					

### Seedings Draw for different table numbers

The table below shows the type of draws for different table numbers, and to the right it shows how the average rank of team-mates changes.



Teammates		1	2	3	4	5
3 tables	1 6 2 5 3 4	6 5 1 4 2 3	1 3 2 6 4 5	2 4 1 5 3 6	4 6 3 5 1 2	
4 tables	8 1 7 2 6 3 5 4	8 2 7 3 6 4 5 1	8 3 7 4 6 1 5 2	8 4 7 1 6 5 3 2	8 5 7 6 3 1 2 4	
5 tables	10 1 9 2 8 3 7 4 6 5	10 2 9 3 8 4 7 5 6 1	10 3 9 4 8 5 7 1 6 2	10 4 9 5 8 2 7 6 3 1	10 5 9 6 8 1 7 2 4 3	
6 tables	12 1 11 2 10 3 9 4 8 5 7 6	12 2 11 3 10 4 9 5 8 6 7 1	12 3 11 4 10 5 9 6 8 1 7 2	12 4 11 1 10 2 9 3 8 7 6 5	12 5 11 6 10 1 9 2 8 3 7 4	
7 tables	14 1 13 2 12 3 11 4 10 5 9 6 8 7	14 2 13 3 12 4 11 5 10 6 9 7 8 1	14 3 13 7 12 5 11 1 10 2 9 8 6 4	14 4 13 1 12 2 11 3 10 7 9 5 8 6	14 5 13 6 12 7 11 2 10 1 9 4 8 3	