

# “SO YOU WANT TO BE A BRIDGE DIRECTOR?”

**Introductory Course by John McIlrath**



[john@bridgeclub.com.au](mailto:john@bridgeclub.com.au)

mobile:- 0437 274343

# ROUTINE

- 1) PREPARE the room:
- 2) SEATING the players:
- 3) MOVEMENT can be determined:
- 4) BOARDS can be distributed:
- 5) PLAY can commence:
- 6) COMPUTER information:
- 7) Ready to CONTROL and DIRECT:
- 8) HOUSEKEEPING
- 9) RESULTS and postings:
- 10) MANUAL Scoring
- 11) Say GOODBYE & clean up

IMPORTANT: At all times communicate with the players  
and generally ..... indulge in good PR

Important LINK to Australian Bridge Directors Assn:-  
<http://www.abfevents.com.au/directors/index.asp>

# PREPARE the room

1. Dress the tables
  - a. Clean
  - b. Bidding Pads (boxes)
  - c. Bridgemates (or other tabletop device)
  - d. Payslip (envelope)
  - e. Pens
2. Computer
  - a. Is the scoring program ready?
  - b. Did they close off properly, last session?
3. Boards
4. Hand records
5. Table numbers
6. Timer
7. Air-conditioner
8. TV screen monitors
9. Ready to **welcome** the players



# SEATING the players

1. "Permanents"
  - a. Reserved North/South seats
  - b. Tables too cold, draughty etc.
  
2. Half tables
  - a. North/South
  - b. East/West
  
3. Whose partners are missing?
  
4. Fill up "empty" tables
  
5. Think about the movement
  - a. Two winners (Mitchell)
  - b. One winner (Howell, reduced Howell)
  - c. Will affect stationary pairs

## 6. DECISION TIME

ALERTING regulations are here ..

<http://www.abfevents.com.au/events/tournregs/ABFAlertRegs14.pdf>



# MOVEMENT can be determined

Your reference book is:

**Bridge Director's Handbook of  
Movements and Scoring by Judi McKee**

1. Choose based on
  - a. Number of tables
  - b. Half table considerations
  - c. Number of winners
  - d. Number of boards available & time
  
2. Mitchell movements, 2 winners N/S & E/W
  - a. Odd number of tables
  - b. Even number of tables
  - c. Skip
  - d. Share and bye
  
3. Howell movements, 1 overall winner
  - a. Full
  - b. Reduced
  
4. Other types
  - a. Individual
  - b. Teams

# BOARDS can be distributed

1. Consult your Movement Master Sheet
2. Have you the correct boards, check hand records
3. The **PRESSURE** is on, the players are here to play bridge and are **WAITING** for the boards.
4. Distribute and let them start play
  - a. Was there a ½ table, a sit-out, did you tell the players?
  - b. A bye table
  - c. Boards move DOWN a table each round.
  - d. Inform “critical” tables of board movement,

Link to the **LAWS**:-

<http://www.worldbridge.org/Data/Sites/1/media/documents/laws/2007lawscomplete.pdf>



# PLAY can commence

1. Are the table numbers out?
2. Has the noise subsided?
3. How do players move?
  - a. Mitchell
  - b. Howell
  - c. Teams
4. Ready to start the scoring programme.



# COMPUTER information

1. Start the scoring programme
2. Complete the set-up details for your session
3. Launch the Bridgemates, or other tabletop devices, or travellers for manual scoring.
4. Inform players
5. If using Bridgemates, do you know how:-
  - a. Usage of TD menu
  - b. TD code
6. Are there hand records?
7. You are now ready to **CONTROL** the room and **DIRECT**
8. Launch TV Monitors, timing & progress

**Scoring Programs  
Computer Software**





# CONTROL the room

1. Keeping the room quiet
2. Keep the movement going

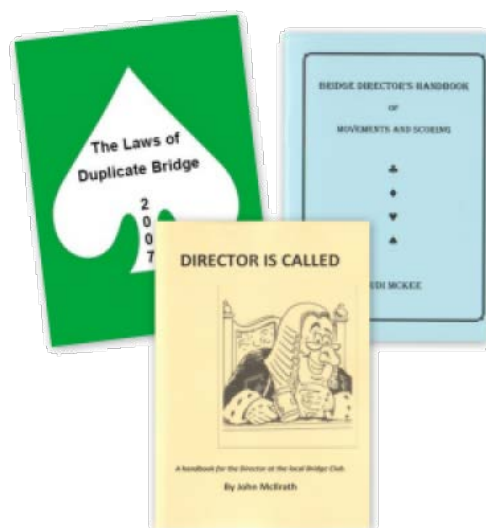
## DIRECT the room

Your first reference book is:

**Director is Called, by John McIlrath**

This booklet covers the seven most common calls,  
but does **NOT** replace 2007 Law Book

1. Incorrect score, know how to replace in Bridgемate, for current / previous rounds
2. Opening Lead out of turn
3. Lead out of turn -
  - a. By declarer or from dummy
4. Lead out of turn
  - a. By defender
5. Revoke
6. Call (Bid) Out of turn
7. Insufficient Bid



# HOUSEKEEPING

1. Collect table fees
2. Reconciliation of money
3. Importing of player names
4. (Movement of boards between rounds)
5. (Listening for calls)
6. Airconditioning!!
7. Lighting!!
8. Monitor anomalies
9. Print hand records



*Adventures In Bridge*

*Bringing our members the best in Bridge!*

# RESULTS and postings

1. Import results from Bridgemates
2. Check for anomalies
3. Prepare results
4. Uploading to the Club's website.

## MANUAL scoring

Whilst we now use computers for scoring, it is important for directors to understand the scoring system. Separate notes are attached and you can refer Judi McKee's **Handbook of Movements and Scoring**.

n/s	e/w	contract	trks	by	+ Score -	+ MPs -		
1	7	3N-4	5	N		200	6	16
2	10	5C	10	N		50	13	9
3	12	3N	10	S	430		22	0
4	14	5DX-3	8	S		500	0	22
5	2	4S	5	S		250	4	18
6	4	3C+1	10	N	130		20	2
7	6	3D-2	7	S		100	10	12
8	8	3C	9	N	110		17	5
9								
10								
11	13	6C-3	9	N		150	8	14
12	1	6CX	10	N		300	2	20
13	3	3N	8	S		50	13	9
14	5	3C	9	N	110		17	5

# Saying GOODBYE

It is important that your players come back next week, else you will not have a way to practice your new found skill of DIRECTING.

Cleanup your room and leave it the state that you would like to find it.

See if you can get your players to help.

Remember, it is important to listen to your customers.

**IMPORTANT:** At all times communicate with the players and generally ..... indulge in good PR

