

Law 12: Redress for damage

Commentary from Chairman of the W B F. Law Committee:-

An infraction may create damage for the non-offending side. Redress is given only for damage caused by that infraction, not for damage as a result of a subsequent serious error. This includes wild or gambling actions, and, for example, the loss of an extra trick as rectification after a revoke.

The TD splits the damage caused by the infraction (consequent damage) from the subsequent damage and compensates the consequent damage.

Examples:

A) Teams; NS vulnerable

NS (team A) play in 5♥ doubled after a competitive auction, where the opponents (team B) bid to 4♠ (NS having bid 4♥) after a significant break in tempo. They make 9 tricks. The TD decides that bidding 4♠ was not allowed and that 5♥ was a gambling, not normal action. He further decides that the play in 4♠ (undoubled) would have resulted in 8 tricks and the play in 4♥ in 9 tricks. The result at the other table is 3♠ -1 for EW.

- With normal play, team A would have received, after the infraction, 2 IMPs (+100/-50).
- Without the infraction, it would have received -4 IMPs (-100/-50).
- The TD decides that team A is not damaged by the infraction, so he does not adjust its score. Therefore, team A receives -11 IMPs (-500/-50).
- Team B receives a score based on the expected result had the irregularity not occurred: +4 IMPs (+100/+50).

B) The facts are comparable except that 4♠ would have been made (result at the other table is 3♠+1). Then the calculation becomes:

- With normal play, team A would have received, after the infraction, -6 IMPs (-420/+170).
- Without the infraction, it would have received +2 IMPs (-100/+170).
- The TD decides that the damage caused by the infraction is 8 IMPs, so the score for team A is increased by 8 IMPs, resulting in -8 (-500/+170) +8 = 0 IMPs.
- Team B receives -2 IMPs (+100/-170).

Average plus :-

An artificial adjusted score on a board in a pairs event should be awarded only if a pair at the start of a session was scheduled to play that board, but for some reason could not obtain a normal result. A bye in a session should not result in an average-plus score; the pairs concerned play one or more boards less. Our advice is to restrict by regulation the number of boards on which an average plus score is given, for example, to two boards in a session. If there are more boards without a result obtained by normal play those boards are not scored.

Weighted scores

In teams, if a contestant receives a score on a board based on more than one of the possible results, the result on the board in IMPs is the weighted average of the outcome in IMPs of the results involved.

Example:

- The adjusted score for team A on a board is 2/3rds of 4♠ made (+620) and 1/3rd of 4♠-1 (-100). The result at the other table is 3♠ just made (+140).
- Team A receives 2/3rds of 10 (+620/-140) plus 1/3rd of -6 (-100/-140) = -4 2/3 IMPs.

In pairs, the weights of the results involved in the adjusted score need to be added to the frequencies on the board and dealt with as described in law 78A.

Example:

- Pair A receives an assigned adjusted score on a board: 1/3rd of 3NT making (+400), 1/3rd of 3NT-1 (-50), 1/6th of 4♠ making (+420) and 1/6th of 4♠ - 1 (-50).
- The frequencies, not including this result, show 4 times +420, 2 times +400, 1 time +170, 1 time +150 and 3 times -50.
- The TD-decision changes these frequencies to +420, 1/6th times; +400, 1/3rd times; +170, 1 time; +150, 1 time and -50, 3 1/2 times. This awards match points: $18 \frac{1}{2}$, $12 \frac{1}{3}$, 9, 7, $2 \frac{1}{2}$. For pair A, the relevant match points have to be multiplied by the probability factor:

$$\frac{1}{6} * 18 \frac{1}{2} + \frac{1}{3} * 12 \frac{1}{3} + \frac{1}{2} * 2 \frac{1}{2} = 8 \frac{1}{2} \text{ MPs.}$$

Serious error

In bridge, it is normal to make mistakes; they are part of the game. When considering the damage related to an infraction, a player should not be punished for making such a mistake unless this is considered to be really unacceptable.

Example 1:

Dealer South. N/S Vulnerable

♠ K 8	
♥ K	
♦ A Q 6 2	
♣ A K 10 8 6 3	
	♠ J 9 7 6
	♥ 10 8 7 4
	♦ J 9 7
	♣ 5 2

BIDDING			
West	North	East	South
			1♦
Pass	3♣	Pass	3NT
Pass	4♦	Pass	4♥
Pass	4♠	Pass	4NT
Pass	5♠	Pass	6♦
Pass	7♦	All Pass	

- NS play 5-card majors with better minor. 5♠ shows two aces and the ♦Q. South has broken tempo before bidding 6♦.
- The lead is ♥Q taken by ♥K in dummy; ♣A and ♣K follow; then ♣3.
- The grand slam seems unbeatable, South will overruff. So East discards a heart, but with South holding ♦K 8 4, East can defeat the contract if he ruffs with ♦9 or ♦J, as this promotes West's ♦10(xx).
- If the TD decides that *Pass* is a logical alternative for 7♦, he should regard the possible misplay by East as being within the range of normal bridge, and adjust the score for both sides to 6♦+1.

Example 2:

Dealer North. All Vulnerable

	♠ K 7		<i>West North East South</i>
	♥ 5 3		1NT Pass 2♣
	♦ A 9 6 4		Pass 2♦ Pass 3♣
	♣ A K J 10 2		Pass 3♦ Pass 3♥
♠ 10 9 6		♠ J 5 3 2	Pass 3♠ Pass 4♣
♥ A 8 4		♥ J 10 7 2	Pass 4♠ Pass 5♣
♦ K Q J 7 5 2		♦ 10 3	Pass 6♣
♣ Q		♣ 9 4 2	
	♠ A Q 8 4		
	♥ K Q 9 6		
	♦ 8		
	♣ 8 6 7 5		

- South has asked for majors and minors with broken tempo before bidding 5♣.
- West starts ♦K for ♦A. A small heart for ♥K and ♥A and another diamond from West ruffed by declarer. He plays two rounds of trumps and leads another diamond from dummy for his 12th trick. East does not realize that his trump ♣9 will defeat the contract and discards, after which declarer fulfils his contract.
- This should be considered a serious error, which means that the difference in result between 6♣-1 (the expected result after the infraction) and 6♣ made (as the actual result) is treated to be subsequent damage.
- If the TD decides that *Pass*, instead of 6♣, is a logical alternative for North, he will adjust the score for NS. However, he should also decide that the damage to EW is not caused by the infraction committed by North, but that it is the fault of East who could easily have defeated the contract.