

WEIGHTED RULINGS

UNDER the 1997 code when the TD gave an adjusted score he was required to give a score that was, *for a non-offending side, the most favourable result that was likely had the irregularity not occurred or, for an offending side, the most unfavourable result that was at all probable.*

In 2000 the WBF Laws Commission introduced the law that became known as '12C3', which allowed weighted rulings to be given based on probability of outcomes rather than the above.

With the 2007 code of laws, weighted scores now become the norm and the 'most favourable / most unfavourable' route becomes a Regulating Authority option. The EBU has decided to use weighted rulings as its default position.

This article seeks to explain how to award weighted rulings using Law 12C1c.

Example A – 2 scores only Match-pointed pairs

Non-vulnerable against vulnerable East bids 4♠ after his partner's hesitation, which makes ten tricks. The TD decides that the 4♠ bid was not clear-cut and awards an adjusted score to North-South based on 4♥. Playing in 4♥ South might make ten tricks or eleven tricks.

The TD decides to award the following:

50% of 4♥ + 1 = +650
50% of 4♥✓ = +620

NOTE: This does not mean that the TD calculates 50% of 650 + 50% of 620 to get a score of 635. **It means 50% of the match**

points that 4♥+1 is worth, plus 50% of the match points that 4♥ (no overtricks) is worth. So if 4♥+1 scores 24 and 4♥✓ scores 18, then the weighted score is 21.

Some scoring software will do the calculation for you, but some will not. In this case you have to replace the actual score obtained on the board with an 'Average': work out the weighted result and then do adjustments away from average for each pair.

Example B – 4 scores Match-pointed pairs

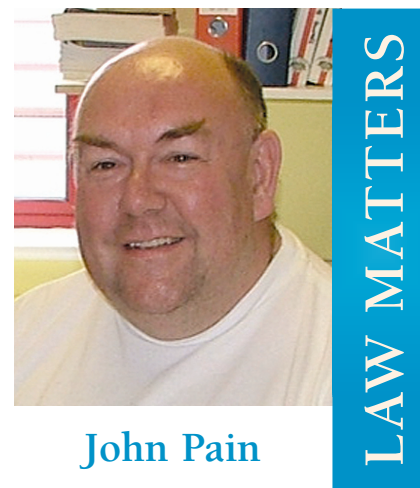
A Ghestem bid was mis-described as spades and hearts when the correct explanation was hearts and clubs. The non-offenders (East-West) doubled 4♥ which went one off. However, they would probably have played in their spade fit if they had not been told their opponents had spades. The problem is they would make twelve tricks about 60% of the time, eleven tricks the rest, and they might bid slam, but staying in game is more likely.

The TD discusses the situation with colleagues and decides the following:

10% of 6♠-1	N/S +100
+20% of 4♠+1	N/S -650
+40% of 4♠+2	N/S -680
+30% of 6♠✓	N/S -1430

Let's suppose that, on checking the match points, +100 is a 'top', 30, -650 is worth 20, -680 is worth 7 and -1430 is worth 1.

So the weighting calculation is: $(0.1 \times 30) + (0.2 \times 20) + (0.4 \times 7) + (0.3 \times 1) = 3 + 4 + 2.8 + 0.3 = 10.1$. This is the score



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to N/S; E/W score 19.9. If you are scoring this away from average (15), then N/S get -4.9 and E/W get +4.9.

(Note that even though the TD thought twelve tricks were likely 60% of the time, the weightings are edged in favour of the non-offenders to 70%)

Example C – 4 scores Teams of Four – IMPs

Using the same example as in B:

10% of 6♠-1	N/S +100
+20% of 4♠+1	N/S -650
+40% of 4♠+2	N/S -680
+30% of 6♠✓	N/S -1430

In the other room East-West (our teammates) scored 680, i.e. N/S -680, so the TD proceeds as follows:

The boards are 'imped' first:

N/S +100 +680 = +780	+13 IMPs
N/S -650 +680 = +30	+ 1 IMP
N/S -680 +680 = 0	+ 0 IMPs
N/S -1430 +680 = -750	- 13 IMPs

Now the appropriate weightings are taken:

$(0.1 \times 13) + (0.2 \times +1) + (0.4 \times 0) + (0.3 \times -13)$, which is equivalent to:
 $+1.3 + 0.2 + 0 - 3.9 = -2.4$

So the score is -2.4. In England we round to the nearest whole number, so that becomes -2 IMPs to N/S and +2 IMPs to E/W.

It is unlikely that you will have to go to more than five weightings, but Law 12C1d comes to your rescue if the possibilities are too many or not obvious. In this case you can award an artificial adjusted score. (60% to the non-offenders, 40% to the offenders at pairs; +/- 3 IMPs at teams). □



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