

## Sitting the NZ Bridge Club Director exam.

The Exam is in two papers, 'Laws & Regulations' and 'Movements & Scoring'. Each paper is assessed independently, so it is possible to pass one paper and not the other, the pass mark for both is 80%.

The exams use the same online platform as the directing basics quiz (see below).

The L&R paper is made up of true/false questions with a text field to write the relevant law(s) and/or regulation reference. There are 35 questions and you have 160 minutes (including 10min reading time) to complete it.

The M&S paper has questions requiring you to calculate the score for various contracts, matchpoint a board, and select what you consider the best movement for various numbers of tables at a club session. There may also be questions on masterpoints and fouled movements. There are 15 questions and you have 110 minutes (including 10min reading time) to complete it. These questions have an open text field for you to write your answers.

It is important to understand that you will need to put time and effort into learning the laws and regulations, as well as movements and scoring. Directing seminars are great for improving your knowledge but please don't expect to go to a seminar and be able to pass the exam with no other work.

## Laws and Regulations

Owning your own copy of the laws is a good idea. You can put tabs on the pages and mark the laws that have clarifications in the regulations (NZ Bridge Manual 2020 D15-29).

If you don't have your own Law book, you can purchase one from: <u>https://bridgenz.co.nz/shop/books/product/121-laws-of-duplicate-bridge-2017</u>

You can download a word or PDF version here: https://www.ebu.co.uk/documents/laws-and-ethics/laws/law-book-2017-ebu.pdf

Your club should have a copy of the NZ Bridge Manual (2020) but you can download a PDF copy from:

https://www.nzbridge.co.nz/user/inline/3459/2020%20Manual-%20Final%20Version.pdf

The most relevant sections for directing are sections B and D with section E (masterpoints) also worth looking at. You need to be familiar with the alerting regulations (appendix 7) D56-62 and bidding regulations (appendix 5) D53-56.

NZ Bridge has produced a series of Director Quick Reference Guides, flow charts that cover many of the mechanical rulings, that are able to be used during the exam. They can be found at:

https://www.nzbridge.co.nz/directors-guick-reference-guides.html

In preparation for sitting the club director exam take time to get to know your law book. read the definitions at the front, if a law doesn't make sense look at each of the words and make sure you understand what they mean e.g. A bid is a call, but a call is not necessarily a bid. Familiarise yourself with the index so you can quickly find the Law vou want.

Make sure you have a good understanding of Law 23! This law is referenced by many laws covering the bidding infractions you will face.

Prior to sitting the Club Director Laws exam you will need to complete the Directing Basics Online Quiz (available at https://s.surveyanyplace.com/db1). There are 50 true/false or multichoice questions and you can do the quiz as many times as you like, there is no time restriction when taking it. You will need to achieve 100% in the guiz before sitting the Club Director exam.

You can use the Directing Basics online guiz as a learning aid. After answering the questions for the first time, take some time to go over the answers (which include the law/regulation references). Look up the relevant laws to improve your knowledge and understanding.

## **Movements and Scoring**

While most clubs have a chart of movements, with positions for feed-in/bye-stand (relay) boards and phantoms, it is important to understand why the movements work, why the feed-ins/bye-stands go where they do and what would happen if phantom is put somewhere other than the recommended positions. You should also think about whether having a phantom, or not, effects the choice of movement.

Club Directors needs to be familiar with a small number of commonly used movements. While more complex movements may be useful for tournaments, at club sessions they are generally best avoided.

You should know the basics of matchpointing, including what it means when there is a phantom, how to score a passed-in board and how to calculate the score on a contract (using Law 77).