Here are some observations that Nick Whitten, organiser for the Waikato-Bays section, has put together on the Rubber competition, taking note of thoughts sent in by others – very much appreciated

#### DRAW FOR REGIONAL COMPETITION

The draw is done by a contact of mine (not in the WB Centre) who doesn't know who the players are (except me), only where they are based.

I think s/he does a good job minimising both travel and pairs from the same club contesting the first round.

## ROUND-ROBIN OPTION? for EARLY ROUND(S)

There doesn't appear enough support to warrant pursuing this option.

#### SYSTEM LIMITS

The current rules seem Ok but pairs may, by agreement, loosen those for one particular match (without putting pressure on less accomplished opponents!)

# **TACTICAL BIDS**

Such as, with a part-score of 60, opening 1NT with 18 points (when the system says 12-14) are a vital part of the game and to limit those is **wrong**!

Such deviations come under "(no need to disclose...) inferences drawn from knowledge and experience of matters generally known to bridge players" (as in Law 40B5)

## **DIFFICULTY IN ORGANISING GAMES**

Some pairs have experienced that. There is no easy solution except it should be made clear those who don't make the effort to communicate promptly might forfeit their match if it can't be arranged in the time available.

### ON-LINE vs FACE to FACE

I don't think anything needs to be changed here. I can't find where this is specified but I understand the "rules" are F to F preferred but on-line is OK if the alternative is awkward for any reason. Opposing pairs with strongly opposing views will need to be reasonable in finding the best compromise.

### INTRODUCTORY DAY OUT

This should be early in the year, well before the competition starts. To have two (half-day?) sessions at Waikato and BOP seems a good idea. Likewise to follow up with rubber competition(s) at clubs.

# PROMOTING RUBBER BRIDGE GENERALLY

Ideas needed! There seems to be a barrier hard to break through. "We only want to play matchpoint pairs because we only ever play matchpoint pairs"

cheers

Nick