




 Be clean and neatly attired.


 Avoid being overtired and cranky.

 Be Prepared. Have everything ready that you may need eg movement cards.


 Start and finish on time.

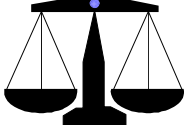
 Be consistent about calling the moves.


 Establish a pattern that regular players accept and can adapt to. In time this cuts down on the amount of verbal instruction.


 Don't be a microphone hog.


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 Carry your Law Book with you. Read relevant passages to reassure players.

 Stress that rectifications are to restore equity and not to punish.


 Take time to make decisions. Don't be rushed. Consult with others when possible.

 Try to get rulings right.
Keep an eye on problem areas.

 Hovering within earshot makes "difficult" players more cautious.

 Discourage slow play.

2

 Don't point.

 Don't use fancy movements just to show how clever you are.

 Keep mistakes in perspective. What's *the* worst thing that could happen?

 Attend workshops and subscribe to the ABDA Directors' Bulletin.

 Direct because you enjoy it.

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Read the Introduction to the Laws

May = Failure to do it is not wrong

Does = Establishes procedure without suggesting violation be punished

Should = Failure to do so is an infraction, jeopardising rights but not often penalised

Shall = Violation will incur a penalty more often than not

Must = the strongest word, a serious matter indeed

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Some Tips:

Be aware of half tables - place late comers with a warning, "I may need to move you."

If the opportunity arises, escort new players to a table and introduce them to anyone already seated.

Try making any announcements before boards go out.

Walk around the room double checking that half tables are not lurking.

Particularly if it is a multi section competition, check that all sets of boards are the same and that they match the hand record.

Check numbers as handing boards out. Dealers may not have noticed boards in the wrong order.

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Some Tips:

Don't get into a tangle because someone may be twisting the truth - this is a matter for the recorder. Accept details at face value.

Consider listing the facts you have gathered to the table so that others may disagree.

Practise your patter. If players don't understand a ruling, think back over what was said to cause confusion and adapt for the next time.

If players don't allow you to complete a ruling - note this verbally.

When making a judgement decision consult with others if at all possible as to what might have happened without an infraction.

Conduct a poll of players of a similar standard and playing the same system especially if the likely actions are not obvious.

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