

NAME & POSTAL ADDRESS:

2017 QBA CLUB DIRECTOR EXAM PAPER 1 – MOVEMENTS AND SCORING

INSTRUCTIONS

- ◆ Please print this paper and write answers in black or blue pen.
- ◆ Answer all questions on the exam paper. If space is insufficient either add pages at the end or write on the back of the previous page.
- ◆ You may use any reference material you wish but the paper must be your own unaided work.
- ◆ Hand completed paper to Exam Supervisor when attending Paper 2.
- ◆ Bring your Law Book to Paper 2 and arrange access to a copy of the QBA Regulations. One other piece of reference material is optional eg book or course notes.

Using prepared answers, answers to old exam papers and electronic equipment (phone, ipad, computer etc) is not permitted during Paper 2.

QUESTION ONE

You are conducting a daytime duplicate pairs session. Players expect to play between 32 and 36 boards. What movement would you use for the following tables **and** how many boards will be played by NS pairs and EW pairs? Provide **one only** movement for each number of tables.

(a) 13 tables

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(b) 13½ tables

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(c) 6½ tables (5 board sit out not acceptable)

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(d) 14 tables

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(e) 11½ tables

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QUESTION TWO

(a) What points do you consider when choosing a movement for duplicate pairs?

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(b) You are running a two session pairs event to find a single winning pair. Prior entry is not required. 7 tables play 35 boards in a Mitchell Movement in the first session. How would you run the second session? (All 14 pairs return for the second session.)

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QUESTION THREE

(a) 10 tables have commenced playing a Share and Relay Mitchell when another pair arrives. Club policy is to accommodate them if at all possible. Suggest changes to the movement that will cause minimal disruption. Max 30 boards are to be played.

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(b) 10½ tables are set up ready to play a Skip Mitchell with a NS Rover 4 boards per round. Boards have been distributed but play has not started when another pair arrives. How do you change the movement? Max 36 boards are to be played

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(c) 28 boards have been distributed for an Appendix Mitchell movement for 9 tables (18 pairs) because a special competition requires exactly 28 boards to be played. A pair visiting from overseas arrives having become lost on the way. How do you accommodate this pair?

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QUESTION FOUR

(a) List the table order for a NS Rover Pair to play when added to a 12 Table Skip Mitchell. (12½ tables will be in the movement.)

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(b) List how all pairs move when a NS Rover Pair is added to a 9 table Mitchell. (9½ tables are in the movement.)

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(c) How is balance affected when a Skip Mitchell is used for 9½ tables.

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QUESTION FIVE

Enter the pair numbers and boards for the first round of a 7 table $\frac{3}{4}$ Howell. Nine rounds of 4 boards are to be played. Show how pairs will move after the first round and draw arrows to indicate how boards will be moved.

TABLE ONE		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE TWO		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE SEVEN		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE THREE		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE SIX		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE FOUR		
NS	EW	Boards
NS moves to		
EW moves to		

TABLE FIVE		
NS	EW	Boards
NS moves to		
EW moves to		

QUESTION SIX

Show the position of teams and board numbers for the first round of an American Whist movement for five teams.

Draw arrows to show how each will be moved at the end of the first round.

QUESTION SEVEN

(a) Provide a round robin draw for 8 teams.

Round				
1				
2				
3				
4				
5				
6				
7				

(b) Your club had 8 teams in your GNOT qualification heat and the above format was used. Two teams will qualify for the zone final. Two teams are tied on Victory Points for second place. How do you break the tie using QBA Regulations?

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QUESTION EIGHT

You run a two session matchpoint pairs competition with prior entry of 12 tables. Scores are to be added together to find a single winning pair. In the first session 36 boards are played in a Share and Relay Mitchell. Two pairs withdraw before the second session so 33 boards are played in a Mitchell movement with some pairs interchanged.

(a) How do you factor the scores to find the winners?

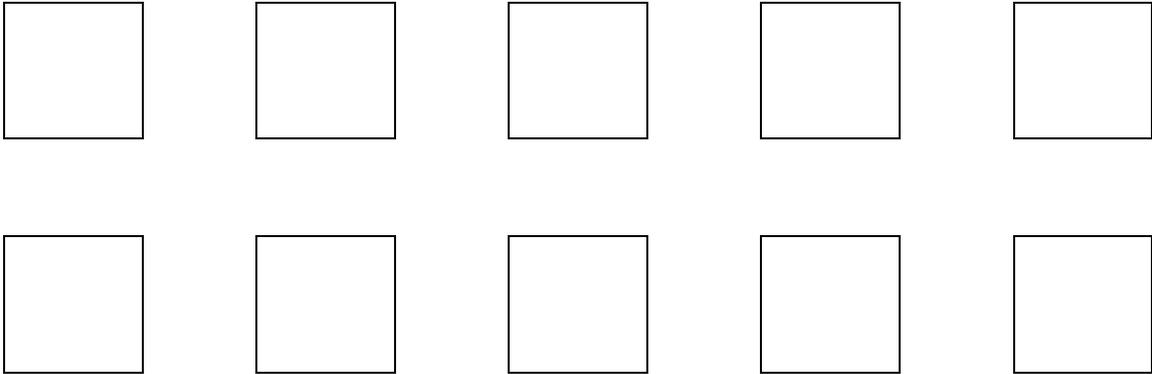
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(b) The pair placed second, just behind the winners, notices that had percentages for each session been simply added together then they would have won the event. How do you explain the different results?

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QUESTION NINE

Show table numbers and starting positions for boards for 9½ tables playing a 1½ Appendix Mitchell playing 4 boards per round. Indicate with arrows how boards will be moved and how EW pairs will move at the end of the first round.



QUESTION TEN

(a) You run a two session matchpoint pairs event to find a single winning pair overall. Club policy is to combine the two slightly different sessions by adding factored matchpoints and not by adding percentages. Show how this is done in the following scenario.

Session 1: 10½ tables play a 1½ Appendix Mitchell using 3 board rounds.

Session 2: 8½ tables play a complete Mitchell with a NS sit out and 3 board rounds.

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QUESTION ELEVEN

Double Matchpoint the following 3 boards after making your rulings based on information given. Apply QBA Regulations if necessary.

Board 2 Dealer E Vul NS

The players at Table 3 realized when the cards were being returned to the board that they had played the board arrowswitched. The board had been rotated 90° with cards in the correct pockets.

NS	EW	Contract	Won	NS	EW	NS	EW
1	1	5CS	9		200		
2	3	4SE	10		420		
3	5	4SE	9	50			
4	7	2HW	8		110		
5	9	3SE	9		140		
6	2	3CS	9	110			
7	4	3SW	9		140		
8	6	4SW	9	50			
9	8	4SE	9	50			
CHECK TOTAL							

Board 4 Dealer W Vul Both

When the result is entered at Table 4 you are called because the scores look unusual. The board has been played in a fouled condition at Tables 4 and 5. You correct the board before being played at Table 3.

NS	EW	Contract	Won	NS	EW	NS	EW
1	1	3DN	8		100		
2	3	4SXW	8	500			
3	5	4DXN	8		500		
4	7	3HE	9		140		
5	9	4HW	9	100			
6	2	3CS	7		200		
7	4	3SW	6	300			
8	6	1SW	5	200			
9	8	2NTS	8	120			
CHECK TOTAL							

Board 7 Dealer S Vul Both

This board could not be played at Table 5 because the players were too slow playing their other boards and ran out of time.

NS	EW	Contract	Won	NS	EW	NS	EW
1	9	3SE	8	100			
2	2	1SE	8		110		
3	4	2NTN	9	150			
4	6	2SE	9		140		
5	8						
6	1	3SE	8	100			
7	3	3DN	7		200		
8	5	2SE	9		140		
9	7	1NTN	10	180			
CHECK TOTAL							