Pete vs. ACBLscore: Wrong Board Played
Pete Matthews, Jr © November 22, 2015

For many aberrations in a duplicate pairs bridge game, editing the movement (EDMOV) is the way to fix the problem. For example, if you are playing a one winner movement such as a Howell, and people play one or more boards in the wrong direction, simply use EDMOV to change that cell before entering the scores.

However, if people play the wrong board, EDMOV may not be your friend. If the offending pairs will meet the board later, you cannot simply change the one cell: the resulting movement would be in error, and ACBLscore won't save it. You could go to the other table and replace the board number with 0 (a bye), but then you cannot award the non-offending pair at that table the expected Average + (A+).   Instead, you should be able to solve the problem without EDMOV, using split results: enter S as the score, and then enter different scores for both NS and EW.

For example, more than once at our club, a table has played boards that they had not yet played, when the boards should have been sitting out the round on a bye stand. In the most recent case, we had eight full tables, a bye stand between tables 4 and 5, and a relay between tables 8 and 1. In this movement, all pairs are scheduled to play all boards (and all pairs), three boards per round. For round 2, table 4 should have played boards 13-15, which sat out the first round. Instead, they took boards 16-18 directly from table 5, leaving 13-15 on the bye stand. They played the whole round before the error was discovered.

The Director's immediate action should be to call the move for the next round, assure that all tables play the scheduled boards, and explain the procedures more carefully.

For board 16, the result at table 4 was +300 for NS 4 and -300 for EW 3. When entering the scores, these scheduled tables are affected:

Table 4, NS 4 vs. EW 2 on Round 3: For this result, type S and hit Enter. Then type 300 and hit Enter, then type A and hit the plus (+) key. [No Enter is required with a plus or minus.] Pair 2 gets an A+ because they were deprived of the chance to play the board through no fault of their own.

Table 8, NS 8 vs. EW 3 on Round 6: For this result, type S and hit Enter. Then type A+ and 300-.

This takes care of board 16. Perform the equivalent process for boards 17 and 18. Note that the complete fix is performed while entering scores.

If either pair should never have played that board at all, then this technique will not permit entering a score for that pair. I once had this happen for one board, when a pair skipped table 9, moving from table 8 to 1 in a 9 table game. Although technically incorrect, I discarded the score for EW. It might be possible to fix the problem with EDMOV, but I cannot see how. If neither pair should ever play the board, you should be able to change the one cell with EDMOV.

In our bye stand case, the offending table did not play their scheduled boards. For scoring boards 13-15, I scored N (not played) for 4 NS. Had I thought either pair (most likely NS) should be penalized for playing the wrong boards, I could have used a split result of A- here. (Although I was not directing this time, I have had this happen in the past, and I considered it to be my fault. I'm notoriously absent-minded [which is why I prepare so well], and had not fully explained how the bye stand works.)   The alternative, approved by the ACBL if a penalty is appropriate, would have been to penalize the offenders with a ¼ board adjustment to the session total (perhaps per board).

Tim Hill pointed out that using electronic scoring would have prevented entering the score for the wrong board, likely limiting the damage to the first incorrect board played. We are going to explore using inexpensive tablets for this.