Summary Report Session 2B

'Digital Bridge and Cheating'

The *Bridge: A MindSport for All* (BAMSA) Conference 2021 was attended by academics, administrators, and bridge players from 62 countries across the world. Session 2B of the conference focused on Digital Bridge and Cheating. The full report and recording can be accessed here.

Session 2B 'Digital Bridge and Cheating' had 356 registered participants including academics, administrators, and bridge players. Two live presentations by Tihana Brykljačić and Jordan Maclean gave psychological and sociological perspectives on cheating at digital bridge.

This was followed by a panel session with:

- Eric Laurant of the World Bridge Federation Investigation Committee
- Jan Kamras President of the European Bridge League
- Boye Brogeland World Champion Bridge Player in Norway
- Steve Weinstein World Champion Bridge Player and Bridge Winners Partner.

The panel discussed five main questions:

1. What is the impact of cheating on bridge as a game/mindsport?

2. What the implications for the image of bridge?

3. What is the role of Bridge Winners, public discussion and confessions?
    3a. What do you see as the role of Bridge Winners in relation to the naming and shaming of cheaters, and what are the issues involved in having such public discussions?
    3b. What is the role of confessions and how do you see the different online confessions
    3c. What about the players who have been accused but not confessed?

4. What do you see as the roles of international and national organisations

5. Levels of play and contexts of cheating: Is it a worse bridge crime depending on who did it and where and how it was committed?

The panel were unanimous in their condemnation of cheating, as it undermines the essence of bridge as a mindsport. There was a call to action for the international federation and national organisations to take preventative action at all levels of the game. They can do so by amending existing statutes and creating new rules and laws that account for the nuances of digital bridge; developing robust processes for disciplining and punishing players who are suspected, or have confessed, to different types of cheating; and establishing best practices for detecting cheating. An implication of the session was to teach ethical bridge behaviour.

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