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**HOW CAN YOU HELP KEEP THE GAME MOVING?**

There has been a lot of discussion over the years about “How to Keep the Game Moving” and still maintain a fun and positive game environment. Duplicate bridge is a timed event and the directors are expected to keep the game fair for everyone which includes moving the game along. **BUT**, **keeping the game moving is the responsibility of ALL players**. There are measures that ACBL gives directors to enforce a timely game, but it’s much easier if everyone applies the suggested guidelines, so the directors do not have to take other measures.

* When on lead, make your opening lead before writing the contract down.   
  (Even before entering the contract in the BridgeMate)
* Claim the hand when you can, explaining how you are going to play the cards.
* A bid must be on the table by the three-minute warning and **EVERY EFFORT** should be made to finish the hand before the round is over.
* If you are still playing after the round has been called, be sure to place the finished boards off to the side if the director is moving the boards. When you are moving the boards and the round has been called, move the finished boards over to the next table and or ask someone to get you a board if necessary.
* The biggest time culprit is talking about hands that are over. **Don't Do It!** If someone at your table won't stop talking about the hand, it is fine to politely ask them to save the conversation for after the game.
* **NORTH**, agree on the tricks taken, change the board and then enter the score. This allows everyone to move on to the next hand and begin sorting their cards. This will also help decrease the talk about the previous hand.
* When removing your hand from the board, take note of who the dealer is and the vulnerability.
* Greet your opponents but save conversations for after you are done playing. Social time is before the game begins, after the game ends and any time left in that round.
* When the round is over, move promptly to the next table. If you need a break, take one but please make every effort to use the tools listed here to finish on time.
* **Follow the Golden Rule: There is only one person responsible for slow play: You!** There is one misapprehension that almost all players share with regards to slow play, and that is the fault principle. Too many players refuse to speed up their game (which as we've seen, does not necessarily mean to play fast, but just to avoid playing slowly) after a pair arrives late, since they feel that they were not responsible for the original delay. If your opponents arrive late at your table, for whatever reason, **all four** of you are responsible for trying to catch up. If you make no effort to catch up, you are as guilty. If your attitude is *"I won't help because it isn't my fault"*, you are hurting the game more than any slow pair ever could. Fast players don't play *"fast"*. They just slow the game down less often. As a result, they have more time to think. What we need to do is look for the ways we all slow down the game and get rid of them, filling them with awareness and pauses for thought. Slow players don't play *"slow"*. They lose the thread and take time doing a whole slew of unnecessary things that slow the game down.

Measures that can be taken by the director:

* DIRECTORS: Run a time clock, check around the room to assure everyone is playing in a timely manner and be aware of those running behind or recognizing behaviors that slow the game down and reminding players as needed.
* Remove a board that has not been started by the 3-minute warning; permitting a Late Play or a No Play as time allows or directors discretion.
* As a last resort, a quarter board penalty can be given to a pair that repeatedly violates the above guidelines.

**It takes only one player to cause delays.**   
**Don't let that person be you***.*