

Until the Director Comes

Someone at your table just called for the Director. It might have been a quiet and shy hand in the air, softly accompanied with 'Director, Please'. It might have been one of those blood curdling screams designed to wake the dead and let everybody know the screamer has been offended. The second will not get you a director any faster; and will probably get you an additional procedural penalty, just because you annoyed so many people.

Unless the Director is standing right at your table, (a scary thought to most), it will take a couple of moments for one to arrive. What should you be doing something while you wait? If you called, you can silently prepare your explanation of the problem. The other players should review in their minds what has happened. But, most importantly, there should be little or no discussion.

If you made the 'oops' and it something you did that prompted the director call, do not, really don't, try to explain why you did what you did. It is unnecessary and possibly illegal for you to give others insight to your thinking process. Players are required to communicate with sixteen words; the numbers one through seven the four suits, no-trump, pass, double and redouble. Everything you think; everything you know; your hearts fondest desire; has to be expressed with these few words, not unnecessary explanations.

As soon as you start talking, you're giving everybody a glimpse into your thought process and the hand you hold. The opponents may want to hear this, but your partner is not allowed to hear. It is called 'unauthorized information'. When your partner has unauthorized information, the director must take additional steps to ensure they don't use that information.

There are some simple mistakes that the director is allowed to overlook or can easily rectify. Only the director can determine that when at the table. Don't make matters worse by blurting out for example; 'I don't really have Spades', when you just put down the Four Spade call, or don't tell anybody how bad your hand really is when you pass out of turn. The Director will ask if it is pertinent.

So let's reiterate: don't talk ABOUT YOUR HAND, OR YOUR REASONS, while waiting for the director!!! You don't want to give unauthorized information to your partner, and you don't want to give the opponents any additional advantage.