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## Conduct and etiquette

This is the full text of Law 74, which you may have to draw to the attention of some players.

### A. Proper Attitude

1. A player should maintain a courteous attitude at all times.
2. A player should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.
3. Every player should follow uniform and correct procedure in calling and playing.

### B. Etiquette

As a matter of courtesy a player should refrain from:

1. paying insufficient attention to the game.
2. making gratuitous comments during the auction and play.
3. detaching a card before it is his turn to play.
4. prolonging play unnecessarily (as in playing on although he knows that all the tricks are surely his) for the purpose of disconcerting an opponent.
5. summoning and addressing the Director in a manner discourteous to him or to other contestants.

### C. Violations of Procedure

The following are examples of violations of procedure:

1. using different designations for the same call.
  2. indicating approval or disapproval of a call or play.
  3. indicating the expectation or intention of winning or losing a trick that has not been completed.
  4. commenting or acting during the auction or play so as to call attention to a significant occurrence, or to the number of tricks still required for success.
  5. looking intently at any other player during the auction and play, or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws a card (but it is appropriate to act on information acquired by unintentionally seeing an opponent's card).
  6. showing an obvious lack of further interest in a deal (as by folding one's cards).
  7. varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.
  8. leaving the table needlessly before the round is called.
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### Comment –

A Tournament Director is entitled to penalise players who breach Law 74 (under Law 90). This Law applies to many situations, most of which are obvious. One must be courteous to partner, opponents and the TD. You must not embarrass or annoy people nor interfere with their enjoyment of the game.

However, Law 74 also applies in situations which are less obvious – for example **Slow Play**. Playing too slowly is against the Laws of Bridge. It is discourteous and stops other players enjoying the game. Carefully examine your own habits before reprimanding others for slow play. Is your table often the last to finish? Do people often ask you for boards while you're playing the last hand? If you are E/W, is the next table always waiting for you?

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## **CBAI Regulations:**

In addition to the laws of bridge the CBAI also have local regulations which are updated annually. The full text of the regulations can be found on the website [www.cbai.ie](http://www.cbai.ie) or in the bridge diary.

### **Announcements & Alerting:**

There are three instances ONLY when announcements are made. Partner opens 1NT you state the range "12-14" "15-17". Partner opens a short or prepared club you state "May be short" Partner makes a transfer 2D or 2H Transfer you state "TRANSFER"

All other conventional bids are alerted. The correct form is to show the alert card to both opponents and say nothing unless asked. The player whose turn it is to bid may ask for an explanation, The partner of the player whose turn it is to bid MAY NOT ask until it is his/her turn to call. When asked for an explanation you must give a FULL account of what is contained in the bid. If the bid shows points what is the range. If the bid shows suits which suits and what length. Opponents have the option to wait until the auction is complete before requiring explanations.

### **Bidding boxes:**

A call is deemed to be made when the bidding card has been placed on the table. To hesitate between calls when touching the bidding cards could constitute a violation of Law 16 Unauthorised Information.

The stop card should be placed on the table with any jump bid and should stay there for about ten seconds. The next player may not bid until it is removed.

At the end of the auction the bidding cards should remain in place until the opening lead has been made face down, and all explanations have been obtained.

### **Doubles:**

Any double on the first round of bidding of a one or two level SUIT contract is deemed to be a TAKE OUT DOUBLE. All other doubles are deemed to be PENALTY DOUBLES. Any variations must be alerted.

### **Refusal to play:**

Should a pair or team refuse to play against another pair or team when required to do so, that pair shall be awarded zero match points or victory points in respect of that match. The other pair or team will be awarded 60%.

### **Penalties:**

The Tournament Director shall impose a disciplinary penalty for any offense which interferes directly or indirectly with the rights of another player. The minimum disciplinary penalty shall be 1.5% of the total match points available in the session.

## Announcements and Alerts

### Announcements

CBAI regulations say you must make the following three announcements at the appropriate time. No alert is needed, and no other announcements are permitted.

- 1 Partner opens 1NT. State the range – e.g. "12-14" or "15-17"
- 2 Partner opens a short club. State "Could be short"
- 3 Over your 1NT Partner bids 2 $\heartsuit$  or 2 $\spadesuit$  Transfer. State "Transfer"

### Alerts

If your partner makes any bid which is not standard Acol, state "Alert"

- You offer no further explanation unless asked.
- The player whose turn it is to bid may ask for an explanation.
- The partner of the player whose turn it is to bid MAY NOT ask for an explanation.
- IF THEY DO NOT ASK YOU DO NOT TELL.
- Opponents have the option to wait until the auction is complete before requiring explanations.

When asked for an explanation you must give a FULL account of what is contained in the bid. Stating "POINTS" or "WEAK" or anything similar is not a sufficient explanation.

If the bid promises a minimum suit holding state the minimum number of cards held. If the bid promises a point range, state the point range precisely.

e.g. A Multi 2D opening might show either a 6 card major with 6-10 points or a strong NT hand with 20-22 points.

e.g. Michaels cue bid: "Both Majors at least 5-5, with 6-10 points".

Deviation from the above breaches law 16 - unauthorised information.

## Hesitation and other unauthorised information - Laws 16 and 73

While playing a hand, you and your partner may only communicate about it through bidding and playing cards. Any other communication about it breaches the Laws. You may not use information from your partner's comments, reactions or gestures during bidding or play.

If unauthorised information is given, it is a breach of the Laws. The Laws say you must ignore it, and bid or play as if you had not received it. There will be a presumption that the information guided you, unless it is clear that you acted naturally without referring to it.

If your partner hesitates for a long time, then passes, you know she has a hand which might justify a bid. You don't have to pass, and it is in order to make any call if you would clearly make the same call if your partner did not hesitate. If you would otherwise pass or make some other bid, then you must pass or make that bid.

Some hands need thought. There is usually less problem if you hesitate then bid something, other than pass. However, sometimes any hesitation may give unauthorised information.

One more example. You lead a suit, and your partner glares at you. You have received unauthorised information that it was the wrong suit. If your natural action is to lead that suit again, then you must do that, ignoring the information you have received.

## Boards –

While a hand is being played, it should be on the table, and the North side should be facing North. Under Law 7, it is illegal for the board to be on a lap, on the floor, or anywhere except on the table.

There are two reasons. First, during play the players are entitled to see the vulnerability and who was dealer.

However, the main reason is to avoid misboarding. If you take the board off the table or turn it away from pointing north, you make it more likely that the board will be put back the wrong way round. That means the cards will go back in the wrong slots.

Misboarding is more common than most players realise, particularly in clubs which do not enforce board discipline. It explains why other players' results on boards often seem surprising. If you misboard, the next table does not get the hand that you played. The bidding sequence may change completely, because the first call will come from a different hand. Even if the final contract is the same, a different person may be on lead.

It is the established custom that NS should take control of what happens at their table, including scoring and minding the boards. But note that all players are responsible for misboarding and E/W have a right to object if the board is taken off the table.