

## **Briter Bridge Club 2**

### **Slow play and what you can do to help avoid it**

There will always be occasions where we have a particularly difficult hand, or something goes wrong and we have to call the director and end up finishing the boards late. However, consistent slow play to the extent of repeatedly holding up the next table or the pair following simply is not fair on them and can result in spoiling the enjoyment of the session.

It would help if everyone would abide by the following guidelines:

- 1) Please arrive in good time, i.e. at least 10 minutes before the start of play. If you are delayed on route please try to contact somebody you know may be playing.
- 2) Please try to keep up to a reasonable speed with your bidding and play. We allow 16 minutes for two board rounds (24 minutes for three board rounds), which is normally plenty. If you finish a round late, please make every effort to catch up during the next one.
- 3) At the discretion of the director a timer may be used to enforce these times.
- 4) Please greet new opponents and check that you are the correct pairs and have the right boards but keep conversation to a minimum until you have finished playing all the hands for each round. Don't analyse each hand as it finishes. If there is still time at the end of the round, when all the scoring has been done, then by all means have a post-mortem, but in a low voice so that neighbouring tables can't hear. Please move promptly once the director has called the movement.
- 5) When you're on lead, please make your lead before putting your bidding cards away or writing the contract on your score card. Similarly, when you're dummy, put your hand down first, then put away the bidding cards and write down the contract. If you see someone beginning to write down the contract before making the opening lead, remind them politely that they should lead first so that everyone else can be getting on with the hand.

- 6) If you are waiting for boards from the next table please ask one of the pair who has just left your table to pass you any boards that table has finished with.
- 7) If, as declarer, you can see that you will definitely win all the remaining tricks, or a definite number of the remaining tricks, please claim, but in doing so remember that you must make a statement as to how you will play the rest of the hand, and this must include a reference to how you will handle any trumps still held by the defenders (otherwise they can argue that you had forgotten they were still out)
- 8) If the movement has been called by the director and the opening lead has not been made the director may instruct the players not to play that hand and award an average. The director's decision as always is final.
- 9) If it becomes clear to the director that one partnership is regularly causing a board not to be played then an average minus may be awarded.
- 10) If the director becomes aware that a partnership is playing much slower than average then the director, at their discretion, may have a private word with the partnership and point out that slow play can spoil the enjoyment of the session for the rest.