

KINGSTON SEYMOUR BRIDGE CLUB – *SIMPLE ETIQUETTE*

Every club needs a few house rules in order to ensure everything runs as smoothly as it can and that one or two people don't end up doing most of the work. Our club is no different – particularly as it gets bigger – but we will always try to remain friendly and welcoming to new faces and those who have further to climb on the bridge skills ladder. After all, it's only a game!

1. If you possibly can, try to arrange who you'll play with before you come. We will always try to match up those who come on their own (and more often than not do manage to do so) but it can't be guaranteed and you might be disappointed.
2. Try to arrive by 7:15pm.
3. If it hasn't all been done, please help to set up – and shuffle some boards if that needs doing.
4. Sit down with your partner by 7:25pm at latest, to be ready to start play promptly at 7:30pm.
5. Do let someone else (who will be there) know if you're going to come but likely to be late. Don't assume you can be accommodated if you're late and haven't let us know, as the tournament director has to know the number of tables in order to decide on the movement and issue the paperwork before play can commence.
6. Have your table money ready for collection with the name slips.
7. Do make sure the orientation of the boards is correct before taking your cards and that you put those cards back in the correct place after playing them.
8. Count your cards before looking at them – just in case there aren't thirteen!
9. When the auction is over, leave your bidding cards down until the opening lead is made. Being able to see them is an important part of all the players' planning for the game ahead.
10. When you're on lead or are dummy, make your opening lead or lay dummy's cards before you put your bidding cards away or write up your score card. Little things like this all take time and disciplining ourselves to avoid them does help speed up play.
11. When a game is finished, leave your cards on the table (in their won-lost orientation) until the trick count has been agreed – just in case there's a discrepancy!

12. If you're in the north seat, fill in the traveller carefully, ensuring you enter both pair numbers, the contract, the number of tricks made and the score – all in the right columns.
13. If you're in the east seat, it's your responsibility to check the traveller – and you should ask to see it if north doesn't give you the chance to do so!
14. Discussion on the hands (including what the travellers suggest others have made of them) can be helpful but do keep it to a minimum until you've played them all at a table – and you then know you're not holding up others.
15. Keep discussion on the cards (and any other chat at the table) at a low volume; remember that others around you might not have played that particular hand yet and, even if they have, the noise around them can be very disturbing if they're still playing.
16. If you want to get a drink, try to do so when you're on a sit-out (if there is a half table), are playing dummy or have finished a round quickly – rather than keeping your next opponents waiting by disappearing to the kitchen between rounds!
17. If you do have a drink, don't assume someone else will wash your mug – some kind people do often do that when, for example, they're on a sit-out but that's not always possible.
18. Do please help to put everything away before you go home. It's another of those little things that it's easy to forget but it really doesn't take long if we all do our bit.
19. ***Enjoy the evening and don't lose sleep if you think you've done badly – the chances are that someone else did worse and your sun might shine next week. We'll still be friends!***