

## **Directors' meeting November 19<sup>th</sup> 2014.**

- The Director and the Scorer are principally at the bridge session to direct/score.
- Their partner (and others at the table) may suffer.
- The Laws of the game and the “rules of Trowbridge CTBC” should be upheld, and enforced – and **we all have a duty to encourage this.**

Perhaps procedure can be passed over during the hand, providing it is pointed out at the end of the hand/round

I do not have the time here to cover bridge pads!

Some of the laws relevant to procedure at the table

Oh, and to avoid a waste of time – drive through the timings, by physical presence at the table, not just shouting from 5 tables away!

### **LAW 7: CONTROL OF BOARD AND CARDS**

#### **A. Placement of Board**

When a board is to be played it is placed in the centre of the table until play is completed.

#### **C. Returning Cards to Board**

After play has finished, each player should shuffle his original thirteen cards, after which he restores them to the pocket corresponding to his compass position. Thereafter no hand shall be removed from the board unless a member of each side, or the Director, is present.

### **LAW 9: PROCEDURE FOLLOWING AN IRREGULARITY**

#### **B. After Attention Is Drawn to an Irregularity**

1. (a) The Director should be summoned at once when attention is drawn to an irregularity.

#### **C. Premature Correction of an Irregularity**

Any premature correction of an irregularity by the offender may subject him to a further rectification (see the lead restrictions in Law 26).

### **LAW 10: ASSESSMENT OF RECTIFICATION**

#### **A. Right to Determine Rectification**

The Director alone has the right to determine rectifications when applicable. Players do not have the right to determine (or waive – see Law 81C5) rectifications on their own initiative.

### **LAW 41: COMMENCEMENT OF PLAY**

#### **D. Dummy's Hand**

After the opening lead is faced, dummy spreads his hand in front of him on the table, face up, sorted into suits, the cards in order of rank with lowest ranking cards towards declarer, and in columns pointing lengthwise towards declarer. Trumps are placed to dummy's right. Declarer plays both his hand and that of dummy.

### **LAW 43: DUMMY'S LIMITATIONS**

Except as Law 42 allows:

#### **A. Limitations on Dummy**

1. (a) Unless attention has been drawn to an irregularity by another player, dummy should not initiate a call for the Director during play.  
(b) Dummy may not call attention to an irregularity during play.  
48 LAW 42: DUMMY'S RIGHTS LAW 44: SEQUENCE AND PROCEDURE OF PLAY 49  
(c) Dummy must not participate in the play, nor may he communicate anything about the play to declarer.

### **LAW 45: CARD PLAYED**

#### **B. Play of Card from Dummy**

Declarer plays a card from dummy by naming the card, after which dummy picks up the card and faces it on the table. In playing from dummy's hand declarer may, if necessary, pick up the desired card himself.

#### **F. Dummy Indicates Card**

After dummy's hand is faced, dummy may not touch or indicate any card (except for purpose of arrangement) without instruction from declarer. If he does so the Director should be summoned forthwith and informed of

the action. Play continues. At the end of the play the Director shall award an adjusted score if he considers dummy suggested a play to declarer and the defenders were damaged by the play suggested.

## **LAW 46: INCOMPLETE OR ERRONEOUS CALL OF A CARD FROM DUMMY**

### **A. Proper Form for Designating Dummy's Card**

When calling a card to be played from dummy declarer should clearly state both the suit and the rank of the desired card.

### **B. Incomplete or Erroneous Call**

In case of an incomplete or erroneous call by declarer of the card to be played from dummy, the following restrictions apply (except when declarer's different intention is incontrovertible):

1. (a) If declarer in playing from dummy calls 'high', or words of like meaning, he is deemed to have called the highest card.
- (b) If he directs dummy to 'win' the trick he is deemed to have called the lowest card that it is known will win the trick.
- (c) If he calls 'low', or words of like meaning, he is deemed to have called the lowest card.

## **LAW 61: FAILURE TO FOLLOW SUIT – INQUIRIES CONCERNING A REVOKE**

### **B. Right to Inquire about a Possible Revoke**

1. Declarer may ask a defender who has failed to follow suit whether he has a card of the suit led.
2. (a) Dummy may ask declarer (but see Law 43B2(b)).
- (b) Dummy may not ask a defender and Law 16B may apply.

## **LAW 62: CORRECTION OF A REVOKE**

### **C. Subsequent Cards Played**

3. A claim of a revoke does not automatically warrant inspection of quitted tricks (see Law 66C).

## **68: CLAIM OR CONCESSION OF TRICKS**

### **D. Play Ceases**

After any claim or concession, play ceases (but see Law 70D3). If the claim or concession is agreed, Law 69 applies; if it is doubted by any player (dummy included), the Director must be summoned immediately and Law 70 applies. No action may be taken pending the Director's arrival.

## **LAW 74: CONDUCT AND ETIQUETTE**

### **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.

LAW 75: MISTAKEN EXPLANATION 76 LAW 74: CONDUCT AND ETIQUETTE OR MISTAKEN CALL 77

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<sup>24</sup>).
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.