

Guidance for Players at Barlaston Bridge Club

1. General Behaviour

1. Best Behaviour at Bridge
 1. As it states in the Constitution, it is the aim of the club to play Bridge in a pleasant and friendly atmosphere. Discourteous behaviour will not be tolerated. For guidance on this, refer to the Best Behaviour at Bridge document published by the EBU. A copy of this can be found by clicking on the menu item on the web Home Page.

2. Mobile Phones

1. Should be turned off or set to silent.
2. Receiving calls
 1. If it is necessary to receive or make a call, this should be done outside the Bridge room, to avoid disturbing the other players.

3. Starting and Finishing Times and Number of Boards played

1. Starting time
 1. The starting time is normally 1:30 p.m., unless otherwise specified for a particular session. Players should be in their seats by 1:15 p.m. to enable the Director to determine the movement to be used and set it up accordingly.
2. Finishing time
 1. Every effort will be made to finish the session by 4:30 p.m.
3. Number of boards played
 1. An appropriate number of boards will be played, bearing in mind the bridge movement and to enable the session to finish on time.
 2. It may not be possible to complete the entire movement but, as long as each pair plays at least 70% of the available boards, then the results are considered by the EBU to be valid.

4. Refreshment Break

1. Preparation and Clearing up
 1. Where there is a half table, the players on that table should prepare the refreshments.
 2. Similarly after the refreshment break, the spare pair should clear up.
 3. Where there is no half table, any spare player should help prepare the refreshments and at the end of the break, anyone available should help to clean up.

5. Description of Playing System

1. Basic system assumed to be played
 1. At the Club it is assumed that everyone is playing a Weak No Trump with 4-card majors and need not be announced. If you are not playing this, you should inform your opponents of your basic system on arrival at the table.
2. Announcing and alerting
 1. All opening 2 bids (except 2NT) must be alerted or announced, as are suits that may contain 2 cards or fewer, or may indicate a holding in other than the bid suit. The rules for this are regularly amended and players should be familiar with the current system. A copy of this can be found by clicking on the EBU menu item on the left of the Home Page.
3. There is no requirement at the Club for a convention card to be completed.

6. Infractions during the play and auction

1. If an error occurs during the play or auction, then the Director should be called at the earliest opportunity, not when the hand has been completed.
2. Rulings will be made in accordance with the appropriate EBU rule applicable at the time. These are normally published in the Yellow Book, a copy of which will be available for reference, if necessary.
3. The Director's decision is final.

7. Completion of Score-sheet

1. Initial score-sheet

1. North should ensure that the names of all of the players at their table are entered on the back of one of their travellers, including their playing positions and the table number.

2. Subsequent score-sheets

1. Care should be taken that the scorecard is completed correctly and clearly by North, including the contract, by whom, the result and score. Entering the lead is preferred but not mandatory.
2. It should be passed to East, who should check that all of the details are correct.
3. If it is subsequently believed that an error has occurred in the scoring or published results, then the scorer for that session should be contacted.
4. Ideally a sharp pencil should be used for scoring as any errors can be easily corrected.

8. At end of each round when bell is rung

1. Players should move, without undue delay, to the next table.

2. Un-bid boards

1. If there is insufficient time to play a board, then the Scorer will normally award 50% to both parties. If however it is felt that one pair consistently fails to play a board, then a penalty of 40%/60% may be awarded by the Director.
2. If it has been decided not to play a specific board or boards due to time constraints or a half table, then the players will be automatically awarded an average score for that board. It is not necessary to enter anything on the score-sheet.

3. Passing of boards

1. In general, boards should be passed anti-clockwise around the room. Care should be taken if there is a relay in play. If you are on the table immediately following the relay, you should ensure that you are playing the correct boards.
2. Under some circumstances the Director may instruct the players not to move the boards as they will do it themselves.

9. Noise

1. General conversation

1. General conversation should be limited in content and volume whilst hands are in play at other tables.

2. Discussion of hands

1. Discussion of hands or post-mortems should only be done when all of the hands of the round have been completed and care should be taken that comments are not overheard by adjacent tables.

10. At the end of the session

1. Tables and chairs

1. Should normally all be put away in the relevant cupboards.

2. Boards and bidding boxes

1. Should be packed away and put in the appropriate storage box, without bending the stop/alert cards, which should be placed behind the bidding cards.

3. Travellers

1. Should be given to the Director, not left in the boards.

