

Director's Tip

The **STOP** card

The STOP card must be used when there is a jump in the bidding.

The red **STOP** card is put on the table before the bid is made and should remain there for approximately 10 seconds.

The next player must wait 10 seconds, until the STOP card is removed, before making their bid.

Examples of when to use the STOP card:

- An opening bid of 1NT, followed by a response of STOP 3NT.
- An opening bid followed by a jump overcall,
e.g. 1♥, STOP 2♠
- Opening bids above the one level must be preceded by STOP:
e.g. 2♣, 3♥, 2NT, etc...