

The Eastern Region would like to welcome you to this regional competition. To play in this competition you must be affiliated to an ER club and behave in a fair and ethical manner at the table. An outline of rules and acceptable behaviour is given below.

ANNOUNCEMENTS

At the start of every round each pair must inform their opponents of their basic system (e.g., forcing club, strength of no trump opening, 4 or 5 card majors, etc.) and their carding methods and in particular any unusual openings for which opponents may need to prepare.

During the bidding, no call above the level of 3NT is to be alerted unless it occurs on the first round of the bidding. Calls above the level of 3NT after the first round of the auction are to be alerted at the end of the bidding.

- The Dummy or Declarer alerts the Defenders before the opening lead.
- The Defenders alert after the opening lead has been made but before it is faced.

You should alert

- Any call that is a convention
- Any bid that is natural but unexpectedly weak
- A forcing raise of a natural opening one of a suit

Announcements will be made in the following 3 instances

- When partner opens 1NT, you state the range, e.g., “12-14” “15-17”, etc.
- When partner opens a short or prepared minor, you say, “Could be short”
- When partner responds 2D or 2H as a transfer you say, “Transfer”

The announcement is solely for the benefit of the opponents and partner is not permitted to use any unauthorised information gained from hearing the announcement.

Hidden understandings are unfair and illegal.

Doubles

Any double on the first round of the bidding of a one or two-level suit bid is deemed to be a take-out double. All other doubles are deemed to be penalty doubles. Any variations must be alerted.

It is forbidden to psyche a conventional opening bid.

DOs and DON'Ts to help avoid incidents which may spoil a game

Pausing

- Pause a moment before any call (Pass included). If the opponent on your right has opened with more than one of any denomination or has made a jump bid, do not make any bid until 10 seconds have elapsed.
- Remember if you pause for an unduly long time in normal circumstances you may silence your partner if you then Pass.
- If partner makes a pause of significant length and then Passes, don't bid unless your bid is clearly viable on your own hand with the minimum your partner may hold, based on the bidding prior to the hesitation.
- The onus will be on you to show that partner's pause could not influence your bid.

Play

- Bid and play without emphasis. Don't vary the tone of your bidding – it should always be flat and unemphatic.

- Don't look at your partner during bidding or play.
- Don't take the cards from the board when they have been returned to it after play. Penalties will be incurred if cards are misboarded.
- Be courteous to opponents and to your partner.
- Remember to alert your opponents to any bid which is alertable below the level of 3NT.

Dummy

- don't play any card, however obvious, unless asked by partner.
 - don't look at opponents' or partner's hands.
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PENALTIES

The Tournament Director shall impose a disciplinary penalty for any offence which interferes directly or indirectly with the rights of another player. These offences may include, but are not limited to, the following

- Unduly slow play
 - Comparing scores with another contestant during a session
 - Touching or handling cards belonging to another player
 - Misboarding
 - Replacing record slips in the board so that the writing is visible
 - Any error in procedure that requires the award of an adjusted score to a contestant
 - Failure to comply with the tournament regulations or with any instructions of the Tournament Director
 - Any improper or discourteous behaviour
 - Late arrival at the commencement of a session or failure to take seats promptly at a subsequent round.
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RIGHT TO APPEAL

A contestant or captain may appeal for a review of any ruling made at his/her table by the Tournament Director.

CORRECTING ERRORS IN EXPLANATION

Explainer notices own error

If a player subsequently realises that player's own explanation was erroneous or incomplete, player must immediately call the Director (who will apply Law 21 or Law 40C.)

Error noticed by explainer's partner

If a player believes Partner has given an incorrect explanation/alert –

- If player becomes Declarer or Dummy, player must rectify it after calling the Director before the opening lead is faced.
- If player becomes Defender, player must not speak about Partner's error until the play of the hand is complete. (Player must not take unauthorised information so obtained.) On completion of the hand player must call the Director and then expose Partner's error.

Always call the TD if any breach of the rules occurs.