

# Policy on Slow Play

*Updated November, 2018*

Duplicate bridge is a timed event. To ensure that the fairness of competition is maintained, all pairs must observe the time limits for each round. Slow play is not only discourteous to your opponents and other competitors in the field, but a VIOLATION OF ACBL LAW and therefore subject to penalty.

CRBC observes the standard policy on slow play that is in effect at ACBL sanctioned events. The policy is outlined below so that all players are aware of the procedure:

- Standard time allotted per board is 7 to 7.5 minutes. In a typical round of three boards, for example, players have 22 minutes to complete the play.
- With two minutes remaining, the director calls the next round (short warning tone on the club timer).
- When the round is called, ***you may complete the play of your current board if and only if the dummy is already on the table at the time the tone sounds.*** **YOU MAY NOT BEGIN THE PLAY OF ANY NEW BOARDS AFTER THE TWO MINUTE WARNING TONE.** Failure to comply with this policy will result in the assessment of a procedural penalty.
- When the round is officially over (long tone on the club timer), you must move for the next round. If you continue to play beyond the end of the round, you are late and will receive a slow play warning. It is possible that either one or both pairs at the table will receive the warning, depending on circumstances.
- Once a warning has been issued for a session, the warned pair has two rounds to get caught up. If a warned pair is still late after two rounds, a penalty of one-quarter board will be issued. Example: If the top score on a board is 8, then 2 matchpoints will be deducted from the pair's overall score.
- If a pair fails to get caught up after the first penalty has been issued, that pair will receive a second penalty of one-half board.

## UNPLAYED BOARD

To avoid penalties and get caught up when behind, players may take (or the director may require) a "no play" result on a board. **A no play result DOES NOT AFFECT YOUR SCORE.** Matchpoints are factored so that your percentage does not change and is based only on the boards you played.