

Churchdown Club Etiquette

It is in the best interests of everyone at the club for all members to follow appropriate etiquette and procedure at the bridge table.

POINTS OF LAW, ETIQUETTE AND PROCEDURE

This list is prepared mainly for the benefit of new members, particularly those who are relatively unaccustomed to playing in a club affiliated to the English Bridge Union. Whilst most existing members will already be aware of the majority of these points, we hope that the list will provide a useful reminder. More experienced players are asked to be tolerant of those who are still learning their way around the intricacies of duplicate bridge and to provide gentle help and guidance where necessary.

General procedure and keeping to time

Among other things, these points help to make sure that play proceeds at a reasonable speed and that there are no mechanical errors, e.g. cards getting mixed up between hands.

Please aim to arrive at 1.05pm to be seated by 71.15.

Please switch off your mobile phone or set it to 'silent mode' before play begins.

Always count your cards before looking at them. If you don't have 13 cards, call the tournament director (TD).

Leave the board in play on the table, pointing in the right direction, until the hand is finished. This makes it much more difficult to put the hands back in the wrong slots afterwards!

When you're on lead, make your lead face-down in case your partner wants to ask a question.

It is good practice to make a lead **before** putting your bidding cards away or writing the contract on your score card or entering a contract on Bridgемate. Similarly, when you're dummy, put your hand down first, then put away the bidding cards and write down the contract.

Unless dummy has left the table, declarer should never touch dummy's cards, even to rearrange them. This avoids arguments about whether a card has been played or not.

As declarer, if you can clearly see that all the remaining tricks are yours, claim them rather than play on. You must specify clearly your line of play, including a statement about drawing any remaining trumps.

Don't spend time talking about a hand until you have finished all the boards in that round. And if you do want to discuss a hand at the table, do it **very quietly** (otherwise people who haven't yet played it might hear you).

It is North's responsibility to make sure that boards are passed on to the correct table (or relay as appropriate) at the end of each round.

Bidding and play

If you play anything more complicated than a fairly basic ACOL system, both players should have an identically completed convention card giving details of the basic system that they play, along with the meaning of all artificial calls, and their system of leads, signals, and discards. These should be left on the table throughout the bidding and play, so that your opponents can consult them.

Don't touch the 'bid' cards in the bidding box and then take out a card from the other section, or vice versa. In fact, try not to touch the box at all until you are sure of your bid.

Use the 'STOP' card when making a jump bid (including opening bids): take it out, leave it on the table for ten seconds, then put it away. The next player shouldn't bid whilst the 'STOP' card is still

on the table. This automatically creates a short pause for thought, avoiding the inference that a player who passes quickly has nothing to think about.

When alerting a call, it is your responsibility to make sure that both opponents see the 'ALERT' card.

During the bidding, you can only ask an opponent for an explanation of a bid made by their side when it's your turn to call. And you must ask the partner of the player who made the bid, not the player who made it.

The opening lead should always be made face down. At that point the leader's partner has the opportunity to ask questions about the opponents' bidding. If there are none, the partner should say "No questions". Once the opening lead has been made it can't be changed, but it shouldn't be turned over until partner has asked anything he/she wants to know. For this reason, all four players should leave the bidding cards on the table until any questions have been asked and the opening lead has been faced.

You should shuffle your cards after the hand before returning them to the board.

Thank your opponents at the end of the round and move promptly to your new table.

Don't forget to enjoy the game!

Additional Points of Etiquette for Bridgemates

North is responsible for entering the scores but he/she may delegate this to South.

East is responsible for verifying the entry but he/she may delegate this to West.

The other players may request to see the overall percentage and other scores. Best practice is for East (or West) to hold the terminal in a fashion such that all the other players at the table can see these.

If you are not sure about something, please ask the Scorer or Director.