

**KIAMA & DISTRICT BRIDGE CLUB INC.
CODE OF CONDUCT**

We believe in equal opportunity for all players, being courteous, polite and friendly. Respect for other peoples' opinions is important. Criticism has no place at our club.

1. Please arrive **15 minutes before the start**, the director needs to set up the movement, if for some important reason you are running late, please inform partner who will tell director.

2. All mobile phones are to be switched off.

3. Welcome all players to your table do not talk about the previous hand, this is not inclusive to the arriving players. Introduce yourselves to new players and encourage beginners.

4. Unless asked, do not tell people how it should be done, it could be taken as criticism.

5. North/South look after boards and Bridgmate, East checks Bridgmate entry.

6. When on lead, leave your score sheet or Bridgmate entry until after the lead.

7. The director should not be questioned about their decision, if you have a problem approach the director on completion. Move immediately when director asks. Call the director for clarification, do not try to sort it out yourselves.

8. Etiquette: As a matter of courtesy you should refrain from:-

- a) paying insufficient attention to the game.
- b) making gratuitous comments during the auction or play.
- c) detaching a card before your turn to play.
- d) prolonging play unnecessarily, declare and show how you will play the hand.
- e) indicating the expectation or intention of winning or losing a trick not completed.

MAKE BRIDGE A PLEASANT EXPERIENCE FOR EVERYBODY IN THE ROOM

ON OUR WEBSITE, CLICK ON THE RULES, WHICH LISTS, *When a Card is played, Dummy's Rights, Call out of turn, Change of call, Revoke, not following suit, Lead out of Turn, Penalty Cards, Claims and Concessions, Rectification and Alerts and Announcements.*

We would encourage all players to refresh their memories on the rules. If you cannot visit the website, ask the director who will get the "Rules of the Week" folder in white cupboard under printer and copy them.