

## KINGSTON SEYMOUR BRIDGE CLUB - ETIQUETTE/CODE OF CONDUCT

Every club needs a few house rules in order to ensure everything runs as smoothly as it can, and that one or two people don't end up doing most of the work. Our club is no different – particularly as it gets bigger – but we will always try to remain friendly and welcoming to new faces and those who have further to climb on the bridge skills ladder. After all, it's only a game!

*Top of the list (even before we get to the list!) is to treat everyone with courtesy. No matter what you might think of your opponents' (or your partner's!) playing skills, the speed of their play or dexterity with the scoring system, they have every bit as much right as you to be at the table and to enjoy their evening. If you have to say anything, a little encouragement is more likely to win friends than abuse.*

*We fully endorse the EBU's Best Behaviour at Bridge initiative, as described on the page following this etiquette document.*

1. If you possibly can, try to arrange who you'll play with before you come. We will always try to match up those who come on their own (and more often than not do manage to do so) but it can't be guaranteed, and you might be disappointed.
2. Try to arrive by 7:05pm.
3. If it hasn't all already been done, please help to set up.
4. Sit down with your partner by 7:10pm at latest, to be ready to start play promptly at 7:15pm.
5. Do let someone else (who will be there) know if you're going to come but likely to be late. Don't assume you can be accommodated if you're late and haven't let us know, as the tournament director has to know the number of tables in order to decide on the movement and issue the paperwork before play can commence. *Players turning up at the last minute without telling anyone they're coming is one of the most frustrating aspects of the director's role!*
6. Have your table money ready for collection before start of play.
7. When you move to a new table, do make sure that's where you should be, that you're sat in the right orientation and you're playing the right opponents with the right boards. It's all shown on the electronic tablets, but mistakes do happen if we're not all careful. We give North the prime responsibility for checking all this but it's in everyone's interest to be sure!
8. Do make sure the orientation of the boards is correct before taking your cards and that you put your cards back in the correct place after playing them. *The board in play should always be left on the table, in the correct orientation, in order to minimise the risk of mis-boarding.*

9. Count your cards before looking at them – just in case there aren't thirteen!
10. When the auction is over, leave your bidding cards down until the opening lead is made. Being able to see them is an important part of all the players' planning for the game ahead.
11. When you're on lead or are dummy, make your opening lead or lay dummy's cards BEFORE you put your bidding cards away or write up your score card. Little things like this all take time and disciplining ourselves to avoid them does help speed up play.
12. When a game is finished, leave your cards on the table (in their won-lost orientation) until the trick count has been agreed – just in case there's a discrepancy!
13. If you're in the North seat, it's your responsibility to enter all the details of the contract, the opening lead and the number of tricks made on the electronic tablet or, if the technology isn't working, to fill in the traveller, ensuring you enter both pair numbers, the contract, the lead, the number of tricks made and the score – all in the right columns. *Make sure you enter the contract and the lead before the hand is played to avoid the risk of it being forgotten!*
14. If you're in the East seat, it's your responsibility to check what's been entered on the tablet or the traveller – *and you should ask to see it if North doesn't give you the chance to do so!*
15. Please don't start a new board after the 'electronic lady' on our timing system tells you not to; it's likely to result in you over-running at the end of the round and several other players waiting for the table, the boards or one or other of the pairs who're causing the hold-up.
16. Discussion on the hands (including what the travellers suggest others have made of them) can be helpful but do keep it to a minimum until you've played them all at a table – and you then know you're not at risk of over-running and holding up others.
17. Keep discussion on the cards (and any other chat at the table) at a low volume; remember that others around you might not have played that particular hand yet and, even if they have, the noise around them can be very disturbing if they're still playing.
18. Getting a drink before the planned break can very usefully reduce the risk of over-crowding in the kitchen, but please try to do so when you're on a sit-out (if there's a half table), playing dummy or have finished a round quickly – rather than keeping your next opponents waiting by disappearing to the kitchen between rounds!
19. If you do have a drink, don't assume someone else will wash your mug – some kind people do often do that when, for example, they're on a sit-out but that's not always possible.

20. Do please help to put everything away before you go home. It's another of those little things that it's easy to forget but it really doesn't take long if we all do our bit.
21. ***Enjoy the evening and don't lose sleep if you think you've done badly – the chances are that someone else did worse and your sun might shine next week. We'll still be friends!***



## BEST BEHAVIOUR AT BRIDGE



Bridge is an extremely enjoyable game. Courteous behaviour is an exceptionally important part of that enjoyment. The EBU is committed to the principle of equality of opportunity. It considers it a fundamental principle that anyone wishing to participate in duplicate bridge, whether as player, official or in any other capacity, should be able to do so in a safe and welcoming environment, and not be subject to less favourable treatment on the grounds of gender, age, race, disability, ethnic origin, sexual orientation, religious or political belief or social class than any other person.

This guide serves as a brief reminder of how to behave at the bridge table. We are sure that all players naturally follow this code of conduct but there are times when concentration and pressure can take their toll and it is for these situations that we issue this as a reminder.

- Greet others in a friendly manner prior to start of play on each round.
- Be a good "host" or "guest" at the table.
- Make your convention card readily available to your opponents and fill it out completely.
- Make bridge enjoyable for yourself, partner and opponents.
- Give credit when opponents make a good bid or play.
- Take care of your personal grooming.
- Ensure that your mobile phone is turned off.
- Enjoy the company as well as the game.

Remember that it is rude to criticise your partner or opponents in public, to be less than polite at the table, to gloat over good results or object to a call for the tournament director or to dispute or argue about a director's ruling, or generally to make any personal and disparaging remark.

Please call the Director if you think you may have been affected by bad behaviour. You will be helping others as well as yourselves.

As in all games that are governed by rules and regulations, bad behaviour will be penalized ....

If a player at the table behaves in an unacceptable manner, the director should be called immediately. Annoying behaviour, embarrassing remarks, or any other conduct which might interfere with the enjoyment of the game is specifically prohibited by Law 74A. Law 91A gives the director the authority to assess disciplinary penalties. This can include immediate disciplinary board penalties and may lead to disqualification from the current event. In addition any violation may result in a disciplinary hearing where player(s) future participation in tournaments will be considered.