

LCDBC GENERAL INFORMATION, RULES & ETIQUETTE

At Lake Chapala Duplicate Bridge Club some of us play bridge strictly for fun, some strictly for the competitive aspect and others for various combinations of the two. Regardless of where you fit in this range, we would like you and everyone else to enjoy playing at our Club. Our games are sanctioned by the American Contract Bridge League (ACBL) and must therefore be conducted in accordance with the laws and rules established by the ACBL. In addition to the ACBL directives, the policies set forth in this document must be adhered to so as to allow everyone's enjoyment of the game.

PLAYERS

The start of the game is a busy time for the Director as he/she tries to determine the number of tables, the appropriate movement and balancing of the field. You should arrive and claim your seat at least 15 minutes prior to the official start time.

Our Club has adopted a Fragrance Free Policy and in consideration of others who may have allergic reactions, we ask that you not use scented products such as perfumes, colognes, hairspray or aftershave when at the Club.

Eating at the table is strictly prohibited after the distribution of the BridgeMates and the boards. If it is necessary for you to eat, please do so away from the table during a break and return with clean hands.

No Smoking is permitted inside the Club.

Cell phones and other electronic devices (iPads) shall be muted once the game commences.

Each partnership must have at least one completed convention card placed in clear view (on the table or side table). If the partnership has two convention cards, they must be identical. A player may not refer to his/her own card during the bidding or play of a hand.

Do not remove the cards from the board until the Director indicates play is to begin. The Director may need to move players from one table to another or change the number of boards to be played per round.

In general, do not move from one table to the next until the Director calls the round. Moving beforehand may actually delay play if there is an exception to the normal movement.

Be a good host or guest at the table by stopping any conversation with your partner and greeting the new arrivals in a friendly manner.

The North player is primarily responsible for the proper observance of all procedures as well as maintaining proper conditions of play at the table. For example, North is responsible for orienting the boards as well as assuring the proper order of play of the boards. South, East and West should not touch the boards without North's permission. Nobody should reach under the top board for any reason. As indicated, North is primarily responsible but this is solely due to the need for a leader at the table. The responsibility for proper play, procedures, scoring, etc., nonetheless remains a shared responsibility among all players at the table and all are subject to the common penalties due in case of an irregularity.

THE DIRECTOR

The Director's primary responsibility is to run a smooth and pleasant game through proper application of all ACBL Laws of Duplicate Bridge (LAWS) and enforcement of the Zero Tolerance Policy. The Director should strive to assure no player is intimidated, frightened or embarrassed to call the Director. Players should never attempt to make their own rulings. When there is an irregularity, e.g. bid out of turn, lead from the wrong hand, insufficient bid, etc., the Director should be summoned immediately. Although Dummy may not call the Director, he/she may draw attention to any irregularity (such as a revoke) but only after the play of the hand has concluded.

As a matter of courtesy, when an irregularity is observed, alert the other players at your table that you are calling the Director. Then raise your hand and say "Director, Please". Once the Director has been called, play must stop and the cards left as they are. When the Director arrives at the table, the person who has called him/her should explain the issue, first.

The Director will ensure that each player has an opportunity to explain his/her side of the issue. Each player should be allowed to present his/her case without interruption when the Director indicates it is his/her turn to explain.

Remember that although the Director may be your friend, he/she is nevertheless required to assess the irregularity in accordance with the LAWS or violation of the Zero Tolerance Policy with complete impartiality. Should you disagree with the ruling of Laws violation, you may request an appeals committee to review the ruling. In this case make your request respectfully and calmly. The Director shall then arrange an appeals committee of three members present at the game but not playing at the table at the time of the irregularity. There is no appeal of a Zero Tolerance Policy violation's penalty.

BIDDING

The cards should not be removed from a board until at least one of the opponents is at the table. After removing your cards from the board, count them before looking at them. Upon completion of the play of the hand count your cards before returning them to the board.

After you make a bid (for example, Open 2 Spades) the opponent whose turn it is next to bid, may ask your partner what your bid meant. Your partner must answer, you may not. If your partner doesn't know or isn't sure, he/she should not speculate as doing so will give you information about your partner's thinking. He/she should simply say that he/she doesn't know what it means.

Do not touch the bidding box until you've decided what bid to make. Moving your hand back and forth between possible bids might give your partner information to which he/she is not entitled. For example, after you have placed your hand on the cards including the pass card, you may not then make a bid in a suit or no trump as this provides unauthorized information to your partner. Decide on the bid you wish to make, take it out of the bidding box, look at it to make sure you've pulled out what you intended and place it on table.

Never make remarks, gestures or facial expressions during the bidding. Such may provide unauthorized information as for example, you do not understand your partner's last bid, you don't like it or that your own bid is based on indecision. Your partner is not entitled to this

information and it may mislead and/or damage the opponents. Director may have to adjust the scores if such action damages the other partnership.

When you make an insufficient bid, it is not your right to simply make it sufficient, the Director must be called. There are situations in which a call cannot simply be made sufficient. The left-hand opponent has options which will be explained by the Director.

Never pick up your bid cards before the auction has ended. If you pick up your bid cards before your partner's last bid, it appears that you are telling your partner to pass.

Alert all bids that require an alert. When an explanation is requested explain what the bid shows (or asks) do not simply respond with the name of the convention. Simply stating the name of the convention may intimidate less experienced players.

You may ask for an explanation of a bid only when it is your turn to bid or just prior to your turn to play at the opening trick. The only exception to the latter is if your partner, as the opening leader, places his opening lead face down as asks "Any questions?" In this case you may ask for a review of the bidding and/or an explanation of a bid. Requesting an explanation to ensure your partner understands some nuance is unethical.

PLAY OF THE HAND

When you are on opening lead, detach a card from your hand and lay it face down on the table and ask if there are any questions. This prevents irregularities such as leading out of turn and allows your partner to ask for a review of the auction or an explanation of any bid or alert without influencing your lead.

A review of the bidding may be requested by each player at his\her turn to play to the first trick. After the first trick, a player, at his\her turn to play, may only ask what the contract is and whether or not it was doubled.

To speed up play, make your opening lead before recording the contract on your score sheet. As Dummy, spread your hand prior to recording the Contract.

If declarer plays a card from the incorrect hand, either defender or the Dummy may point this out. A lead from the wrong hand can be accepted by either defender.

Play your card at your turn only, not before. Do not detach a card from your hand until it is your turn to play. Do not touch a card until you have decided which you wish to play. Do not touch one card then another. Do not pull up one card, push it back and then pull up another. This may indicate you are uncertain as to which suit or card to play or if you follow suit, shows that you have more than one card in that suit.

Once all the cards played to a trick have been placed faced down on the table, no one should request to see the cards played to that trick. If such a request is made any player may refuse. You may ask for confirmation as to which hand won the trick, presumably to ensure the following lead is made from the correct hand.

When a player places a card in the wrong direction at a given trick (vertical vs. horizontal showing a trick as won or lost), his/her partner may advise him/her of the mistake provided they do so immediately. No correction is permitted later in the play.

Dummy may only play a card when directed to do so by Declarer. Dummy must not reach toward a card in anticipation of Declarer calling for that card. Likewise, when Declarer calls for a card, Dummy must play the card indicated without any remark, facial expression, hesitation or other gesture questioning or implying a judgment of the call.

Once a claim has been made, play of the hand may not continue. If the claim is invalid or uncertain, call the Director. If there is trump outstanding and declarer makes no mention of pulling trump, call the Director.

When the final card has been played do not fold up your cards until all players have agreed on total tricks taken.

North is responsible for entering the score in the BridgeMate but opponents must verify and accept the result entered before continuing to next board.

PACE OF PLAY

Bridge is a timed event. The ACBL has suggested that boards be bid and played in an average of 7 minutes per board. Should your partnership be consistently slow, Director may warn you and request you to pick up the pace. A second warning may result in disciplinary penalties for slow play.

ZERO TOLERANCE

The following are some examples of behavior which will not be tolerated:

- Badgering, rudeness, insinuations, intimidation, profanity, threats, or violence.
- Negative comments concerning opponents' or partner's play or bidding.
- Constant and gratuitous lessons and analyses at the table.
- Loud and disruptive arguing with a director's ruling.

If a player at the table behaves in an unacceptable manner, the director should be called immediately. Annoying behavior, 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.

POST-GAME

Upon completion of the session all players should collect the trash around their table and deposit it in a trash can.