

## Duplicate Protocol for New Players

Duplicate is a "Gentleman's Game" like golf or tennis so we need to know just a few things before we venture off to our 1st Real Bridge Experience at the local bridge club.

1. Bridge is a timed game and we are allowed 7 1/2 minutes per board. All times require steady, uninterrupted play by everyone. When one person takes an unnecessary amount of time on a board, there are many other people delayed. It is unfair, impolite and unacceptable. Hold your conversations after all boards have been played.
2. If it is necessary for you to call the director because of an irregularities at the table, please tell the table in advance that you are calling and then raise your hand and say "Director please". When a ruling has been made, play begins without comment.
3. Convention Card: Each pair is required by the Laws of Bridge to have two identical Convention Cards filled out and available for opponents to review. You may not read your own card as you are supposed to know what system you are playing.
4. All of your personal items belong at the right corner of your table. Do not use someone else's space.
5. Count your cards face down before looking at them. If there is a discrepancy, call the director!
6. The Bidding Box is not difficult to use, BUT you must decide your bid before you touch it.
7. If an opponent makes a skip bid or puts out a stop card, you must wait 10 seconds to bid or pass.
8. Ask the meaning of any bid you don't understand when it is your turn to bid. Do not ask the meaning of any bids when you are in pass out seat. Your partner will make his lead face down and you can ask questions before the card is tabled face up.
9. Do not look at partner when making a bid and do not look at an opponent. Keep your eyes on your hand.
10. When on opening lead or when playing to a trick, decide which card you want to play and do not touch any other card in your hand. Decide and detach it.
11. Agree with the table about the results of the board before you put your cards back into the board.
12. Wait until the Director calls the next round before moving and before passing the boards. There is nothing to be gained by moving early except noise, confusion and disturbing other players.