

Patcham Bridge Club – Best Behaviour at Bridge

The Committee wish to remind members and visitors of the standard of behaviour required at the club, for the benefit of players of all levels of experience. Bridge can be a demanding game and there are times when concentration and pressure can be a real problem.

Nevertheless, we must all accept the following: -

RESPECT YOUR PARTNER AND YOUR OPPONENTS

- Do not argue with your partner or give 'instruction' to anybody at your table unless it is asked for.
- Always greet your new opponents in a warm and friendly way.
- Do not hold or continue a conversation with your partner when your new opponents arrive at your table. This is especially important if the conversation is about a board played in the previous rounds.
- While useful for partnerships, hand discussions should be brief and at a level that does not transmit information to nearby tables.
- Be courteous to your partner as it is highly embarrassing for opponents to have to witness disagreements between partners.
- Please switch off your mobile phone or set it to 'silent mode' before play begins.
- No raised voices please at any time

RESPECT THE DIRECTOR

- Accept the director's ruling at the time and, if you do not agree the ruling, lodge an appeal with the committee.
- If the director of a session is playing, call for him or her, but allow him or her the courtesy of finishing their hand.

GENERAL PLAY PROCEDURE & KEEPING TO TIME AVOIDING SLOW PLAY

- Always count your cards before looking at them. If you don't have thirteen, call the director.
- You should not touch other players' cards. You may ask them to show you.
- 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.
- Try not to take too long over calls or when playing a card. Best practice is to always try to play in tempo.
- If there is any hesitation in the bidding or the play, the partner of the player who hesitated must be very careful not to draw any inference from this and must bid/play as he/she would have done if there had been no hesitation. This is particularly the case if a player hesitates during the bidding and then passes.
- 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.
- Avoid asking questions about the bidding while it is continuing, unless you really need to know the answer in order to decide what your next call should be (because if you then pass, your partner might draw an inference about your strength, or your interest in the suit bid). Otherwise, wait until the auction is finished.
- If there has been a misunderstanding during the bidding by declarer or dummy, this should be explained to the opponents after the final bid has been made but before play starts. If the defenders think they have been damaged, they should call the director. However, defenders mustn't say anything about misunderstandings in their own bidding until the play of the hand has finished, when they should call the director.

- 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 into a Bridgemate.
- Similarly, when you are dummy, put your hand down first, then put away the bidding cards and write down the contract.
- 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.
- As declarer, if you can clearly see that all the remaining tricks are yours, claim them rather than play on. But you must specify clearly your line of play, including a statement about drawing any remaining trumps.
- At the end of a board, make sure that all players are agreed on the result before putting the cards away.
- You should shuffle your cards after the hand before returning them to the board.
- Enter the agreed score into the Bridgemate and swiftly move on to next board. Do not use the Bridgemate to conduct a full report on all other results.
- It is North's responsibility to make sure that boards are passed on to the correct table (or relay as appropriate) in a timely manner at the end of each round.
- When playing a Howell movement, both pairs should check the Howell card at the beginning of each round to make sure that they are playing at the correct table, against the correct pair, and using the correct boards.
- Directors have been asked to be more vigilant about slow play to facilitate an enjoyable session.

BRIDGEMATES

- Bridgemates are used for all sessions at Patcham Bridge Club
- It is North's responsibility to ensure that the correct board number is entered into the machine. The reason is that if a mistake is made, it is possible to see the results of a board you have not yet played. Extra care must be taken when we are using shared boards.
- It is North's responsibility to enter the contract, direction and result into the Bridgemate.
- It is East's responsibility to ensure North has entered the correct contract, direction and result. East may delegate this task to West.
- If there is a mistake, North should undo the score and re-enter it correctly, and this should then be verified by East.
- If an incorrect result has been erroneously verified and cannot be corrected, the director should be called.
- 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.

DIRECTOR CALLS

- Directors are there to restore equity where there has been a mistake or an irregularity.
- It is polite to consult with opponents before calling the director. However, no such suggestion should be refused.
- Even if the call is mistaken or unnecessary, it is up to the director to decide that, not the opponents.
- When the director has been called, leave the cards exactly where they are. Moving cards around makes the director's job harder and could lead to suspicion of trying to obscure the facts.
- Call immediately a problem happens. Trying to sort out a problem later often leads to the wrong outcome and may prevent the director from reaching the right conclusion if called later.
- Do not be afraid to call the director or if your opponents call. It is not a criticism, just using the director's knowledge to restore equity after an irregularity.
- Remember that not calling the director risks disadvantaging other players in the room as well as the 'offended' partnership'.
- During the call only one voice from the table at a time - the person who called the director should be the one to initially explain the situation.
- If in doubt, call the director!

Key Rules of the Club:

- By joining the club, you have agreed to abide by the rules of Patcham Bridge Club.
- All players will always maintain a courteous attitude and avoid any remark or action that might cause annoyance or embarrassment to another player in the enjoyment of the game (and abide by Law 74 of The Laws of Duplicate Contract Bridge).
- Play disputes will be settled by the director. Appeals may be made in writing to the Management Committee within seven days of the incident, with a final appeal to the English Bridge Union.
- Bad behaviour or conduct reported to the Committee in writing will be considered without prejudice, and the Committee's decision will be final.
- IT IS ABSOLUTELY UNACCEPTABLE TO WALK OUT of a session mid play. Such behaviour will lead to suspension or exclusion, dependant on circumstances.

These rules should be read in conjunction with the **EBU's Best Behaviour at Bridge** – see below.

Patcham Bridge Club
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EBU Best Behaviour at Bridge – November 2017

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.