

SOME DOS OF BRIDGE



- ♠ Welcome your Opponents to the table.
- ♠ Check that you have the right Opponents *and* boards.
- ♠ Count your cards, facedown, after taking them out of the board.
- ♠ Be ready when it's your turn to bid and/or play.
- ♠ Announce . . .
 - . . . your bidding system before play begins.
 - . . . points when Partner opens 1NT.
 - . . . "transfer" after Partner bids 2D/2H, if using transfer bids.
- ♠ Alert conventional bids below 3NT.
- ♠ Leave bids on the table until first lead is made.
- ♠ Make your first lead facedown. Once exposed, the lead cannot be changed. If necessary, call the TD.
- ♠ When you're in the Dummy seat . . .
 - . . . place the Trump suit on the Declarer's left, your right.
 - . . . you may alert Declarer when he/she is about to play from wrong hand.
 - . . . you may ask if Declarer is out of the suit that is being played.
- ♠ Play at an even tempo.
- ♠ Agree result at end of play, before lifting the cards.
- ♠ Count your cards after agreeing the result and before you put them back in the board.
- ♠ Observe the time allotted for each round. Avoid chit-chat until all boards are played.
- ♠ Speak softly – so that Players at other tables can't hear – particularly if you're discussing the hands you just played.
- ♠ Compliment your Partner and Opponents on a hand well played.
- ♠ Call the TD if there is a problem at your table.
- ♠ Be kind to the TD.

SOME DON'TS OF BRIDGE



Don't . . .

- ♠ rush when bidding – especially when passing.
- ♠ hesitate when bidding. If your Partner bids based on your hesitation, your side could be penalised for using unauthorised information.
- ♠ hover your hand over your bidding box or fiddle with the cards in the box. (Unlawful information) Bid with your eyes before your hands.
- ♠ show disinterest in an auction by folding your cards. (Unlawful information)
- ♠ rearrange cards in your hand. This is tantamount to announcing that you have a void.
- ♠ detach a card from your hand until it is your turn to play.
- ♠ touch a card on the table unless you intend to play it. Touched . . . consider it played.
- ♠ ask to see last cards played if your card is turned down.
- ♠ make a ruling at the table. Always call the TD.
- ♠ sigh, twist or make faces when Partner or Opposition bid or play. Remain impassive
- ♠ When you're in the Dummy seat, don't . . .
 - . . . touch a card, however obvious, until called for by Declarer.
 - . . . indicate a card or suit to be played by Declarer.
 - . . . call for the TD until the hand has been played.
- ♠ play slowly – 7 minutes are allowed for each board. If you lose time on a board, try to make it up on the next board.
- ♠ move from your table until the TD announces the move.