

## TIPS FOR IMPROVED PLAY BY ALL:

*Bridge is a challenging, fun, friendly, social game but at the same time duplicate is also highly competitive and a timed event. Here are some tips to keep it that way.*

### **Before bidding**

- Be at your seat ready to play when Director indicates it's time to start.
- It is okay and in fact recommended that N/S greet and welcome the new E/W pair.
- However, once play starts, conversation should be minimized.
- Make sure your convention cards are completed and they match.
- Pre - alert any special understandings.
- Do not remove any hands until all seated.

### **During Bidding**

- Attempt to keep your bidding tempo consistent, regardless of whether you have a Yarborough or a monster.
- Know your bid **BEFORE** reaching for the bidding box
- While it is okay to deliberate, it should be kept to a minimum. (Avoids conveying any information to your partner.)
- Announce promptly any alertable bids. Explain only if asked.
- If your opponent announces a skip bid, please wait 10 seconds before bidding.
- If you use a skip card, you must always use it during the session.
- Please **announce** your teams 1NT range if partner opens 1NT.
- Announce "transfer" if your partner makes a transfer bid **BEFORE** the opponent's bid
- You may ask for an explanation of alertable bids at your turn only.
- Keep your mind on bridge--think of your possible bids before it's your turn

### **Play**

- Lead card face down **BEFORE** you record the contract on your score card
- Display dummy **BEFORE** recording contract. Trump suit if any is on dummy's right.
- Play in tempo. No 'coffee housing' (hesitating in an attempt to mislead opponents)
- Dummy can only 1) ask if partner out of a suit or 2) correct to proper hand.
- Declarer should plan their line of play at trick one--think ahead
- If declarer calls for a card without specifying, it is the lowest card in that suit.
- If declarer calls for a face card and there is more than one, it is presumed in the suit last played.
- Claim as soon as able. State your line of play. Once a claim is made the hand is over. **You cannot request to 'play it out'**
- Think of the card you wish to play before touching your hand.
- Do not rearrange cards when out of a suit.
- Play to the trick so your card is visible to all.

## **TIPS FOR IMPROVED PLAY BY ALL (Continued):**

- No card snapping please.
- Avoid faces, body language, etc. that may convey information to your partner or opponents

### ***Irregularities***

- If questions arise, it is best to summon the Director.
- Do not take offense if the Director is summoned.
- Know your options to prevent delays.
- Please call "**Director please**"; no matter how well you know them personally.

### ***Scoring***

- As soon as results are known, enter into the Bridge master.
- Confirm result with one of your opponents before final tally.
- Move quickly to next board.
- Do not spend time reviewing other tables' results.
- Do not discuss the hand at the table.
- No disparaging remarks to opponents if they bid incorrectly yet score well.
- It's okay to say "well played partner" but do not do so if this is due to an opponent's error.
- No bloviating or gloating.

### ***Miscellaneous***

- When a round is called, pass all completed boards to the appropriate table promptly
- When a round is called, move promptly to your next table.
- If behind, do not go outside for a smoke, visit the dessert table, work on the jig saw puzzle, get coffee, etc. (do so if you finished early or have a sit-out)
- Ask before touching opponent's cards. Only one hand out at a time.
- Lessons only if asked. Do so quietly.
- There will be no tolerance for rude behavior.
- Slow play can result in penalty at Directors discretion.
- Show respects other players.

### ***After session***

- Learn to be a good winner and a good loser
- This is the time to review problem hands or problem bidding

Again, the main goal is for everyone to have fun.