

## Etiquette

*This is to be read as a guide to avoid making errors at the bridge table. It should not be read as list of demands about how to play Bridge*

**Bridge is a game** and should be played for **fun**

Always be courteous at the bridge table - to your partner, to the opponents, and to the Director. Carefully avoid any remark or action to any player that might interfere with their enjoyment of the game. If there is any problem in the bidding or play, always call the Director rather than trying to sort the problem yourself

It is good practice to welcome your opponents when they arrive at the table

- Cards should not be taken out of the board until all players are seated at the table
- Before looking at your hand count your cards to ensure that you have exactly thirteen
- The board should be left in the middle of the table so that after play cards are returned to their correct slot
- Once the bidding has commenced all conversation should cease until the end of the hand
- All bids and play should be made in the same tempo so as to not give information to your partner.
- If you are Declarer remember to thank partner when Dummy is displayed

### Asking questions

- Any player can ask the opponents about the bidding at any time during the auction, but only when it is their turn to bid. Do not ask if you do not intend to bid as this could be construed as passing unauthorised information to your partner. If you do not intend to bid, ask your questions after the auction has concluded and it is your turn to either lead or play
- You may only ask the opponents, not your partner
- You may also ask questions about the auction during play, but only at your turn to play
- Your questions must be asked in as neutral a meaning as possible and *must not* be asked in such a manner as to indicate a lead or certain play of the cards
- If partner doesn't follow suit you are permitted to ask if they have any cards in the suit just played. This should stop partner from revoking
- It is permissible for the opponents (at their turn to play) to ask questions about your bidding or carding methods. **You must answer honestly.** If you have no specific agreement then say "We have no agreement."

### Play

- The opening lead should be made face down. This gives partner time to ask questions about the bidding and also prevents the wrong hand from leading. Once the opening lead has been placed on the table it cannot be changed. Turn over your opening lead when Dummy's cards start to be placed on the table
- Do not call a card from Dummy until your LHO has played
- Do not detach a card from your hand until it is your turn to play and you are certain which card you are going to play. Doing otherwise may provide unauthorised information to your partner, or may provide valuable information to Declarer

## Lesson 10d

- During the play you are not allowed to touch or handle your opponent's cards. If necessary you may ask your opponent to show you their card played to that trick, but only if you have not turned your own card face down
- Dummy, or either defender may draw attention to a card pointed incorrectly. This right expires when a lead is made to the next trick
- At the end of play do not disturb your cards until the result is agreed to by the opponents
- Dummy is not entitled to call the Director when there has been an infraction during the play. Dummy may only draw Declarer's attention to the fact that he/she is about to lead from the wrong hand; or may ask Declarer if they are out of the suit being played. Dummy *may* call the Director at the conclusion of play in order to draw attention to an infraction
- Dummy may not indicate or play any card in Dummy (including a singleton) without the express instruction of the Declarer. If Declarer calls for a suit without nominating a rank, the card of the lowest rank in the suit named is deemed to be indicated. If Declarer nominates a card but not a suit, he is deemed to be continuing the suit in which Dummy won the last trick
- Any player, except Dummy, may call the Director when infractions, hesitations, rude behaviour, or problems of any kind occur. It is the Director's responsibility to handle all infractions according to the Laws of Bridge, and to ensure that the game runs smoothly and pleasantly
- North is responsible for ensuring that correct procedures are observed (such as the placing of the correct board on the table in the correct direction, and the passing of the boards to the next table at the completion of the round)
- At the conclusion of play, shuffle and count your cards *before* placing back in the board

It is unethical to show any emotion regarding the bidding or the play of the cards

Do not criticise your partner's bidding or play – you may not have a partner the next time you want to play bridge (see below)! Wait until the conclusion of the session before discussing hands with partner, doing otherwise may communicate information about a hand to players who have not played the hand

### ***Famous Bridge Hands #5***

The Bennett Murder occurred in Kansas City in 1929. The hands allegedly were:

♠ KJ985	♠ A1063	The bidding went:  1♠ (2♦ overcall) 4♠
♥ K762	♥ 1085	
♦ 85	♦ 4	
♣ K10	♣ A9842	

After an acrimonious evening Mr Bennett opened 1♠. The opponents intervened with 2♦ and Mrs Bennett raised to game. Mr Bennett played badly and the contract was defeated. After more words Mr Bennett stated that he was going to spend the night in a hotel, whereby his wife shot him. The case went to trial, and after 11 days of testimony the jury took 8 hours to find Mrs Bennett not guilty of Murder. Although Mrs Bennett continued to play Bridge for another 61 years it was said that she had difficulty keeping partners!