

TIPS TO ENJOY YOUR BRIDGE GAME

At the Start of a Round

1. Greet your opponents in a warm and friendly manner.
Check that you have the correct boards.
Announce the basics of your system – e.g. forcing club, strength of No-Trump opening, 4- or 5-card majors, etc.
2. Check that you have thirteen cards then look at your hand and sort it into suits.
Don't shift your cards from one hand to the other or shift suits around after sorting. Keep it fanned and don't shut it up or put it down on the table.

During the Auction

3. Pause a moment before making any call (which includes a Pass).
If the opponent on your right has opened with more than one of any denomination (i.e. has made a skip bid), do not make any bid until ten seconds have elapsed.
4. Remember if you pause for an unduly long time in normal circumstances, you may silence your partner if you then pass.
5. Don't bid after partner has made a pause before passing which was of significant length, unless the bid you make is clearly permissible on your own hand without anything but the minimum your opponent's bidding may suggest may be in your partner's hand. The onus will be on you to show that partner's pause did not influence your bid.
6. Bid and play without emphasis. If speaking your bids, don't vary the tone of your bidding – it should always be flat and un-emphatic.
7. Transfer bids over an opening 1NT are explained by announcing "transfer" after your partner has made the bid.
8. Remember to alert your opponents to any call which is conventional below the level of 3NT. You only need to alert conventional calls above the level of 3NT on the first round of bidding e.g. 1♠ : P : 4♣ (needs to be alerted)

IF USING BIDDING BOXES

Do not allow your hand to hover or fidget with the bidding cards in the bidding box while you are considering the bid you will make. Obvious uncertainty can convey unauthorised information.

Whenever an alert is required to draw attention to a conventional call made by partner, the ALERT card should be taken from the box and shown to both opponents (making sure it is seen by both), before being replaced in the box.

The next opponent to bid has the option to ask for the meaning of the bid.

If making a jump bid, before you take out the bid you intend to make, place the STOP card on the table to alert your next opponent that a jump bid is about to be made e.g. a pre-emptive 3♥ bid.

Once you place your jump bid on the table, wait 10 seconds before returning the STOP card to the bidding box. This allows your opponent to bid 'in tempo', without undue hesitation that could convey information unfairly.

When your right hand opponent employs a STOP card, wait for it to be removed before you make your next bid.

At the end of the auction, make sure the bidding is completed by having three passes on the table.

Leave the bidding cards on the table until the opening lead is made. This allows declarer and both defenders to review and analyse the bidding. The opponent on lead has the opportunity to ask for clarification of the bidding (the meaning of a bid etc.) It also may help to prevent a lead out of turn.

Opening Lead

9. Place the opening lead face down on the table. This prevents you from leading out of turn. Your partner now has the opportunity to ask questions about the bidding. If they have none they should say 'thank you' or 'no questions' and you can turn your lead face up. Dummy can then be placed on the table.
Keep the board on the table, in the correct orientation, to ensure that there will be no misboarding.

As Dummy

10. When placing dummy's hand on the table and a suit contract is being played, the trump suit should be placed on dummy's right, declarer's left.
When dummy, do not play any card, however obvious, until asked by partner.
When dummy, do not look at opponent's or partner's hands or shift around on your seat. As dummy you may alert declarer if it appears that he/she may be about to play from the wrong hand BUT if you are not quick enough to prevent declarer from playing from the wrong hand, you cannot intervene at all.

At the End of Play

11. Agree the result before entering the score and lifting the cards that have been played from the table – this allows you to check the cards in the correct order, if there should be a problem.
During play it is place the quitted card vertically if your side has won the trick and horizontally if your opponents won it.
Count and shuffle your cards when returning them to the board after play. Don't take the cards from the board after they have been returned to it. Penalties will be incurred if cards are misboarded.
Only move to the next table when the Director has moved the boards and asked you to move.

Calling the Director

12. If anything should go wrong at the table, agree with your opponents to call the Tournament Director (TD).
Let one player explain the facts to the TD and avoid raised voices that may distract other players at nearby tables. Make the TD your friend – they are there to ensure everyone has a fair and enjoyable game.
Full details of the rules are available in the annual CBAI diary or from the rule book – 'The Laws of Duplicate Bridge'.

Body Language

13. Be aware of your own mannerisms and try to remain impassive so that you do not convey any unauthorised information about your hand or about the play.
14. Be courteous to opponents and to your partner at all times.

