

PLAYING BRIDGE IN PERSON

What's the Difference?



Movements:

How the Game Operates

Boards:

How We Re-Use the Deals

Bidding Boxes:

How We Make Bids

Play, Tricks, Dummy:

How We Play the Cards

Bridgemates:

How Scores are Entered

Convention Cards, Alerts

How We Inform Opponents

Director Calls:

How We Keep the Game Fair

Movements

To score a game fairly, all pairs should play all boards, and all pairs being compared play all other pairs

If we score all pairs against all other pairs, this is called a 'Howell', or one-winner movement. Pairs will switch back and forth between NS and EW

If we keep all NS pairs permanently NS, then they will never play each other. They are scored against one another, and the EW group scored against one another. This is called a 'Mitchell', or two-winner movement

Mitchell Movement

- Most common
- NS pairs stay stationary (good for mobility issues)
- EW pairs move up one table each round
- Boards are passed down one table each round
- Good for games with 6+ tables
- With an even number of tables, EW pairs may skip a table at the midway point IF instructed by Director
- Verify you have the correct pair and boards each round

SECTION
A
TABLE
1

SOUTH

"People grow up, Boards go down."

SECTION
A
TABLE
1

Hart House
Bridge Club

EAST

WEST

Check boards, opponents and positions every round.

MOVE BOARDS TO NEXT LOWER TABLE

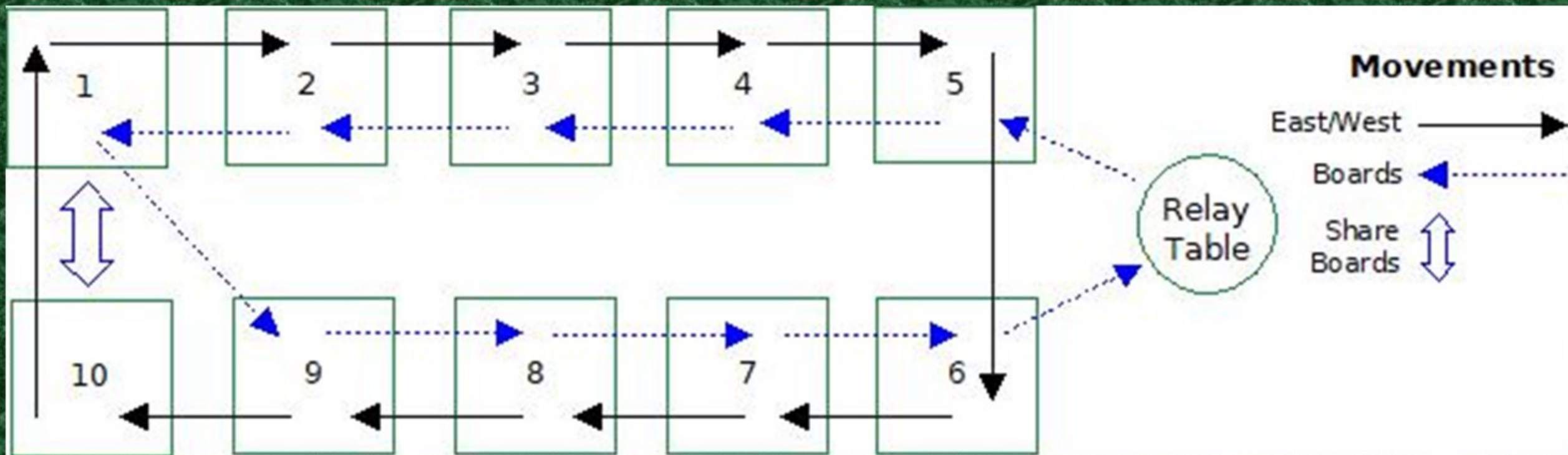
SECTION
A
TABLE
1

NORTH

SECTION
A
TABLE
1

*if there is more than one section, make sure you are in the correct section

“People grow up, boards go down”



Howell Movement

- All pairs and boards move according to table card instructions
- Usually boards go down
- There is usually just one stationary NS
- In either movement, a 'bye-stand' may be used

Your pair # is given by the card at which you start

Here, NS would be pair 8, and EW pair 1

Each pair follows movement instructions on the card

At the new table, they verify the correct pairs and boards are present

Reference to Bridgmate will also confirm

If the wrong pairs or wrong boards are played, call Director as soon as discovered. A big headache.

Table 1
↓
Do Not Change Seat

SOUTH

HOWELL MOVEMENT GUIDE CARD
BARON BARCLAY BRIDGE SUPPLIES
1-800-274-2221

TABLE 1
8 PAIRS

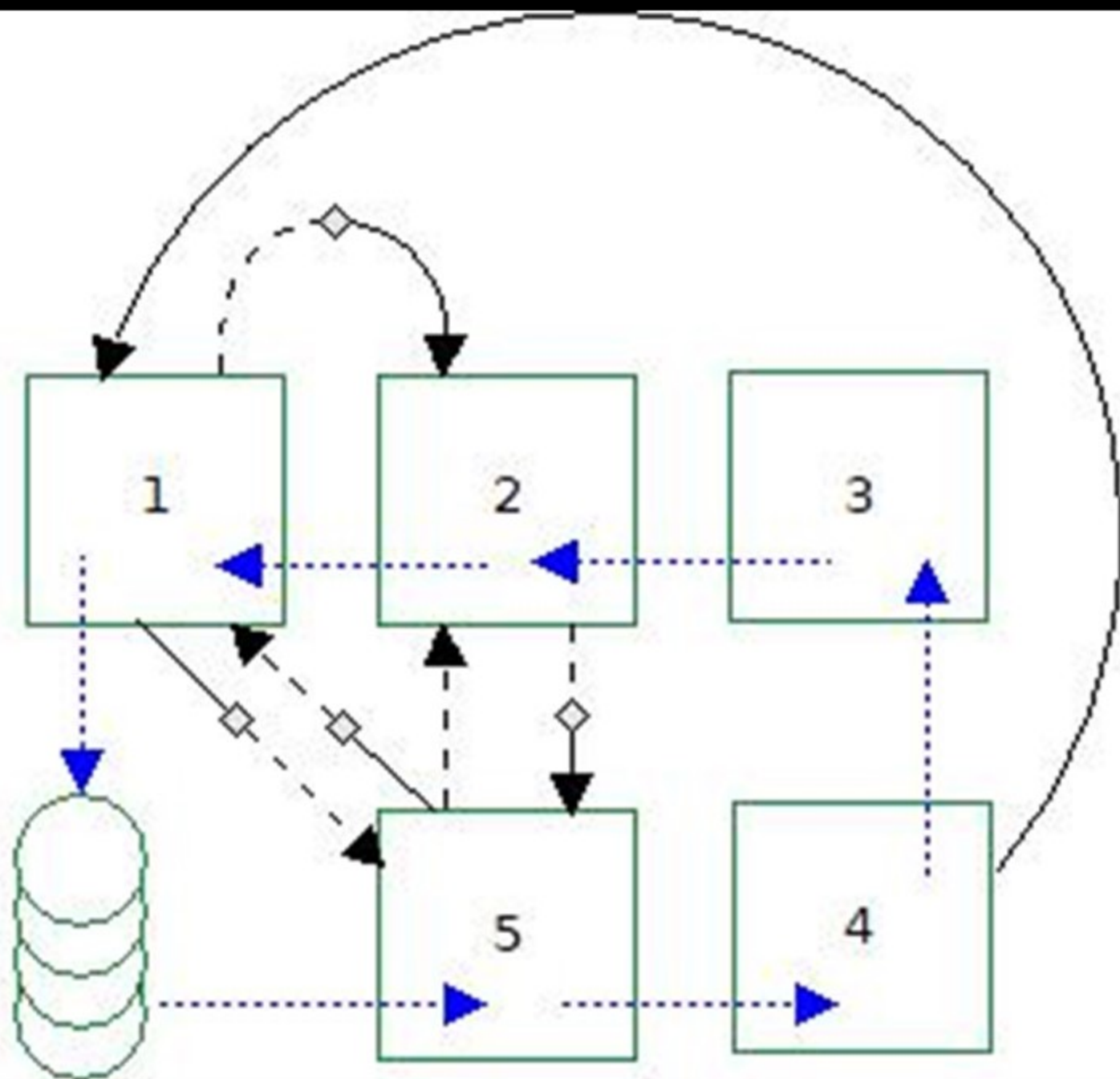
Go Next to Table 3, South
EAST

WEST
Go Next to Table 3, North

ROUND	N-S	E-W	PLAY BOARDS	
	Pair	Pair	Three on a round	Four on a round
1st	8 vs 1		1-3	1-4
2nd	8 vs 2		4-6	5-8
3rd	8 vs 3		7-9	9-12
4th	8 vs 4		10-12	13-16
5th	8 vs 5		13-15	17-20
6th	8 vs 6		16-18	21-24
7th	8 vs 7		19-21	25-28

Table 1
1
NORTH
Do Not Change Seat
CHECK BOARDS & PAIRS EVERY ROUND
Table 1
1

Relay
Table
4 sets



Movements

East/West —————→

North/South - - - - -→

Boards ◀ - - - - -

Switches ◇

Not all movements
displayed

Arrow Switches

Occasionally a Mitchell movement will be transformed into a one-winner movement using an 'Arrow Switch' near the end of the movement



When the Director calls the Arrow Switch, all NS will switch to EW at their table, and arriving EW will sit NS

EW will enter the scores in the Bridgmates as if they were NS, and the 'new' EW will move up a table for the next round, if any

Guide Cards

In rare instances, one or more pairs may be given a guide card to tell them how to move

PAIR 6
SECTION A

RD	SIT	VS	BOARDS
1	1E	3	1, 2
2	3N	5	9, 10
3	3E	7	15, 16
4	1N	2	7, 8
5	2N	4	13, 14
6	4E	8	5, 6
7	2E	1	3, 4
8	2E	7	11, 12

Finer Points

Sit-Outs

If there is a $\frac{1}{2}$ table, then half of the pairs will 'sit out' (not play) for one round during the evening
These don't occur online as we have 'subs' or robots

Timely Arrival

It is the Director's job to choose a movement that maximizes fairness and enjoyment for the players. If you arrive late (or with 30 seconds to go), the Director may have to change the movement, which is complicated and may inconvenience other players. While the Director will try to accommodate late players, you are not guaranteed to play if you arrive late. Similarly, leaving before the session is over presents the Director and remaining players with great inconvenience, so please do not do that.

Leave extra time for traffic or TTC delays! Call or email if you are definitely coming but running a few minutes late. 647-774-5599 kevinsp8@gmail.com



Who is Responsible?

LAW 7

CONTROL OF BOARD AND CARDS

D. Responsibility for Procedures

Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.

This means NS (in a Mitchell) is *primarily* responsible for moving the boards, checking the new boards and players, entering scores, etc. EW still should be vigilant. Usually North enters the scores and moves the boards

How to Check

Check the table number on the card. Tables may have been arranged in an unusual format to fit everyone in

The Bridgemates always display the names of the players and the boards each round. If you are using the Bridgemate app, it will tell you where to go and what boards to play each round

Greet your opponents each round and ensure the Bridgemate agrees with the boards and players. If not, call Director immediately

A sure sign something is wrong is if you are facing boards you have played before. Facing the same opponents again is usually wrong, although in rare cases it can happen. If in any doubt, call Director immediately.

Fixing wrong boards/wrong opponents is difficult once it has occurred, but easy before boards are played

Boards

Number
Direction
Vulnerability

It is crucial that cards go back where they came from

A fouled board may mean all results from that board must be thrown out



- Never intermingle or touch other player's cards
- Always count your cards as soon as you take them out, and before putting back in
- Ensure the board is facing the right direction before removing cards
- Be sure the board hasn't rotated before putting cards back in
- If you do not have 13 cards, or you took out cards from the wrong slot and looked at them, call Director immediately

Finer Points:

If the table where you get your next boards is still playing and the next round has started, you may ask them to pass the boards they have finished

Try not to drop the boards, as if they cards fall out, all the hands will have to be remade

Always shuffle your hand before replacing into board, so the next pair doesn't get information on how the hand was played

If the Director announces 'Don't Start Any New Boards', then...

Scoring

Contract	Made	Raw Score	Matchpoints	%	Raw Score Difference from average	IMPs
3NTxx	10	1000	4	100%	560	11
3NT	10	430	3	75%	-10	0
4H	10	420	2	50%	-20	-1
3NT	9	400	1	25%	-40	-1
4H	9	-50	0	0%	-490	-10

Bidding Boxes

To make your bid, place your thumb on the bid you want, squeeze and pull out that bid plus all the (lower) bids under it. Do not pull out just the bid card itself


Partially overlap your next bid on the first one, so both are visible

When the auction is complete, leave the bids out until any bids are clarified and the opening lead is made. Then put them back in the box as a unit so they remain in order

The Stop card is no longer used and should not be in your box

The Alert card may be placed momentarily on the table at the same time as you say “Alert” to help those hard of hearing





Do not fiddle with the bidding box,
changing your mind back and forth.
Decide your bid and pull it out.
If your finger slips and the wrong bid is
pulled out, you may change it. This is
considered 'mechanical error'.
If your mind slips and you make the wrong
bid, you generally may not change it.
Always call the Director.

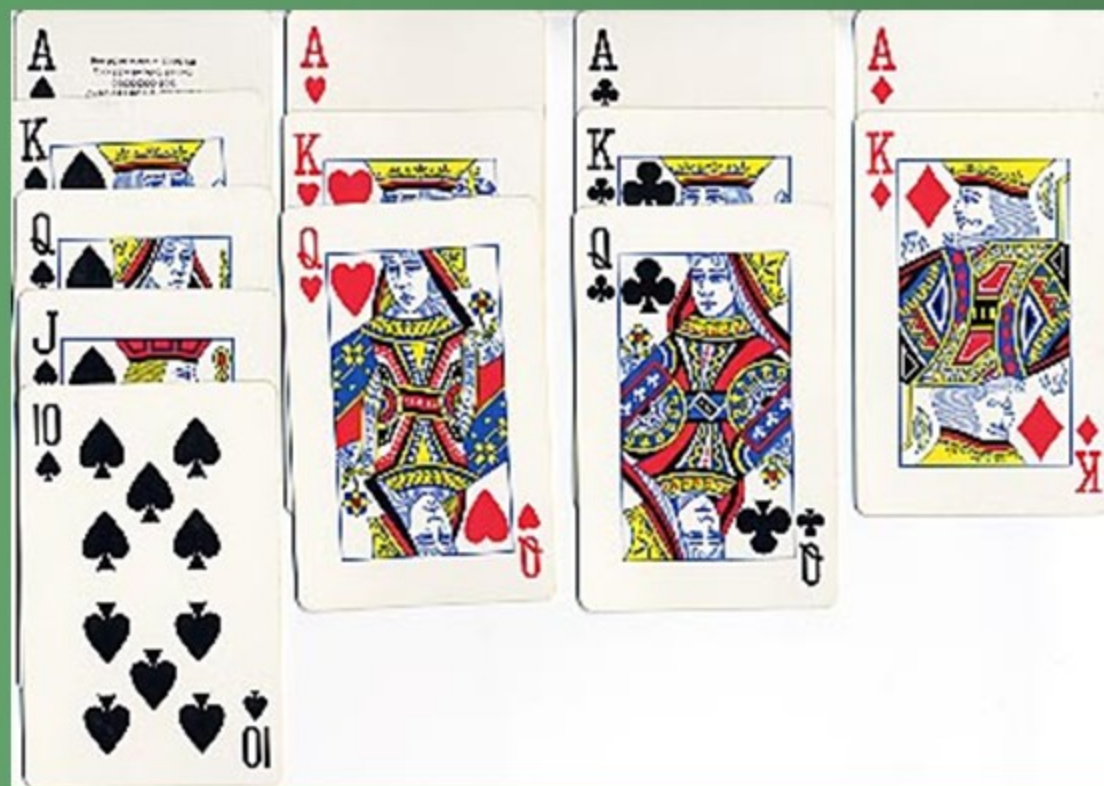
Mechanics of Play

Opening Lead

- Always face-down.
- Ask “Any Questions Partner?”
- If partner has questions about the bidding, she can ask without influencing your lead

Dummy Comes Down

Trump on Declarer's Left, cards sorted by rank



Dummy

- Declarer calls for a card and Dummy plays it
- Must not give Declarer any assistance.
 - Do not comment on the Dummy, e.g.
“well I have some nice diamonds for you
and my club singleton is nice”.
- Dummy may not call attention to any irregularities until the end of the hand
- If someone else calls attention to an irregularity,
Dummy may call Director. Dummy may talk when Director comes.
- Dummy may, however, try to prevent an irregularity.
 - Example: Declarer is about to play from her hand but is in Dummy. Dummy may say ‘you’re in Dummy’.
 - Example: Declarer doesn’t follow suit. Dummy may ask “no spades partner?”
- If Declarer doesn’t specify which card in a suit to play, Dummy plays the lowest
 - So if a club is led, and Declarer says ‘play’ or ‘club’, Dummy may play the lowest club
- If Dummy leaves, Declarer must play Dummy’s cards. Opponents may not play Dummy’s cards. Dummy may not look at anyone else’s cards even if they leave..



Tricks

- After each trick, turn the card over, pointing to the side that won.
- Partially overlap the cards
- At the end of the hand, ensure both sides agree to the result. Only then pick up the cards, shuffle, and replace in board



Finer Points

- Do not snap the cards or throw the cards. Do not play a card with unusual emphasis (the same goes for bids)
- Do not fiddle in your hand and change from card to card. Decide on a card and pull it
- Do not pull a card out before it is your turn to play
- Try to play evenly, in tempo. Do not make a big hesitation before playing a singleton; Declarer may think you were trying to trick him. When Dummy comes down, try to anticipate places where you may have a decision to make and make it ahead of time (e.g. you have KJx in a suit ahead of AQ in Dummy).
- A player may draw attention to a card pointed incorrectly, but this right expires when his side leads or plays to the following trick.
- If you have not turned your card to the trick over, you may require everyone to show what cards they played. Once you turn yours over, you may ask but may not require. Before you or your partner play to the next trick, you may peek at the card you played to the previous trick (without exposing it). No other played tricks may be looked at.

Claiming

Either Declarer or Defense may claim at any time

The person claiming faces her cards and makes a ‘claim statement’. This means how many tricks their side will win, and the proposed line of play.

e.g.

“I’ll draw the trump in 2 more rounds, then I cross to Dummy with the Ace of Clubs and throw 3 of my hearts on Diamonds. You get the King of Diamonds”

At your level, it is best to only claim when you are sure all trumps are drawn and the rest of the tricks are yours

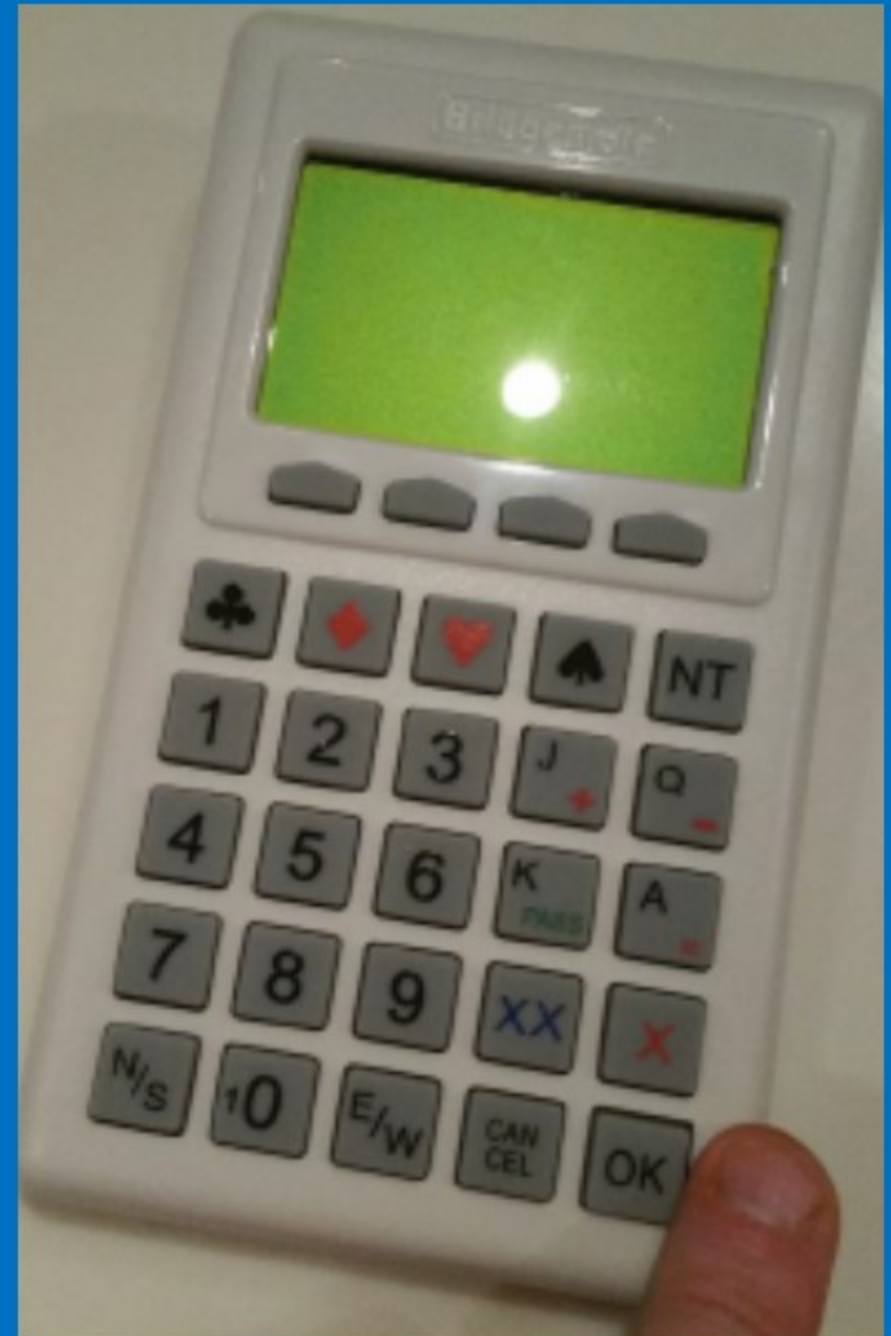
If a claim is rejected, Director should be called.

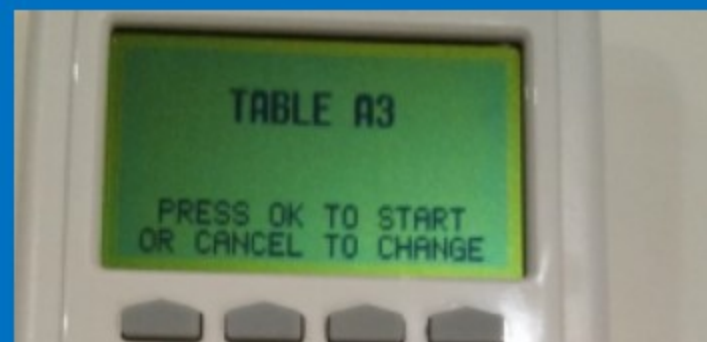
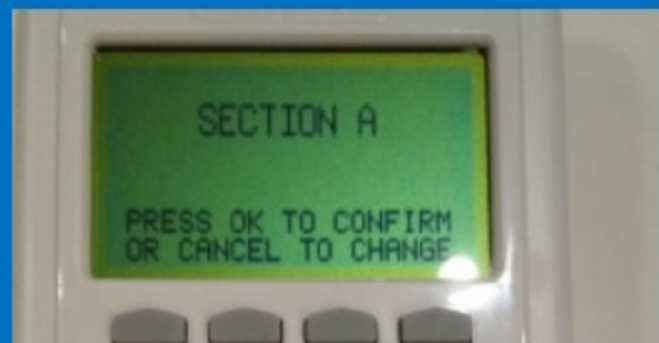
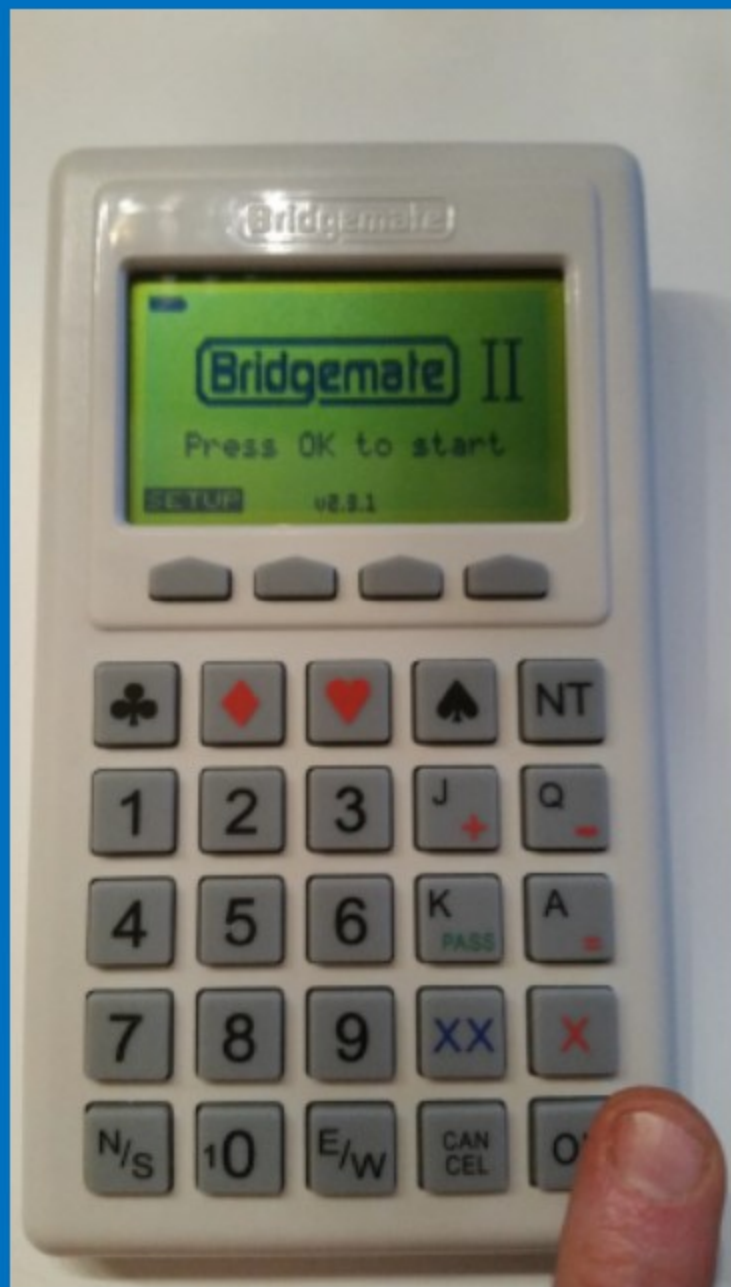
It is allowed for all players to ‘play out the hand’ IF all 4 players (including Dummy) agree, but this is a bad strategy for the side rejecting the claim.

Do not agree to a claim if you don’t understand it. Ask the claimer to slow down and spell things out step by step.

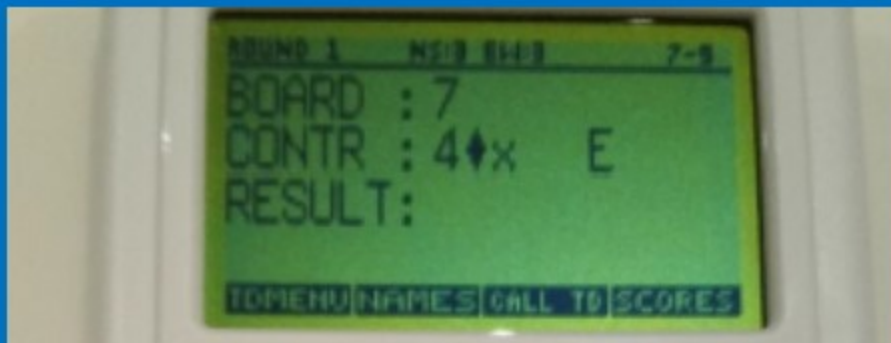
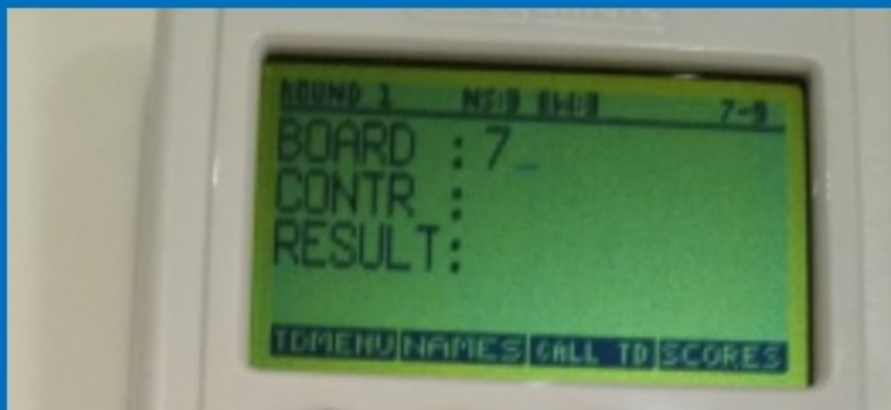
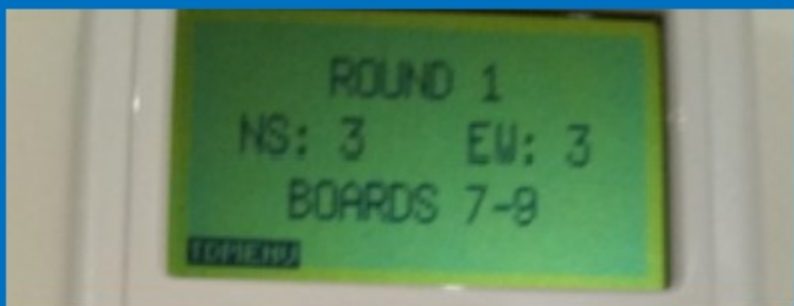
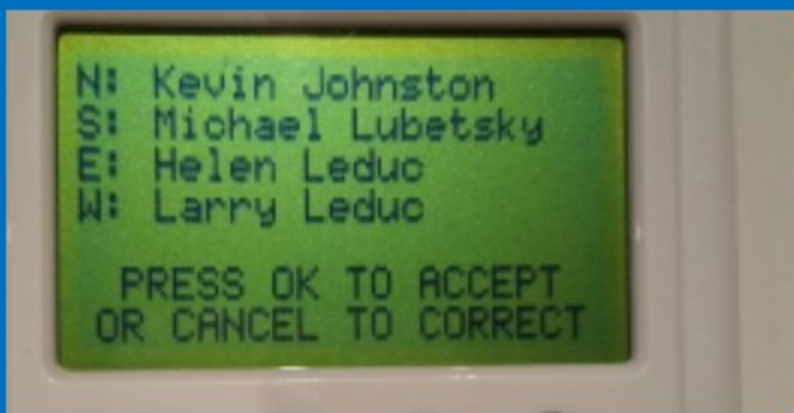
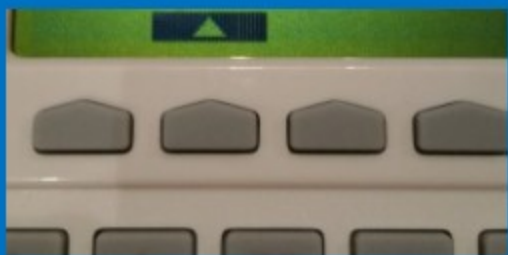
Bridgemates

- Wireless electronic scoring devices at each table
- Usually North controls
- At the start of the game, all players enter their numbers
- If you have an ACBL number, you enter that. If not, Director will assign you a number to enter. You will use this same number every game
- At the end of each board, North enters the result and EW 'accept'.



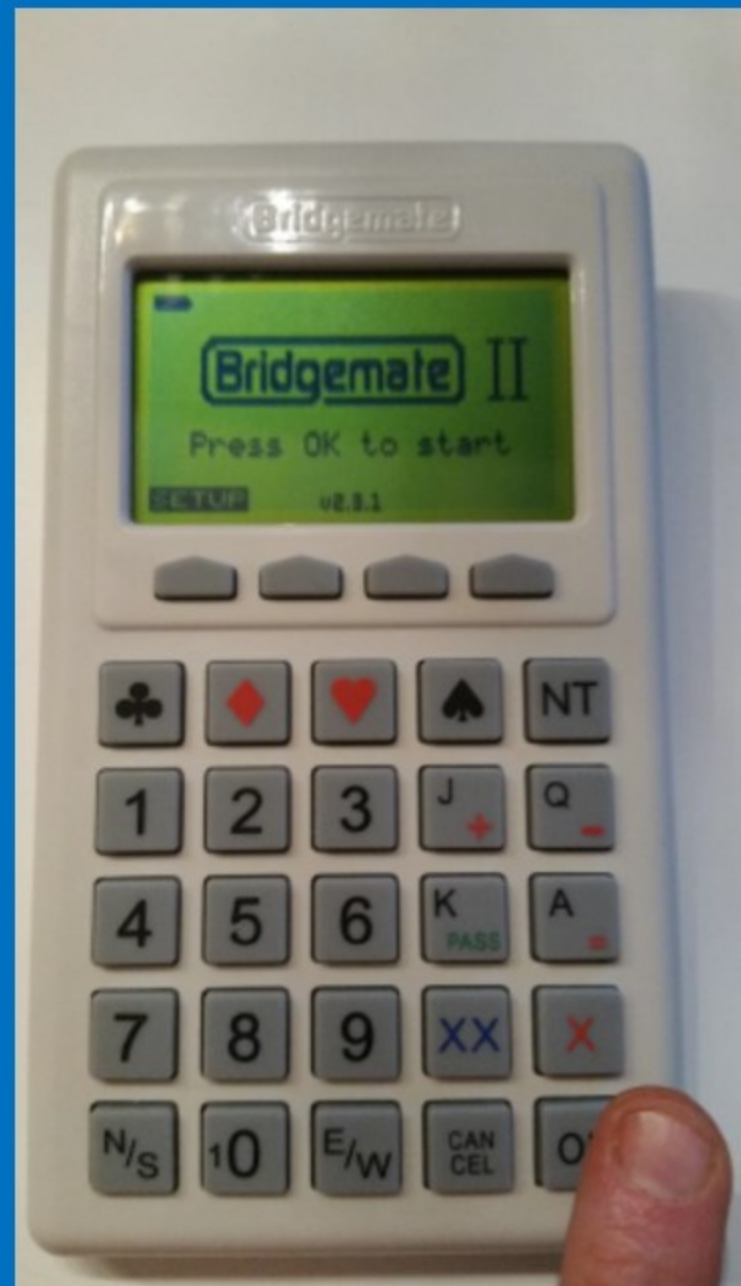


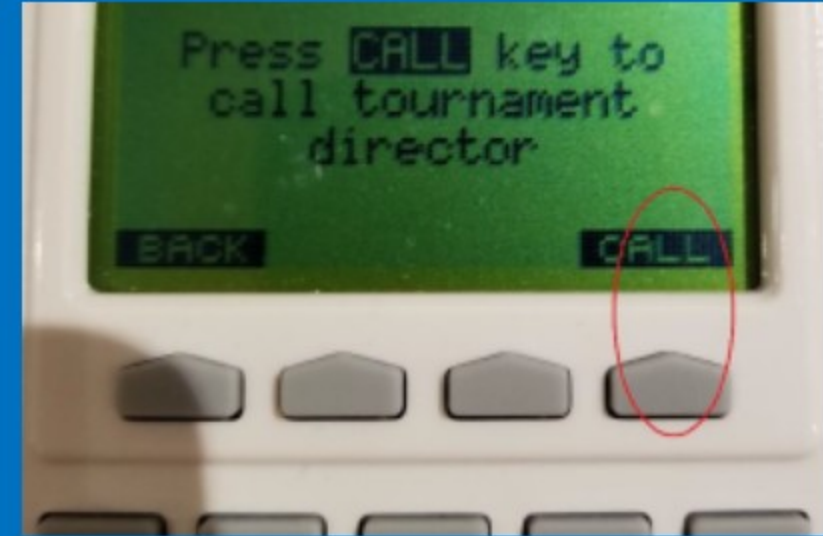
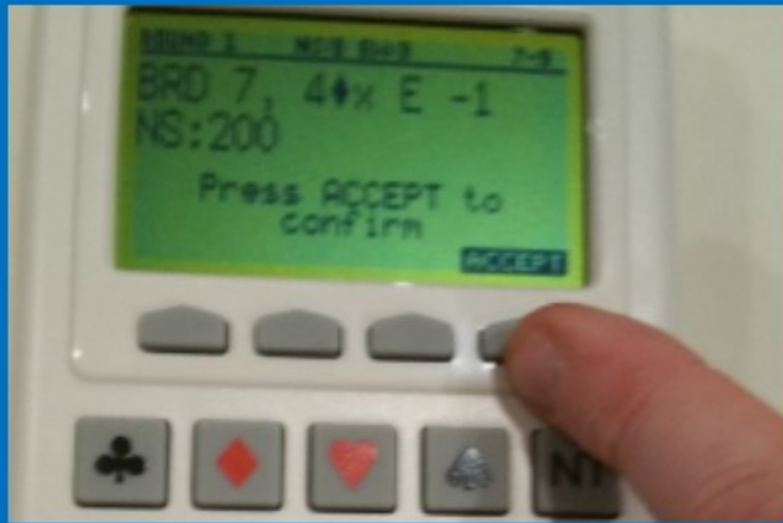
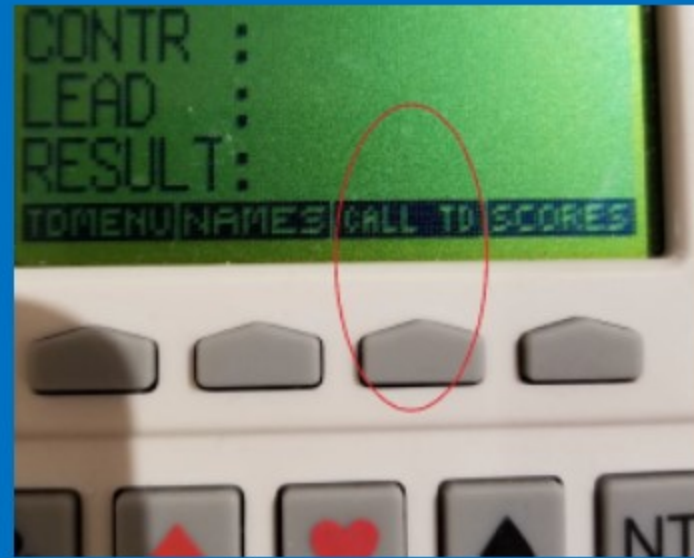
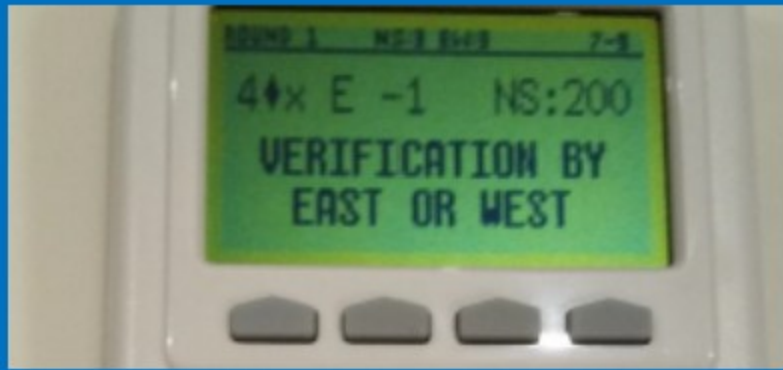
Press 'cancel' to backspace
Press 'OK' to advance



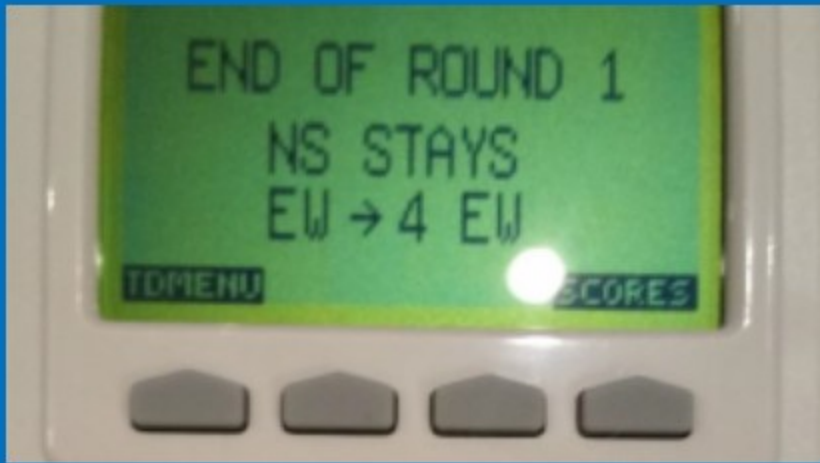
Use the number buttons (0 is 10), suit buttons, X or XX buttons, and N/S or E/W buttons (they alternate) to enter the contract and opening lead.

Use the number buttons and minus button (if needed) to enter the result.





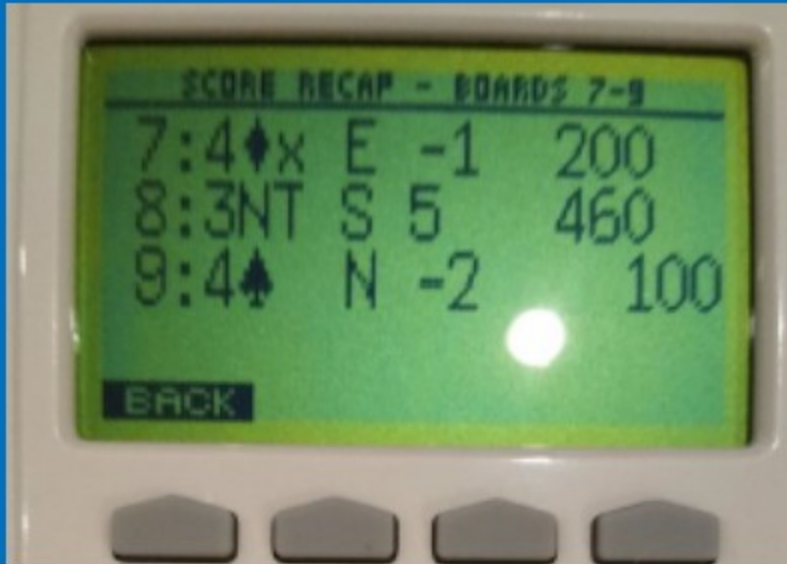
NOTE: If you're East or West, you should carefully look at the contract entered. Is it correct? By the correct declarer with the correct results? If it was doubled, is that entered properly? Was the result made 4 or down 4? If everything looks OK, press accept. If it is not correct, press Cancel and North will re-enter the result correctly and then you can accept it.



Finer Points:

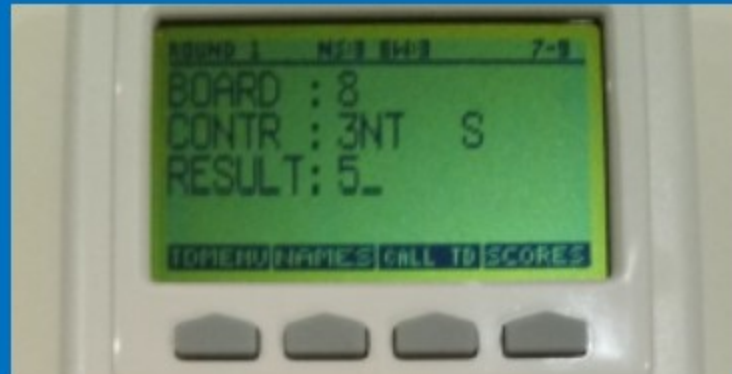
Press the 'Pass' key if the hand was passed out

Do not spill drinks on the Bridgemates



NS vs EW:	
<name player 1>	
<name player 2>	
<hr/>	
<name player 3>	
<name player 4>	

Ideally each player should record the contract and results on paper as well, in case of errors of technical problems





See it all live as it's happening. Your scores and rankings conveniently and individually displayed in an intuitive app on your iPhone or Android smartphone. Follow your results and your opponents' scores during the game, and analyse your play.



Bridgемate App (optional)

Free for 6 months then \$5/year

Tells you where to go and what boards you should be playing

Shows you your results on each board, and double dummy results

Shows you your ranking as you go

Convention Cards

(and Alerts/Announcements)

DOUBLES	Negative <input type="checkbox"/> Thru _____ Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru _____ Maximal <input type="checkbox"/> Support <input type="checkbox"/> Thru _____ Rdbl <input type="checkbox"/> T/O Style _____ Other _____	NT OVERCALLS	Direct 1NT _____ to _____ Systems On <input type="checkbox"/> Balance 1NT _____ to _____ Systems On <input type="checkbox"/> Conv <input type="checkbox"/> Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other _____
	1-Lvl _____ to _____ Often 4 Cards <input type="checkbox"/> 2-Lvl _____ to _____ Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Responses New Suit: F <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Tfr <input type="checkbox"/> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids _____ Support <input type="checkbox"/> Other _____		Vs _____ Vs _____ Dbl _____ Dbl _____ 2♣ _____ 2♣ _____ 2♦ _____ 2♦ _____ 2♥ _____ 2♥ _____ 2♠ _____ 2♠ _____ 2NT _____ 2NT _____ Other _____
OVERCALLS		vs 1NT OPENING	
DIRECT CUEBIDS	Vs: Art ♣♦ Quail ♣♦ Nat ♣♦ Nat ♥♠ Michaels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe _____	vs TAKEOUT DBL	New Suit F: 2 Lvl <input type="checkbox"/> Tfr <input type="checkbox"/> Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/> Rdbl: 10+ <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Over: Nat _____ Raise _____ Range _____ ♣♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ to _____ ♥♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ to _____ Other _____
	3-Level Style (Seat/Vul) _____ Resp _____ 4-Level Style _____ Resp _____ 4♣/4♦ Tfr <input type="checkbox"/> Other _____		2NT Overcall _____ T/O Dbl Thru _____ Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid _____ Jump Overcalls _____ Other _____
PREEMPTS		vs PREEMPTS	
SLAMS	4♣ Gerber: Directly Over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC 0314 <input type="checkbox"/> RKC 1430 <input type="checkbox"/> Control Bids _____ Vs Interference _____ Other _____	vs TAKEOUT DBL	
CARDING	Suits _____ NT _____ <input type="checkbox"/> Standard - Attitude <input type="checkbox"/> <input type="checkbox"/> Standard - Count <input type="checkbox"/> <input type="checkbox"/> Upside Down - Attitude <input type="checkbox"/> <input type="checkbox"/> Upside Down - Count <input type="checkbox"/> Exceptions _____ Other Carding: _____ Smith Echo: Suits <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals _____	SIGNALS	Primary Signals to: Declarer's Lead _____ Partner's Lead _____ <input type="checkbox"/> Attitude <input type="checkbox"/> <input type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions _____ First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/> _____
LEADS vs SUITS	CIRCLE CARD LED (if not bold): Length Leads: 4 th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> xx xxx xxxxx xxxxx Hxx Hxxx Hxxxx After 1 st Trick _____ Honor Leads: _____ AKx (+) Varies <input type="checkbox"/> KQx QJx JT x T9x Interior Seq: _____ KJT x KT9x QT9x Exceptions _____	LEADS vs NT	CIRCLE CARD LED (if not bold): Length Leads: 4 th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxxx(+) <input type="checkbox"/> xx xxx xxxxx xxxxx Hxx Hxxx Hxxxx After 1 st Trick _____ Honor Leads: _____ AKxx (+) Varies <input type="checkbox"/> KQJx KQT9 QJT x JT9x Interior Seq: _____ AQJx AJTx KT9x QT9x Exceptions _____
Names _____			
OVERVIEW			
General Approach _____ Min Expected HCP when Balanced: Opening _____ Responding _____ Forcing Open: 1♣ <input type="checkbox"/> 2♣ <input type="checkbox"/> Other _____ 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation _____			
MINORS			
1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> NF 2 <input type="checkbox"/> (4432 only <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp _____ Transfer Resp <input type="checkbox"/>			
1♦ _____ Bypass 5+ <input type="checkbox"/> Raises Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 1NT _____ to _____ Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 2NT _____ to _____ After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>			
1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> Unbal <input type="checkbox"/> NF 2 <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp _____ Same as over 1♣ <input type="checkbox"/>			
1NT _____ to _____ Raises Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT _____ to _____ Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>			
MAJORS			
1♥/♠ 1 st /2 nd Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 3 rd /4 th Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass <input type="checkbox"/> Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/> Other _____ Drury: 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>			
NOTRUMP			
1NT _____ to _____ (Seat/Vul) _____ 1NT _____ to _____ (Same Resp: Y <input type="checkbox"/> N <input type="checkbox"/> 5-Card Major <input type="checkbox"/> Sys On vs _____ 3♣ _____ 2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 3♦ _____ 2♦: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____ 3♥ _____ 2♥: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____ 3♠ _____ 2♠: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____ Other _____ 2NT: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____ Smolen <input type="checkbox"/> Tfr: 4♣ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/> Dbl: Neg <input type="checkbox"/> _____ Pen <input type="checkbox"/> Other _____ Lebensohl <input type="checkbox"/> _____			
2NT _____ to _____ Puppet <input type="checkbox"/> 3♠ <input type="checkbox"/> Conv <input type="checkbox"/> Tfr: 3Lvl <input type="checkbox"/> 4Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other _____			
3NT _____ to _____ One Suit <input type="checkbox"/>			
2♣ _____ to _____ 2♦ Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other _____			
2♦ _____ to _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT: _____ Other _____			
2♥ _____ to _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: _____ Other _____			
2♠ _____ to _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: _____ Other _____			
OTHER			
Jump Shift Resp _____ Vs (Very) Str Open _____ NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 th SF: 1 Rnd <input type="checkbox"/> GF <input type="checkbox"/>			

You may not refer to your own during play

SPECIAL DOUBLES Negative <input checked="" type="checkbox"/> thru 4S _____ <hr/> SIMPLE OVERCALL 1 level <u>6</u> to up HCP (usually) often 4 cards <input type="checkbox"/> very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> Non-Forcing <input checked="" type="checkbox"/> <hr/> JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> <hr/> OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>17</u> Systems on * <input type="checkbox"/> <i>* Same as over opening 1NT</i> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> <hr/> DEFENSE VS NOTRUMP vs: _____ <u>N</u> ATURAL _____	NAMES _____ <div style="text-align: center;">GENERAL APPROACH</div> <p style="text-align: center; font-size: 1.2em;">2/1</p> <hr/> FORCING OPENING: 2♣ <input checked="" type="checkbox"/> Other <input type="checkbox"/> _____ NOTRUMP OPENING BIDS <table style="width: 100%;"> <tr> <td style="width: 50%;"> 15 ^{1NT} to 17 _____ to _____ </td> <td style="width: 50%;"> 3♣ _____ 3♦ _____ 3♥ _____ 3♠ _____ </td> </tr> </table> 2♣ Stayman <input checked="" type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2NT Inv. Other _____	15 ^{1NT} to 17 _____ to _____	3♣ _____ 3♦ _____ 3♥ _____ 3♠ _____																																													
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SLAM CONVENTIONS Gerber <input type="checkbox"/> : 4NT: Blackwood <input checked="" type="checkbox"/> _____ 1430_RCKB _____ <hr/> LEADS (circle card led, if not in bold) <table style="width: 100%;"> <thead> <tr> <th style="text-align: left;">versus Suits</th> <th style="text-align: left;">versus Notrump</th> </tr> </thead> <tbody> <tr> <td>X X x x x x</td> <td>x x x x x x</td> </tr> <tr> <td>x x x x x x x x</td> <td>x x x x x x x x</td> </tr> <tr> <td>A K x T 9 x</td> <td>A K J x A Q J x</td> </tr> <tr> <td>K Q x K J T x</td> <td>A J T 9 A T 9 x</td> </tr> <tr> <td>Q J x K T 9 x</td> <td>K Q J x K Q T 9</td> </tr> <tr> <td>J T 9 Q T 9 x</td> <td>Q J T x Q T 9 x</td> </tr> <tr> <td>K Q T 9</td> <td>J T 9 x T 9 x x</td> </tr> </tbody> </table> LENGTH LEADS: 4th Best vs SUITS <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/>	versus Suits	versus Notrump	X X x x x x	x x x x x x	x x x x x x x x	x x x x x x x x	A K x T 9 x	A K J x A Q J x	K Q x K J T x	A J T 9 A T 9 x	Q J x K T 9 x	K Q J x K Q T 9	J T 9 Q T 9 x	Q J T x Q T 9 x	K Q T 9	J T 9 x T 9 x x	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level <input checked="" type="checkbox"/> 2 level <input type="checkbox"/> Jump Shift: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> <hr/> VS Opening Preempts Double Is Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/>	<div style="text-align: center;">MAJOR OPENING</div> <table style="width: 100%;"> <thead> <tr> <th>Expected Min.</th> <th>Length</th> <th>4</th> <th>5</th> </tr> </thead> <tbody> <tr> <td>1st/2nd</td> <td></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>3rd/4th</td> <td></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> </tbody> </table> <div style="text-align: center;">RESPONSES</div> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> 1NT <u>6</u> to <u>12</u> 2NT _____ to _____ 3NT _____ to _____ Other _____	Expected Min.	Length	4	5	1st/2nd		<input type="checkbox"/>	<input checked="" type="checkbox"/>	3rd/4th		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<div style="text-align: center;">MINOR OPENING</div> <table style="width: 100%;"> <thead> <tr> <th>Expected Min.</th> <th>Length</th> <th>4</th> <th>3</th> <th>G-2</th> <th>Conv</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>1♦</td> <td></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </tbody> </table> <div style="text-align: center;">RESPONSES</div> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> 1NT/1♣ <u>6</u> to <u>10</u> 2NT <u>11</u> to <u>12</u> 3NT <u>13</u> to <u>15</u> Other _____	Expected Min.	Length	4	3	G-2	Conv	1♣		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1♦		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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SPECIAL CARDING ☐ **PLEASE ASK**

Alerts/Announcements

Alerts are required for certain bids. You do not have any alertable bids yet.

Alertable bids are **red** on the convention card, Announceable bids are **blue**.

In person, the partner of the person who made the alertable bid says '**Alert**' (and may take out the Alert card).

You may ask about the Alert when it's your turn to bid, or after the bidding is done. Asking about an Alert may give information to your partner, so usually only ask if you are thinking of bidding

Online we Alert our own bids (with an explanation)

Announcements are similar, except you say a particular phrase. Your partner will **announce** your Jacoby Transfers. You will say 'spades' or 'hearts'. Your partner will **announce** your 1NT range (15-17).

Director Calls

Call the Director when there is an irregularity

Raise your hand and say 'Director Please'.

Calling Director is not 'telling on' opponents. It is to ensure the game proceeds in a fair and orderly manner

Opponents may suggest there is no need to call Director as they know what to do. In many cases, they do not. The Laws are complex and change over time, and clubs may have their own regulations. Politely inform them you are still calling 'just to be sure'



What is an Irregularity?

- You don't have the right number of cards
- You don't have the right boards or opponents
- Something is wrong with the Bridgmate
- An insufficient bid
- A bid or call out of turn
- A mistaken bid
- Someone doubled their partner
- Opening lead out of turn
- Revoke (reneg, failure to follow suit)
- Card exposed accidentally
- Failure to Alert
- Unauthorized information
- A board has been fouled

The Most
Important
Irregularity
is....
Opponents
are being
inconsiderate

♥ Play nice

Zero
Tolerance

Say hello to everyone.
You might make someone's day.



Introduce yourself to
people you don't know.
They may be your next good friends.



Be punctual.
If you're late, you make
others late, too.



Acknowledge good
play by the opponents.
An appreciative nod lets them know
their skill has not gone unnoticed.



Smile often.
You will brighten the
room considerably.



Be understanding.
Everybody makes mistakes.



Be kind.
You will never like everybody,
but you can be cordial to all.



Nobody likes to lose.
Practice grace under fire.

Respect the directors.
They are here for you.



Help those with
less experience.
We all were beginners
at some point.



Look forward to
the next deal.
Dwelling on the last hand wastes time.



Value your partner.
He's the only one in the
room on your side.



Keep your priorities straight.
Diamonds are great, but hearts
are much more valuable.



Grace is good.
Nobody likes a boastful winner.



Save your analysis and
lessons for the postmortem.
It would be a shame to have nothing
to talk about after the game.



Enjoy!
You can't win all the time, but
you can always have fun.

Many clubs give lip
service to the Zero
Tolerance policy but
don't enforce it.
We do.

There are no
warnings. First Zero
Tolerance offense =
score penalty.
Second = ejection
from game
Multiple = ban from
club

We've given out
many, and banned
people from the
club.

Examples of Zero Tolerance offenses:

Rudeness, including negative comments about anyone else's play
Gratuitous and unsolicited 'lessons' at the table
Insinuations, including of cheating
Gloating
Intimidation, badgering
Anything that interferes with your enjoyment of the game

Commendable Behaviour includes:

Being a good host or guest at the table
Greeting opponents in a friendly manner
Praising the opponent's play
Having completed convention cards at the table
Being pro-active in explaining your bids when asked

The Irregularity Players Find Hardest to Understand: Unauthorized Information

“I was slow to bid and now they called the Director on me and are practically accusing me of cheating. What a horrible game, I’m never coming back!”



In Bridge, the only information partner should get about our hand is through the bids we make and the cards we play. Any other information is ‘unauthorized’.

Examples of unauthorized information:

Action	Unauthorized Information
Partner passes very quickly	Partner has a bad hand
Partner thinks a long time and then passes	Partner has almost enough to do something
Partner slams down the double card	Partner wants to penalize them
Partner puts the double card down hesitantly	The double is for takeout
Partner asks ‘how many clubs does that promise’?	Partner has clubs and wants a club lead
Partner keeps his hand on his opening lead and stares at you until you look at him	Partner led a singleton
You lead a club and partner makes a sour face	Switch to some other suit if you get in again

We all do these things, and have no intention of cheating. But you can see if we did it deliberately and all the time, it starts to be a 'cheatin' situation'. So we have to avoid it.

Many of these types of unauthorized information can be avoided by simply bidding and playing with no unusual emphasis or tempo, and not asking about what bids mean until partner makes her opening lead unless it makes a difference to what bid we make.

But are we not allowed to have a think and then pass?

You are absolutely allowed to have a think and pass.

BUT if you do so, we will make your partner stretch to avoid doing anything suggested by your think.

EXAMPLE

Both sides are bidding.
Partner thinks for a while
and then passes.
You bid something.
Opponents freak out, call
Director and say you only
bid something because
partner obviously had some
points and was almost
going to bid, which tipped
the balance into you
bidding



Are you going to Bridge Jail?

No, of course not. No one's done anything wrong, except opponents if they were rude and insinuating.

We understand newer players take longer to think about things, and are too inexperienced to take advantage of hesitations. Good Directors would admonish opponents.

However, at higher levels, the Director will take a look at the situation. If your partner's hesitation demonstrably suggested you do something specific, and you do it when you had other reasonable choices, the Director may disallow whatever was suggested.

“But partner’s hesitation didn’t affect what I did, I was always going to do that”.

This is unverifiable and self-serving. We aim to remove any appearance or possibility of using unauthorized information, regardless of what the player was actually thinking.

Analogy: a judge sees a Defendant whom she knows personally. She knows she would be objective, but she should still recuse herself so there is not even the appearance of bias.



Bottom line:

Take the time you need. Make the bids you feel are right. If someone calls the Director, understand this is a normal part of the game at higher levels, and is done to ensure bids are scrupulously free of unauthorized information. No one is being accused of cheating.

Eventually you will realize: if I hesitate and then pass, partner's options may be limited, as she will have to bend over backwards to pick a bid not suggested by my hesitation

Another Example...

You play transfers

You open 1NT and partner responds 2H

You say 'spades'.

Partner suddenly looks like she's having a stroke

You realize what happened: partner forgot about transfers, and really has hearts, not spades

You must ignore partner's mannerisms and carry on as though she transferred you to spades

If after you bid 2S, she bid 3H (again with all kind of wiggling and facial expressions), you must treat it as if she transferred you to spades purposefully and then bid another suit. If you have no agreement as to what this means, it is logical to say 'the bidding indicates she forgot transfers' and act accordingly—you have figured out the situation from the bids, not from the mannerisms, which is fine.

Lesson: if you forget a convention, pretend nothing happened and see if you can fix things with your bids. Don't make all sort of dramatic expressions!



Bottom Line:

Because you are newer players, you don't need to be worried about things like these

But you should still be aware of the concepts, as you will be held to stricter standards as you improve.

We have ALL made every 'irregularity' there is, including Zero Tolerance... nobody's perfect, and it's just a game!



Slow Play

Many new players worry they will play too slowly

Actually most are fine; it's certain veteran players who are chronically slow

It will happen that you don't have time to start one of the boards; that is OK and that board won't count for you either positively or negatively

Bridge is a timed game, and you should try to finish your boards in time.



Tips:

Greet opponents, but get started playing quickly. There will be time for chat when you finish

Use time waiting for others to plan your next move. Don't start thinking only when it's your turn

Claim when the rest of the play is obvious (e.g. trumps are drawn and you have only winners or one Ace to lose)

When finished one board, move directly to the next one; don't delay by chewing over what happened

Make your opening lead first, then enter the contract on the Bridgемate or your scoresheet

If opponents are slow and your table is behind, give them one nudge ("we should speed up") and then call Director if they don't pick up the pace

The Fear Factor

Playing at a Club game the first time is always anxiety-provoking

We were all there once.

It won't be as bad as you're imagining.

No one is going to yell at you or laugh at you.

The secret is... all of us at the Club are overjoyed to see new players.

We have made every mistake you will make, and make many new ones every game. Most of us are far from experts.

We want to protect new players and treat them like gold, as they are the future of the club.

We know if they keep at it, they will be whipping our butts in years to come

We will take great pains to penalize anyone who is rude to them.

We kick people out of the club who are rude. We don't need their money.

If anyone makes you feel less than 100% welcome, speak to me and that person will earn a short vacation. They are at fault not you.

