

Tips On How To Be The Perfect Bridge Player (from the Director's point of view):

These tips aren't for bidding/playing/defending well (I'm not qualified to give tips on that!) but rather how to help maintain a positive environment and keep the game going smoothly.

1. Arrive a few minutes early for the game so the Director has time to select the correct movement. Email (harthousebridgeclub@gmail.com) or text (647-774-5599) if your pair is going to be a few minutes late
2. Please silence your cell phones
3. Have 2 identical completed convention cards available for your opponents. Not only does this comply with the Laws of Bridge and prepare you for tournament play, it allows an opponent who has a question about your bidding or play to consult your card rather than ask aloud (which may give her partner Unauthorized Information). It also helps the Director make decisions when irregularities have occurred. It also helps your partnership firm up your agreements. The Director has free convention card holders for you.
4. Greet opponents at the table. Do not criticize opponent's play. Do not gloat/celebrate. Thank opponents when they are leaving. Be pleasant at all times.
5. Do NOT tolerate unpleasant behavior. If anything happens at the table which interferes with your enjoyment of the game, this is, by definition, a Zero Tolerance violation. Do not hesitate to call the Director. Most of us are guilty of Zero Tolerance violations at some point, and it's not the end of the world to get called on it. If it is seen to be enforced then people will play nicer. Note that it is not too late to talk to the Director after the game about such things; penalties can still be applied.
6. Do not make your own rulings at the table even if you know the Laws better than the Director. Have the Director make a ruling. If you disagree, say so, and if the Director persists then accept graciously and take it up after the game.
7. Before each hand, make sure the number of the board in the Bridgmate accords with each board you are about to play. Make sure boards are turned the right way (north facing north).
8. When accepting a score in the Bridgmate, take care to verify: is the board number correct? Is the declarer correct? If the contract was doubled or redoubled, has that been entered? Is the result correct?
9. If you realize you've accepted an incorrect score before the round is over, you may correct it at the table without calling the Director. Press the 'scores' button, then the 'correct' button, enter the board number, and it will be erased and can be re-entered. This also works for a score entered under the wrong board number. Once the round is over, this is no longer possible and you should notify the Director when convenient (end of session is OK).
10. Bid and play in tempo and without undue emphasis. A pass with zero points should look the same as a pass with 15 points but no clear bid... no rapid passes, no look of complete disinterest in your hand, no slamming down the pass card. Do not stare at your partner to gauge his reactions.
11. Remain neutral after partner's actions... no making faces of disgust and so on.
12. If opponents ask the meaning of a bid, the one who didn't make the bid gives the explanation
13. Take a second to make sure your bid will be sufficient: has right hand opponent sneakily bid something when you expected him to pass?
14. Hold your cards in such a way that opponents cannot see them.
15. Plan your actions ahead of time... if it goes all pass to you, what will you do? If opponents bid something, what will you do? If partner bids your suit, what will you do? If partner bids

1NT, what will you do? If partner bids a suit other than your suit, what will you do? If you are on lead, what will you lead? What card will you play in each of the four possible suits which could be led? This helps prevent falling behind in time and prevents unauthorized information.

16. Place your opening lead face down and ask partner if she has any questions. This prevents Director calls for leads out of turn.
17. Decide on the bid you will make or the card you will play before beginning to pull it. Fiddling with the bidding box or taking a card out of your hand and putting it back is annoying and may transmit unauthorized information.
18. Do not slap/snap cards on the table. Do not throw cards on the table. Do not play a card until it is your turn. Do not turn over a played card at the end of the trick so fast that others may not have seen it. Do not turn over your card until all have played to the trick.
19. Be aware of Dummy's Rights: Dummy may NOT call attention to an irregularity; however he may try to prevent one from occurring. In other words, if Declarer calls for a card from the dummy when he's in his hand, play it and say nothing. If you catch her when it looks like she's about to lead from the wrong hand, you may say something to remind her. Once attention is called to an irregularity, Dummy may call Director. Dummy has the right to see all cards played. Dummy may not play a card until it's called for, even if there is only one card to be played. Dummy may not see any other player's cards; if she does, she loses these Dummy's rights.
20. Be aware of North's rights: except for moving the completed boards to the next table, North has no more rights for conditions at the table than the other 3 players. Specifically, others may touch the boards. (Law 8)
21. Once you turn over the card you played, you may not require others turn their cards over. (Law 66A). You may look at the card you just played, even after you turn it over, to remind yourself where the lead is.
22. Everyone except Dummy may inquire of any other player whether they may have revoked (i.e. "no spades partner?). Dummy may only inquire of Declarer.
23. When you have cards in your hand, do not speak any language that all four players do not understand, except with the agreement of all at the table.
24. If a table starts a round late, it is everyone's responsibility to get back on time. It's not the Vanderbilt, just play a card at some point.
25. Claim when you can. It speeds things up and gives everyone more time for hands where more thinking is required. Either draw trump before claiming or make a statement as to what you are going to do about trump. Note that defenders can claim/concede (e.g. "I'm not throwing away my Ace of Hearts, we get that and you get the rest"). If a claim is disputed, be aware that IF all 4 players agree, the hand may be played out; otherwise call the Director. Facing your cards is not a requirement for claiming.
26. Always make your opening lead/put down your hand as dummy before writing down scores or entering them into the Bridgmate. Even if this only takes 30 seconds, over the course of a session that's 12 extra minutes you have to play Bridge if this is observed. Do not discuss the hand/other results unless your table is doing well on time. There is time for postmortems after the game.
27. When discussing a hand, keep your voice low so players who haven't yet played the board won't hear.
28. At the end of the game, bring up the items from your table to the front and throw your garbage away.