

Table Manners

Above all, "Treat everyone with kindness and respect. Not because *they* are nice, but because *you* are." - Unknown

General

- Don't take your cards out of the board until all four players are at the table.
- Count your cards before looking at them.
- Greet your opponents promptly and courteously.
- Don't criticize partner or offer unsolicited advice to partner or opponents.
- Contain your enthusiasm about a good result -- don't gloat, high five, or tell opponents how they could have avoided their poor result!
- Be considerate of other players. If you finish play before a round is called, move away from the other tables to engage in bridge or non-bridge conversations. Never indulge in postmortems at the table.

Slow play

- Bridge is a timed event. If you fall behind, you have a responsibility to catch up as quickly as possible -- whether you're at fault or not.
- Be consistently deliberate in bidding and play. A long hesitation followed by a pass places an extra burden on partner.
- Be available to start each round promptly. Avoid being late to the table for non-bridge reasons.
- If you're still playing when the director calls the round, finish the trick in play. Then stop and pass any played boards to the next table before you restart play.

Calling the director

- Say, "Director, **please**" and keep your hand up if possible so the director can quickly determine who called.
- Let the opponents know you are going to call the director before you call.
- Never hesitate to call the director. That's why he or she is there.

- Some common reasons for calling the director include:
 - There's been a lead out of turn, an insufficient bid, a revoke, or any irregularity in bidding or play.
 - You've asked for an explanation of a bid and don't understand the opponent's explanation.
 - You believe an opponent has "psyched."
 - An opponent has "claimed" and you're not sure the claim is correct.
 - Opponents are arguing, criticizing each other (or you) or engaging in a lengthy postmortem that's delaying play of the next hand.
 - There's a disagreement about the number of tricks taken or lost.
 - You are uncomfortable for any reason.
- Never make your own ruling or allow an opponent to make a ruling even if all of you are absolutely sure it's correct. There may be consequences or benefits you (and your opponents) are not aware of.
- Reasons to NOT call the director include:
 - You are dummy. Dummy may not call the director or call attention to any irregularities by the opponents during the play of the hand.
 - Your side has revoked and opponents haven't noticed it. While you are required to reveal wrong or misleading bidding explanations, you are not required to report playing irregularities such as revokes or incorrect claims or concessions.

The auction

- Decide what your bid is going to be *before* you touch the bidding box.
- Only ask for explanations of opponents' bids when it's your turn to bid.
- Don't ask what an opponent's bid means unless you intend to bid yourself. Otherwise, question opponents at the end of the auction.
- The principle of full disclosure is a major tenet of active bridge ethics. It means all information available to your partnership must also be made available to your opponents.
- When misinformation is given during the auction, the player whose partner provided the wrong information **must** give the opponents the correct information -- at the end of the auction if the offending side is declaring or at the end of play if the offending side is defending.
- New players or infrequent partnerships may not have understandings about all bids. If so, it's perfectly OK to say, "We have no agreement about that."

Play of the hand

- When declarer, say "Thank you" to partner when (s)he puts down dummy.
- Don't detach a card from your hand before it's your turn to play.
- You may see again cards that have been played on the current trick as long as any player's card remains face up. Once all cards have been turned face down, no one can see the cards that have already been played.
- At the end of play, don't pick up your cards until everyone has agreed on the result.
- As North, enter the result into the Bridgемate and present it to East/West for approval.
- As East/West, carefully check the score before going on to the next board. At the end of each round, check all the scores from that round.
- At the end of play, don't look at another player's cards without permission.
- Don't move boards to another table or ask to have boards passed to your table until after the round has been called or players at the table in question have finished play.

When you're on opening lead

- You may ask for a review of the bidding before leading.
- Lead first and then write the contract on your convention card or enter it into the Bridgемate.
- When making the opening lead, detach a card from your hand, lay it face down on the table, and ask, "Questions, partner?" Partner and declarer may then ask any questions they have about the auction. Dummy may not ask.

When you're dummy

- You may not call declarer's attention to anything during the play of the hand *except* that (s)he is about to lead from the wrong hand or revoke.
- You may not call the director or call attention to any irregularities by the opponents during the play of the hand. You may call attention to irregularities after play has ended.
- You may not play or touch any card in dummy until declarer calls the card.
- If declarer designates a suit, but not the rank, play the lowest card of that suit. If declarer designates a rank, but not a suit, play the suit in which dummy won the last trick.