

# Bridge Laws and Table Etiquette

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# Bridge Laws and Table Etiquette

(Course outline)

- ▶ Auction
- ▶ Director Calls
- ▶ Play
- ▶ Communication with Partner
- ▶ Claims and Concessions
- ▶ Examples

# Sources of Bridge Regulations

- ▶ The 93 Laws of Duplicate Bridge established by the World Bridge Federation can be located at <http://cdn.acbl.org/wp-content/uploads/2014/01/Laws-of-Duplicate-Bridge.pdf> and <http://www.worldbridge.org/wp-content/uploads/2017/03/2017LawsofDuplicateBridge-withhighlights.pdf>
- ▶ The alert and announcement requirements established by the ACBL can be located at <http://web2.acbl.org/documentLibrary/play/AlertChart.pdf> and <http://cdn.acbl.org/documentLibrary/play/AlertProcedures.pdf>



# Auction - Preparing and Bidding

- ▶ Getting ready to play
  - ▶ Review your convention card
  - ▶ Count cards
- ▶ Bidding
  - ▶ Don't think with your hands when bidding
  - ▶ Bid in tempo
    - ▶ Skip bid requires 10 second pause by next bidder
    - ▶ No communication with partner, except through bids made



# Auction - Clarification of Bids

(1 of 3)

## ▶ Asking Questions During Auction

- ▶ Only when it's your turn to bid
- ▶ Ask about "agreements", not how they "take" a bid
- ▶ Proper question is "Please Explain"
- ▶ Questions should not disclose particular interest in one suit
- ▶ "A player may not ask a question if his sole purpose is to benefit partner."  
(Law 20G1)

## ▶ Answering Questions

- ▶ Full disclosure if opponents show any interest
- ▶ Opponent need not ask the "right question"
- ▶ Disclose explicit and implicit agreements, including partner's tendencies
- ▶ Don't just name a convention, explain its meaning



# Auction - Clarification of Bids

(2 of 3)

## ▶ Clarification Period After Auction

- ▶ Begins at end of auction
- ▶ Ask questions and correct misinformation
- ▶ Opening leader asks questions before making opening lead face down
- ▶ Once lead is face down, can't change it without director's permission
- ▶ Be careful about asking questions that provide unauthorized information
- ▶ At your first turn to play but not later you may ask for a review of auction
- ▶ After you have first played, you may ask what the contract is and for an explanation of bids



# Auction - Clarification of Bids

(3 of 3)

- ▶ Misinformation (including failures to alert)
  - ▶ Before offering to correct misinformation you should call the Director
  - ▶ Declaring side must correct misinformation by you or partner after auction
  - ▶ Defending side must correct misinformation at end of play of the hand
  - ▶ Do not have to explain misbids, only your agreements

# Director Calls

- ▶ Directors keep the game flowing and resolve issues
- ▶ Directors are not the police and opponents are not criminals
- ▶ Be nice in asking for Director's help and when talking about the issue





# Play - Play in Tempo

## ▶ Play Cards in Tempo

- ▶ Anticipate finesses and other actions by declarer
- ▶ Don't hesitate with singleton
- ▶ Don't detach card before declarer has played a card
- ▶ Don't detach several cards while deciding which card to play
- ▶ Communicate through card played, not facial expressions or gestures

# Play - Dummy's Rights

- ▶ Dummy's Rights are Limited
  - ▶ Can correct declarer's turning of a card before they play to the next trick
  - ▶ Don't suggest which card to play
  - ▶ Don't initiate a Director call, unless after someone else calls attention to an irregularity
  - ▶ May ask declarer, but not defenders, if they have any more cards in a suit played
  - ▶ May point out an irregularity after the play of the hand is concluded



# Communication with Partner

(1 of 2)

- ▶ “Any extraneous information from partner that might suggest a call or play is unauthorized. This includes remarks, questions, replies to questions, unexpected alerts or failures to alert, unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism.” (Law 16B1) “When a player has available to him unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, undue emphasis, inflection, haste or hesitation, an unexpected alert or failure to alert, he must carefully avoid taking any advantage from that unauthorized information [see Law 16B1(a)].” (Law 73C1)
- ▶ In other words, anything that happens at the table that’s not on the table.



# Communication with Partner

(2 of 2)

- ▶ Bid and play as though partner is behind a screen and cannot be seen or heard.
  - ▶ The laws require you to split your attention when partner has erroneously alerted or failed to alert. For purposes of clarifying your auction, as the declaring side, you're required to correct your mistakes promptly. But for purposes of having the auction, you have to assume that partner properly alerted when there was no alert and vice versa.
- ▶ "When a player considers that an opponent has made [unauthorized] information available and that damage could well result he may announce . . . that he reserves the right to summon the Director later (the opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed)." (Law 16B2)
- ▶ Sometimes the auction can give you authorized information that will supersede your unauthorized information.



# Claims and Concessions

- ▶ During the play of a hand, any statement about how many more tricks either side will get is a claim or concession. You will be held to your stated line of play.
- ▶ “A claim should be accompanied at once by a clear statement of the line of play or defense through which the claimer proposes to win the tricks claimed, including the order in which the cards will be played. The player making the claim or concession faces his hand.”
- ▶ Play is suspended at the time of a claim or concession
- ▶ If all players (including dummy) agree to resume play, play can resume and the claim or concession is canceled
- ▶ Dummy can dispute declarer’s concession

# Examples

(1 of 4)

- ▶ 1. 1NT-2♣-2♦ (holding xx Qxx QJTxxx xx)-P-  
2♥-P-?
  - a. No agreement on transfers
    - 1. No alert
    - 2. Mistaken alert
  - b. You've agreed on transfers in competition
    - 1. Alert

# Examples

(2 of 4)

- ▶ 2. 1NT-2♣ (artificial showing single suit, holding x Kxx KQJxxx xxx)-P-2♥-  
P-?
  - a. No alert
  - b. Mistakenly alerted as majors
- ▶ 3. 1NT-2♦ (holding xx x KQJxxx Axxx) -P-2♥-  
P-?
  - a. No alert
  - b. Mistakenly alerted as majors
  - c. Correctly alerted as majors

# Examples

(3 of 4)

▶ 4A. P-P-1♠-P-

2♣ (holding xx Kxx xxx AKxxx)-P-2♠-P-?

- a. No alert
- b. Mistakenly alerted as Drury
- c. Correctly alerted as Drury

▶ 4B. P-P-1♠-P-

2♣ (holding Kxx xxx AKxx xxx) -P-2♠-P-?

- a. No alert



# Examples

(4 of 4)

- ▶ 5. P-P-1♠-P-
  - 2♦ (holding void KJ7 QT8643 KQ43)-P-2♠-P-?
  - a. Mistakenly alerted and later explained as Drury
  - b. Correctly alerted and later explained as Drury