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Law 7 Control of Boards and Cards

B. Removal of Cards from Board.

B. 2. Each player counts his cards face down to be sure he has exactly thirteen; after that, and before making a call, he must inspect the face of his cards.

(I remember reading about a "smart" chap who bid INT every time, without ever looking at his cards.)

B. 3 During play each player retains possession of his own cards, not permitting them to be mixed with those of any other player. No player shall touch any cards other than his own, but Declarer may play Dummy's cards.

C. Returning Cards to Board

After play has finished, each player should shuffle his original thirteen cards, after which he restores them to the pocket corresponding to his compass position. Thereafter no hand shall be removed from the board unless a member of each side, or the Director, is present.

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.

Law 18 Bids

A. Proper Form

A **bid** designates a **number of odd tricks** (i.e. tricks in excess of six), from one to seven, and a **denomination** eg 2S (two Spades). Pass, double and redouble are **CALLS** but not bids.

Legal notation must be used at all times e.g. 2NT

Do **NOT** vary your writing or use full stops.

A double line (//) to signify the end of the bidding is unacceptable in Queensland.

Law 16 - Unauthorised Information

Unauthorised information normally comes from either (1) unmistakable hesitation or (2) a reply to an opponent's question.

Hesitation:

Hesitating, in itself is NOT against the laws of Bridge. We all do it when our path is not clear-cut and we need time to think. No breach has occurred, but the hesitator's **partner** needs to be aware that he may not take any action suggested by his partner's break in tempo.

If your partner hesitates, and especially if he then passes, the pressure is on you to act as though the hesitation had not occurred. However, you do NOT have to pass just because your partner hesitated. You may make any **logical** call (one that 75% of players would make) based only on the cards you hold and the situation at that time.

Reply to a Question:

Although allowed by Law 20B, it is not proper etiquette during an auction to ask that each and every opposition bid be explained should the opponents be playing a system you're unfamiliar with like *Precision*, especially if you're pretty sure you're going to pass anyway because this slows the game and interferes with the opposition's concentration. WAIT until after the final pass. During the Clarification Period, which is before the opening lead is faced, you, as the leader's partner or as the presumed declarer may ask for a complete review of the opposition's bidding. Do not interrupt. Listen to the whole story. The explanations must be clear and specific and not vague like: "Oh, that's a Multi Two".

Should your partner give an **erroneous** explanation of your bid, the opponents need to be informed of the correct meaning. Call the Director (a) as declarer - immediately after the final pass (b) as a defender - at the end of play.

You may NOT act upon the information that your partner **misinterpreted** your bid when asked by the opposition to explain the meaning of, say, a double, a cue bid, an overcall, a failure to alert or a possible transfer. You must make a **logical** call and not try to put things right.

Law 20G 1 *It is improper to ask for an explanation of a call solely for your partner's benefit.*

Law 21A *No rectification or redress is due to a player who acts on the basis of his own misunderstanding.*

Law 21B 3 *When it is too late to change a call and the Director judges that the offending side has gained an advantage from the irregularity e.g. failure to alert, he awards an adjusted score. To do this the Director will have asked the players to explain fully the **manner** in which they feel they were disadvantaged. It's simply not enough for them to reply: "We were disadvantaged because the alert wasn't circled".*

Law 25 Legal and Illegal Changes of Call

A. Unintended Call

1. *Until his partner makes a call, a player may substitute his intended call for an unintended call but only if he does so, or attempts to do so, **without pause for thought**. The second (intended) call stands and is subject to the appropriate Law.*
4. *If a substitution is allowed, the left hand opposition may withdraw any call he made over the first call. Information from the withdrawn call is authorized only to his side.*

If they become defenders, lead restrictions may apply to the partner of the player who made the substitution, each time he comes on lead.

Why do we place the opening lead face down?

First of all, either defender may ask if he **is** on lead; then his card is tabled face down. The real reason the opening lead is presented face down is to allow time for questions about the auction. See **B** below. Following this Clarification Period, the opening lead is faced.

Law 40 Partnership Understandings

C. Deviation from System and Psychic Action

1. A player may deviate from his side's announced understandings always provided that his partner has no more reason to be aware of the deviation than have the opponents.

*So you can make a bid that confuses your partner. Don't we all do that at times?
But what you can't do is repeat that particular bid several times because once you do that the bid has become part of your partnership system and must be included on your card.*

If the Director judges there is undisclosed knowledge that has damaged the opponents he shall adjust the score and may award a procedural penalty.

2. Other than the above no player has any obligation to disclose to opponents that he has deviated from his announced methods.
3. (a) Unless permitted by the Regulating Authority (*for normal sessional play, that's the club's Committee and the QBA*) a player is not entitled during the auction or play periods to any aids to his memory, calculation or technique.

*Take note any of you who write the lead down or leave your personal record face up.
And as Dummy, you may not take the opportunity to read the opposition's system card, or your own of course.*

- 3 (b) Repeated violations of requirements to disclose partnership understandings may be penalized.

Law 41

A. Face-down Opening Lead

“The face-down lead may be withdrawn **only** upon instruction of the **Director** after an irregularity ... and must be returned to the defender’s hand”

If Dummy has faced even one card, play must go on from there.

B. Review of Auction and Questions

“Before the opening lead is faced, the leader’s partner and the presumed declarer (but not the presumed dummy) each may require a review of the auction, or request explanation of an opponent’s call.

Declarer or either defender may, at his first turn to play a card, require a review of the auction; this right expires when he plays a card. The defenders and the declarer retain the right to request explanations throughout the play period, each at his own turn to play.” *Dummy is mute all along.*

Declarer’s first turn to play is from Dummy unless accepting an opening lead out of turn. Declarer may ask at either his turn or Dummy’s turn to play.

Many players correctly cover the bidding sheet once the first round is over.

After that you may request explanations as indicated above, or check **only**

- a. what the contract is and
- b. if it was doubled or redoubled, but **not** by whom.

Law 68 Claim or Concession of Tricks

C. Clarification Required for Claim

A claim should be accompanied at once by a clear statement as to the order in which cards will be played, of the line of play or defence through which the claimer proposes to win the tricks claimed.

*So if you wish to claim, you **MUST SAY** how you plan to play the remaining tricks.*

Something like:

- a) First I’ll draw the rest of the trumps;*
- b) And then I’ll cross-ruff the remaining hearts and clubs.*

It is too late, once the Director is called, to explain how you planned to play the remaining cards.

The Director could rule against your claim if he thinks you’ve forgotten a winning trump, or if it is possible you could lose other tricks in normal play.

D. Play Ceases

After any claim or concession, **PLAY CEASES**.

Do **NOT** face any cards.

Do **NOT** gather quitted tricks together until all players are certain the claim is legitimate.

Law 70 Contested Claim or Concession

A. General Objective

In ruling on a contested claim or concession the Director adjudicates the result of the board as equitably as possible to both sides, but any doubtful point as to a claim shall be resolved against the claimer.

Law 74 A: Conduct and Etiquette, Proper Attitude, 2

A player should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.

Gloating over a percentage gained for example could lead to a procedural penalty.

As in Golf where players understand who should putt first, so there is defined etiquette in Bridge. As a courtesy, a player should refrain from

- a. Paying insufficient attention to the game*
- b. Detaching a card before it is his turn to play*
- c. Prolonging play unnecessarily (as in playing on although he knows all the tricks are surely his) for the purpose of disconcerting an opponent*
- d. Summoning and addressing the Director in a manner discourteous to him or to other contestants.*

It is important not to leave a table needlessly before the round is called. And it is incumbent on all players to be seated, ready to play each hand when the time comes so others are not held up or, worse, have to go searching for their opponents.

Law 45 C Compulsory Play of Card

2. Declarer must play a card from his hand if it is
 - (a) held face up, touching or nearly touching the table; or
 - (b) maintained in such a position as to indicate that it has been played.

4. (a) A card must be played if a player names or otherwise designates it as the card he proposes to play.
 - (b) Until his partner has played a card a player may change an unintended designation if he does so without pause for thought. An opponent may withdraw his card played to the originally played card, return it to his hand, and substitute another.

N.B. After Dummy's hand has been faced, Dummy may **not touch** nor **indicate** any card (except for the purpose of arrangement) without instruction from the declarer.

If he does so, the Director should be summoned forthwith.

The Director will rule whether dummy's act did in fact constitute a suggestion to declarer. When the Director judges that it did, he allows play to continue, reserving the right to assign an adjusted score if the defenders were damaged by the play so suggested.

Revoke

If you notice straight away you haven't followed suit but should have i.e. **revoked**, correct this immediately to ensure no further penalty.

If you feel your **partner** seems to have **revoked**, QBA regulations allow **all** players to check immediately by asking something like: "No spades, partner?"

As Declarer, a revoke card is simply returned to your hand. As a Defender, your revoke card stays on the table face up as a Major penalty card to be played at the first opportunity. If your **partner** comes **on lead** while this revoke card remains on the table, the Director must be called because Declarer has certain options.

The Director needs to be called if the revoke has been **established** i.e. once the offender or his partner leads or plays to the following trick or the offender or his partner names a card to be played or makes a claim. *Any such play, legal or illegal, establishes the revoke.*

Once a revoke is established, it may no longer be corrected. The Director is called. He will normally ask play to continue and will return to your table to make his ruling - normally a penalty of one or two tricks i.e. one trick if the **revoker** won that trick and an extra penalty trick if the offending **side** won one or more tricks after that. Further penalties may be awarded if a side is disadvantaged further by a revoke as in, for example, no longer being able to run a long suit of winning cards.

A revoke on **Trick 12** is simply corrected.

If at the end of a game it's discovered someone has played with **fewer than 13 cards**, a Director will check for any revoke because a **lost card** is deemed to have been in a player's hand for the whole game.

Law 78 Scoring

“PASSED IN” i.e. “NO BID” hands.

When a hand is passed in, press **PASS** on *Bridgemate* - found under the King key.

Although the score for a **No Bid** is **Zero** match points (*not to be confused with Master Points – those you earn through good results to elevate your ranking*) that doesn't mean you automatically come last.

Queensland, as in most places in the world, uses Double Match Point scoring. This means each contestant is awarded, for scores made by different contestants who have played the same board and whose scores are compared with his, two scoring units (match points) for each score inferior to his, one scoring unit for each score equal to his, and zero scoring units for each score superior to his.

The formula to determine the match points available on each board is
(Number of Tables X 2 Match Points) – 2

1) In the simple example below using just three tables, N/S Pair 1 has the highest score North/South, getting **4** points i.e. **2 match points** for each pair playing this Board (2 mps X 3 tables) which is 6; **minus 2 = 4**.

Av+ is calculated as 60% of the top score (in this case 2.4).

Av- would be 40% of the top score (1.6 here).

Equal scores share the match points.

<i>Not Vulnerable -Tricks</i>	<i>Score North/ South</i>	<i>Score East/West</i>	<i>Points N/S</i>	<i>Points E/W</i>
1) 1 Heart, making 8	110		4	0
2) No Bid	0	0	2	2
3) 1 Spade, down one trick		50	0	4

- 2) The second highest team N/S is Team 2, because they gave their E/W opposition no points.
- 3) Whereas Team 3 gave their opposition 50.
- 4) Similarly, the best score E/W is 50 so they get an E/W Top of 4 points.
- 5) Team 2 E/W gave nothing away, so came second.
- 6) But Team 1 E/W gave away 110 so get 0 match points - an E/W bottom.

No Bid must not be confused with No Play.

When players at a table legitimately haven't enough time to play a board through no fault of their own, a Director must be called. He will award No Play. That board is then not counted at all in final calculations. So, if 28 boards are in play, both N/S and E/W at that table will have their final percentages worked out on one fewer boards i.e. 27 boards.

This is a slightly better system than that used in the past when manual scoring was the norm and 50% would have been awarded.

Alert

Conventions are calls that are not natural i.e. you don't plan to play in that suit e.g. opening a Short Club or using the Unusual 2NT. These calls must be **alerted** even if they are noted on your system card. However 2C Stayman and Cue Bids no longer need alerting in Queensland. All calls above 3NT are **SELF**-alerting.

Your partner says: "Alert!" then circles your conventional bid.

If your partner doesn't do this, YOU MUST NOT INDICATE in any way that he should.

Explanations

At your turn, and really only if you're planning to bid, you may ask what **any** opposition alerted bid means. A full explanation should be forthcoming from the bidder's partner. If it is undiscussed, that should be stated. If, from partnership experience, *a cogent view of the likely meaning of the undiscussed call can be made, that information should be given to the opponents.*

Forgotten the Meaning?

If you know your partner's call is alertable but you have forgotten the meaning, you should nevertheless alert. If asked, explain you have forgotten the meaning. The Director should be called immediately. *His normal action would be to send you away from the table and have your partner explain the meaning of the call.*

[QBA Tournament Regulations, Section G]

Do NOT explain any of your partner's alerted or delayed alerted calls unless a request is made.