

# Orange Bridge Club – Directors’ Bulletin No 1

September 2019

This is the inaugural bulletin composed on behalf of the Directors of your club. We ask that you read it carefully and note the points made within. If you have any concerns or questions, feel free to talk to any Director. We would appreciate your co-operation in these matters.

There have been some concerns voiced to Directors about playing habits over the last few months. The purpose of this sheet is to jog memories and reinforce what has been instructed earlier this year.

- **Bridge is not a secretive game. Every player is entitled to know about your system and you about theirs. Bridge is a strategy game.**
  - There are a number of new players in the club. The major way they are going to learn the rules of play, apart from Directors instructions, is by watching more experienced players. If you are a long time player, it is expected that you will do your best to promote good play.
  - All directors will be pointing out incorrect habits over the next few months. It will not be a criticism of you if this happens but rather a way of **instilling the correct procedures into all players so these become instinctive, just like counting your cards every time you pick up a hand.**
1. It is **MANDATORY that every player announces after partner has opened 1C, the length of the club suit**, e.g., for natural type systems like Standard, the appropriate minimum length of the club suit, (i.e., “1+”, “2+”, “3+”, “4+”) should be announced. If 1C may have further meaning then this should also be announced, e.g., 6 to 16 high card points, or any further meanings for partner.
  2. It is **MANDATORY that every player announces after partner has opened INT, the point range**, e.g., 16 to 18. If your 1NT opening can include a 5 card major you should tell this to your opponents. In the absence of system cards and players not pre-alerting, the opposition have a right to know.
  3. **CONSIDERING WHICH CARD TO PLAY**

Do not partially pull a card from your hand or lift it higher and then change your mind. This can be called giving **Unauthorised Information** or **UI** as it is known in bridge

language. Make up your mind about which card you wish to play and then take it from your hand.

4. **DUMMY PLAY** – there have been notes on this earlier this year. However, to reinforce:

- Dummy may not touch or indicate any card (except for the purposes of rearrangement) without instruction from declarer. **It is good practice to keep your hands away from dummy's cards and off the table. Only reach for a card when it has been called for by declarer even if it is a singleton.**
- Dummy can prompt declarer to prevent a lead from the incorrect hand. However, **if too late to do so that card is considered played and it is then up to the defenders to accept or decline the lead.**

5. **DUMMY CARD PLAYED**

- A card is considered played if declarer deliberately touches it except for the purpose of rearranging dummy's cards or reaching for a card above or below the touched card.
- **“A change of designation may be allowed if it is the slip of the tongue but not after a loss of concentration or a reconsideration of action.”**

As Matthew McManus explains – in the not uncommon situation such as declarer saying something like, **“small, I mean the ace”**. Declarer will have a hard time convincing a director that this was a slip of the tongue – no change will be allowed as this can be considered a loss of concentration.

6. **TABLE TALK**

Finally, keep table **talk as soft as possible** or talk about the weather instead of the hands you have just played. Talk, if loud enough can give **unauthorised information** to tables who have not yet played those hands. It is also presents a disadvantage for those who have already played the boards.