

Bridge Etiquette

Concentrate especially hard on the first and last boards of a tournament.

North is responsible for ensuring the boards and play are correct.

The cards should not be taken out of the board until all players are present.

Don't place high cards at the extreme ends of your hand as these are the ones most easily seen by opponents.

Don't touch the bidding box until you have decided what to bid. If you touch the Pass card, you are deemed to have passed.

Try to bid and play in an even tempo.

As the bidding progresses, do not ponder for a long time then pass; this prevents partner from bidding again unless they can justify their bid. Rather try to plan your response to possible bids from partner / opponents ahead of time.

Try to keep an even keel at the table: don't get too carried away after a good result or play (or bid), and don't get too upset after a bad result or misplay (or misbid). Move on, keep focused, and you can re-visit the situation after the session.

Alert / announce promptly especially short 1C, 1NT, weak 2, Bergen raises and 1D (clubs could be longer). You don't have to alert after 3 level.

You can ask the meaning of an opponent's bid from their partner when it is your turn to bid, but not above the three level. When asking for the meaning of a bid, be specific about ascertaining the point range. Don't ask until the end of the bidding if you suspect opponents have misunderstood each other.

At the end of the auction the leader can ask questions. The lead should then be placed face down on the table. Questions about the bidding can now be asked by all except the dummy.

If a bid has been incorrectly described then the side playing the hand must correct the information prior to the lead; the defending side is not entitled to do likewise and must stay silent.

Place your lead face down in case of leading out of turn

Leave your bidding cards on the table until the lead has been turned over.

As the dummy put your hand down promptly after the lead has been made; don't, for instance, first record the contract.

Play smoothly and deliberately. Do not pull one card then replace it or reshuffle your hand when you are out of a suit as this gives information to the other players.

Dummy may not touch a card until directed by declarer. Dummy can only comment on declarer playing from wrong hand; played card wrongly oriented; or confirm declarer is out of suit.

If declarer nominates a suit but not a card, the lowest card in the suit must be played. If declarer nominates a card but not a suit, it is assumed to be the same as for the previous trick.

Don't claim the rest of the tricks unless you are certain. Explain how you will play the final tricks, ideally starting with drawing remaining trumps.

Do not put the cards away until the result has been agreed.

Shuffle cards in your hand before returning them to board, especially if hand has been passed out.

Don't discuss any hand until the end of the session as you might be overheard.

Don't gloat triumphantly. Congratulate opponents on a good result. It is not considered appropriate to congratulate or berate partner after a hand.

Don't give opponents gratuitous advice.