

**CALGARY DUPLICATE BRIDGE ASSOCIATION  
ACBL UNIT 390**

**Common Bridge Infractions And Misunderstandings**

As part of our effort to reduce common bridge infractions and misunderstandings, the Board Members have assembled these guidelines to make all players more aware of correct procedures.

1. When there is an irregularity, e.g. bid out of turn, lead from the wrong hand, insufficient bid, and so on, the ACBL rules require that the director be called. Never attempt to make your own rulings. Newer players should never feel frightened or embarrassed by a call for the director.
2. At club games, each partnership should have at least one completed convention card and bear both players' names. If the partnership has two convention cards at the table, they must be identical.
3. You should decide your bid before reaching for the bidding box. Once you place your hand on one section of the bidding box, you should not change to the other section of the bidding box. For example, after you have placed your hand on the cards including the pass card, you should not switch to make a bid in a suit or no trump, as this gives unauthorized information to your partner.
4. Never make remarks, gestures, or facial expressions during the auction that show that you do not understand partner's last bid or that your own bid is based on indecision. Your partner is not entitled to this information. Nor is it legal to mislead the opponents in this manner.
5. When you make an insufficient bid, you cannot simply make it sufficient - this is not your right. Your left-hand opponent has options which will be explained by the director. The rules for replacing an insufficient bid vary depending on whether the insufficient bid was natural or artificial. Some replacement bids will bar partner for the remainder of the auction. Players should always summon the director to explain the procedure.
6. Never pick up your bid cards before the auction has ended. If you pick up your bid cards before your partner's last bid, it appears as though you want your partner to pass.
7. Always make your opening lead face down and allow partner the opportunity to ask questions about the auction. Your partner is not entitled to ask questions until you have selected your lead. This also reduces the possibility of making an opening lead out of turn.
8. If declarer plays a card from the incorrect hand, either defender or dummy may point this out. A lead from the wrong hand can be accepted by either defender.
9. To prevent a possible revoke, when a defender fails to follow suit, defender's partner may immediately inquire, "No spades?" for example. What you should not do is show surprise nor ask only when you are surprised. That alerts partner that declarer has unexpected length in the suit. Dummy may inquire when declarer fails to follow suit.
10. A psyche can be reported to the director at the completion of the hand. A psyche is defined as a bid that grossly misrepresents the strength or distribution of one's own hand. Even a mistake can be a psyche, if it fits the description as a "gross misrepresentation". Remember, there is nothing illegal about a psyche but you are entitled to inform the director.
11. Be sure to alert all bids that require an alert. When an explanation is requested, describe what the bid shows (or asks). Do not simply state the name of the convention. You may not give an explanation of a bid unless an opponent asks.
12. You may ask for an explanation of a bid only when it is your turn to bid or lead. To ask for an explanation to ensure your partner understands is unethical.

13. As Declarer or Dummy, if your partner has failed to alert an alertable bid or alerts a bid that was not alertable, it is your obligation to inform the opponents after the auction ends and before the opening lead is made. As a defender, if either of these mistakes has occurred, it is your obligation to inform the opponents after the play of the hand is completed. When any of these situations occur, you should add to your explanation "We can call the director if you wish."
14. Once a claim is made, play of the hand may not continue. If the claim is invalid or uncertain, call the director. If there are trumps outstanding and declarer makes no mention of pulling trumps, call the director.
15. Hold your cards in such a manner so that they cannot be seen by the opponents. You may not watch from where in his/her hand your partner or an opponent selects a card to be played.
16. You may not attempt to fool an opponent by the manner or speed with which you play your cards. For example, you may not hesitate to make it appear you are deciding which card to play when you have only one card remaining in the suit. Similarly you should not hesitate to make it appear as though you are figuring out which high card to play when you have no high cards in the suit.
17. You may not make facial expressions or comments during the play of a hand that would indicate your approval or disapproval of partner's bid or play.
18. Once the play of a hand is completed, wait a moment until there is agreement on the outcome, before picking up your cards from the table.
19. Bridge is a timed event. Slow players need to pick up their pace. The ACBL has suggested that a board be bid and played in an average of 7 minutes.

**NEVER FORGET GOOD SPORTSMANSHIP!**