

Duplicate Bridge

In order for all players to enjoy the game of bridge there are some expectations.

- 1) **Players should be kind to each other and be polite.**
- 2) **Each team should verify that they are sitting the correct direction (if playing Howell) and that they have the correct boards.**
- 3) **Do not remove your hand from the board until at least one opponent is seated.**
- 4) **Count the number of cards in the hand without looking at the faces.**
- 5) **Once the Auction begins, everyone should keep conversation to a minimum. Required ACBL verbalizations and questions addressed to the opponents about a bid or their bidding convention(s) are appropriate. After the auction is complete, a review of the auction may be asked for by anyone prior to their first play. If any inaccurate or incomplete answer was given by the declaring side, both the declarer and dummy are responsible for correcting the answer after the auction is complete and before the first lead.**
- 6) **Once all the tricks are played, at least one member from each team should confirm the number of tricks taken by the declarer; disagreement should be recognized and explored until agreement is reached. A player should not pick up their cards from the table until the two teams agree.**
- 7) **The contract should be entered by North into the BridgePad at the end of the Auction.**
- 8) **The person “on lead” should make their lead before filling out a personal traveler.**
- 9) **Dummy should be prepared to face Dummy's cards before filling out a personal traveler.**
- 10) **North should enter the contract into the BridgePad before playing to the first trick.**
- 11) **When the hand is complete, and the results are agreed upon, North should enter the results and pass the BridgePad to a member of the opponents team to verify the contract and result are correct.**
- 12) **The opponent should push the “next” button to have the BridgePad accept the results if they agree with the results.**
- 13) **Conversation about the hand just played, the bidding and result should be avoided. This serves to keep the game going at a good pace and prevents other**

teams from learning what contracts 'might' be made on boards which they themselves have yet to play.

- 14) Players should seek to keep a good pace in their play. Don't be slow.**