



Bridge Topic of the Week

INADVERTENT BIDS

- If you make a bid that is inadvertent (rather than just careless), it may be possible for it to be altered without penalty.
- Whether or not your pen is still on the bidding pad is not relevant.
- The Director will need to decide whether the inadvertency provisions applied.
- Inadvertency may still apply even after LHO has called.



Bridge Topic of the Week

HESITATION

- Hesitation is not an infraction in itself. An infraction occurs when their partner is influenced by the hesitation in the action they take.
- Hesitation generally reduces the options available to partner. They may not take any action that is suggested by the hesitation where other logical alternatives to that action exist.



Bridge Topic of the Week

INSUFFICIENT BIDS

- It is never in a player's interest to:–
 - a) alter an insufficient bid before the Director has advised them of their options;
 - b) announce to the table what they meant to write.
- Many insufficient bids can be corrected without further redress once the Director has assessed the situation.



Bridge Topic of the Week

ALERTING STAYMAN BIDS

- A response of 2♣ after a 1NT opening bid is not alertable in an uncontested auction, no matter what the meaning.
- However, normal alerting do rules apply if (a) if the opponents have entered the auction, or (b) Stayman or similar is used in any other sequence e.g. following a 2NT opening or a 1NT response.
- Normal alerting rules also apply to all responses to Stayman and other asking bids.



Bridge Topic of the Week

DUMMY

- Dummy can attempt to stop Declarer committing an infraction, but cannot be the first to call attention to an infraction once committed.
- For example, if Declarer plays from the wrong hand by either calling for a card from Dummy, or playing incorrectly from their own hand, Dummy must not draw attention to this, as the infraction has occurred.



Bridge Topic of the Week

MORE ON DUMMY

- Dummy should not play a card until Declarer has called for it. This applies even when the card to play is obvious, for example, when Dummy has a singleton in the suit led.
- Dummy should only touch the cards when playing a card nominated by Declarer, or to reorganise them. Dummy should not move the cards to fill a space created by a suit void, as this is disruptive to Declarer and Defenders.



Bridge Topic of the Week

COUNT YOUR CARDS

- Players should count their cards before looking at them.
- If missing or extra cards are discovered once play commences, affected players can be disadvantaged. For example, a missing card is deemed to be part of the hand at all times, and a revoke may have occurred.



Bridge Topic of the Week

SLOW PLAY

- If the warning bell sounds and the first call has not been made on a board, that board needs to be averaged.
- The Director will make a decision as to what percentage to award to each side, depending where responsibility for the slow play lies.



Bridge Topic of the Week

SYSTEM CARDS

- Both players in a partnership should have identical ABF system cards, and these should be made available to your opponents at the commencement of each round.
- Systems should be designated as Green, Blue, Red or Yellow, and with Brown Sticker where appropriate. If in doubt as to the classification of your system, consult the Director.



Bridge Topic of the Week

OPENING LEAD

- The player on lead (Declarer's LHO) should select their opening lead, and place it face down on the table in front of them. Their partner should then acknowledge that it can be faced. This minimises the possibility of making an opening lead from the wrong hand.
- Once placed on the table, the card cannot be changed without the Director's consent, even though it may not have been faced.



Bridge Topic of the Week

REVOKE

- When attention is drawn to a revoke, the Director should be called. They will determine whether it is established or not.
- If the revoke is established, the Director will determine rectification after the play of the hand is completed. There are statutory trick adjustments laid down in the laws that cannot be reduced, but the Director can award more tricks to the non-offenders if more damage has been caused by the revoke.



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PSYCHE BIDS

- A psyche bid is “a deliberate and gross misstatement of honour strength and/or of suit length”.
- Psyche bids should be reported to the Director by the psycher or their partner, and if the Director agrees that it is a psyche, it will be recorded in the Club’s Psyche Register.
- Partnerships that have a track record of psyches may need to modify their system card accordingly.



Bridge Topic of the Week

PENALTY CARDS

- Whenever a card, other than the card being played, is accidentally or intentionally exposed by a defender, it becomes a penalty card. The Director must be called when this occurs.
- Whether it is a minor or major penalty card will be determined by the Director. Player obligations differ depending which it is, and the Director will inform the table of everyone's rights and obligations.



Bridge Topic of the Week

CALL THE DIRECTOR

- Whenever an infraction occurs at the table, you must call the Director.
- Players cannot make their own rulings. If they do, the Director has the right to have players forfeit rights to rectification they would otherwise have had.



Bridge Topic of the Week

CLAIM BY DECLARER

- When a claim is made by Declarer, they must state their proposed line of play. This should make mention of any outstanding trumps (e.g. "drawing trumps"), and how they plan to travel between hands if relevant.
- A careless or incomplete claim may cost you tricks that you would otherwise make.
- Claims should be made where possible - it is discourteous to continue play when the outcome is certain.



Bridge Topic of the Week

CONCESSION BY DEFENDER

- When a concession is made by a Defender, their partner may dispute it. The director must be called, but the concession can be withdrawn and play can continue.
- Any comments made by the player in making the concession, or any cards exposed in this process, remain as Unauthorised Information to their partner.
- The Director should be called if this happens.
- You cannot concede a trick that you can not lose.



Bridge Topic of the Week

REMOVING AND REPLACING CARDS

- Cards should not be removed from the board until at least one player from each side is present.
- This also applies to a sit-out pair – they must not remove the cards from boards on the sit-out table.
- Cards must be shuffled before being returned to the board.



Bridge Topic of the Week

QUESTIONS DURING THE AUCTION

- During the auction, at your turn to bid, you may ask questions about any part of the opponent's auction. It is unwise to ask about a specific part of the auction, as this may convey unauthorised information to your partner.
- It is prudent not to ask questions unless the answer affects your call. Showing seemingly unwarranted interest in an opponent's call, particularly an alerted one, may pass unauthorised information to partner.



Bridge Topic of the Week

EXPLANATIONS AFTER THE AUCTION

- At the completion of the auction, the Declarer should offer the opponents an explanation of any unusual bidding sequences in their auction, especially self-alerting calls (e.g. doubles, cue bids) that may have an unexpected meaning.
- In any event, it is a good policy for the player on lead to request a full explanation of the auction before choosing their opening lead.



Bridge Topic of the Week

RECORDING RESULTS

- When you're on opening lead, your first priority after the auction is to make the opening lead. This should be done before entering the contract into the Bridgемate or writing on your personal scorer.
- The same applies to dummy – after the opening lead is faced, spread your hand before doing anything else.



Bridge Topic of the Week

WHEN IS A CARD PLAYED?

- For a Defender, a card is played when it could have been seen by their partner. It doesn't matter whether or not partner did see it, nor does it matter if Declarer saw it.
- For Declarer, a card is played when it is placed on or near the table in the played position. It doesn't matter whether or not a Defender has seen it.



Bridge Topic of the Week

MIS-INFORMATION

- If your partner makes an incorrect explanation during the auction, say nothing at the time, but:
 - (a) If your side ends up Declaring, you advise the table before the opening lead is selected;
 - (b) If your side ends up as Defenders, advise the table at the completion of play of the hand.
- The director should be called if either side may have suffered damage.



Bridge Topic of the Week

ALERTS

- Alerts are made by circling the bid and saying "alert". Saying "alert" minimises the chance of an opponent making a bid before you have had a chance to circle your partner's bid.
- Do not explain the meaning of the bid you are alerting unless asked by an opponent.



Bridge Topic of the Week

PRE-ALERTS

- You should pre-alert your opponents to any unusual conventions in your system before you commence the first board.
- Pre-alerts should always include a statement about your general system (e.g. Standard American), and should also state your no-trump range.
- In general, pre-alert your opponents about anything in your system that they may assume has a different meaning, especially self-alerting calls.



Bridge Topic of the Week

EXPLANATIONS

- When explaining a bid, explain it fully. Don't just state the convention name.
- For example, don't just explain a Michael's bid as "Michaels". State "Michaels, showing 5/5 in the other major and a minor, less than an opening hand".
- Don't explain your partner's bid unless asked by an opponent.



Bridge Topic of the Week

ASKING ABOUT A REVOKE

- Dummy may ask Declarer about a possible revoke.
- Either Defender may ask their partner about a possible revoke.
- The usual form is “No spades, partner?”
- It is not necessary for a player, when showing out, to state “having none”, and can indeed be irksome to the opponents.



Bridge Topic of the Week

DECEPTION

- You cannot attempt to deceive an opponent except in your bids and cards played.
- This includes things like deliberating for a few seconds before playing a singleton to make an opponent think you have a choice of cards to play, or hesitating when an opponent is finessing through you in order to make them think you have the missing honour.
- Bridge is not poker – bluffing is not allowed!



Bridge Topic of the Week

SECRET AGREEMENTS

- Your systems and methods must be transparent. Your opponents are entitled to know everything about your bids and plays that your partner does.
- This includes system agreements as well as matters of style, and also any agreed temporary departure from the system.
- All players must have systems cards, and opponents are entitled to ask questions of the player's partner about bids or plays, and are entitled to a full answer.