

## U3A Duplicate Bridge : Notes for Guidance

### (1) Procedure at sessions

The organiser will decide on the movement to be played. If there are only sufficient players for 6 tables (or less), he will choose a *Howell* movement in which all players move after each round to a new table. (The number of the partners is determined by the number displayed on the *movement card* at the start of play). The movement is displayed on a card at each table.

If there are more than 24 players, a *Mitchell* movement will be chosen by the organiser. In this movement **N-S** remain seated throughout and **E-W** move to the next *higher* numbered table after each round. The boards move in the opposite direction i.e. to the next *lower* numbered table. The number of the table at which players *start* will determine their number throughout the session. (I.e. NS 2 and EW 2 both start off at table 2 and retain these numbers. NS 2 remain at this table, EW 2 move every round).

### (2) Responsibilities of North

North has to collect and check the boards to be played for each round. He/she does the scoring which must be entered on the "traveller" at the end of each hand and then checked with East.

### (3) Use of bidding boxes

**(3.1)** A call is regarded as made when a bidding card has been taken out of the box with apparent intent. The player is obliged to make up his mind *before* he touches any bidding card. Hesitation between bids, when touching the bidding cards is not considered ethical.

A call may however be changed when the player *a)* has inadvertently taken out the wrong bidding card, *b)* the player corrects this without pause and *c)* the player has retained physical contact with the card until his attempted correction. (The card may have touched the table but the player's hand has not left it).

#### **(3.2)** Stops and alerts

The **STOP** procedure applies to bids of more than one level over the preceding call. It applies especially to *preemptive* bids. All jump bids must be preceded by a **Stop card** which should be displayed for about 10 seconds.

The **ALERT** card applies to *conventional* and *artificial* bids such as Stayman, 2-club opening and Blackwood. The rule is that any bid which does not mean exactly what it says must be alerted *by the partner* of the player who makes it. Note the player whose turn it is to bid is entitled to ask the player showing the alert card what he/she *understands* by the bid.

**(3.3)** All bidding cards should remain in place until the opening lead has been made face down and all explanations have been obtained. The cards are then returned to their boxes.