

CONDUCT AND ETIQUETTE OF DUPLICATE BRIDGE

A player should maintain at all times a courteous attitude towards partner and opponents and carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game. Every player should follow uniform and correct procedure in calling and playing, since any departure from correct standards may disrupt the orderly progress of the game.

The following are considered breaches of propriety:

- (a) The use of different designations for the same call.
- (b) Any indication of approval or disappointment of a call or play.
- (c) Indication of the expectation or intention of winning or losing a trick that has not been completed.
- (d) A comment or act during the auction or play calling attention to a significant incident thereof, or to the state of the score, or to the number of tricks still required for success.
- (e) Volunteering information that should only be given in response to a question.
- (f) Looking intently at any other player during the auction or play, or at another player's hand for the purpose of seeing his/her cards, or observing the place from which he/she draws a card. (It's not improper to act on information acquired by inadvertently seeing an opponent's cards).
- (g) Varying the normal tempo of bidding or play for the purpose of disconcerting the other players.
- (h) Leaving the table needlessly before the round is called.

As a matter of courtesy a player must refrain from:

1. Paying insufficient interest to the game (as when a player obviously takes no interest in the bidding or play).
2. Making gratuitous comments during the play as to auction or the adequacy of the contract.
3. Detaching a card before it is his turn to lead or play.
4. Arranging the cards played to previous tricks in a disordered manner or mixing his/her cards before the result of the deal has been agreed upon.
5. Making a claim or concession of tricks if there is any doubt as to the outcome of the deal.
6. Prolonging play unnecessarily for the purpose of disconcerting the other players.
7. Summoning the Director in a manner discourteous to him/her or the other contestants.