

The Auction



- ✚ Count your cards before you look at them.
- ✚ Alert all bids up to and including 3NT that have a special meaning, or that don't promise at least 3 cards in that suit. Alerting involves circling the bid and saying "alert".
- ✚ It is unwise to ask questions during the auction unless you need to know at that time. Otherwise, you may limit partner's options.
- ✚ Undue delays and even overly hasty calls may convey unauthorised information to your partner.

The Play

- ✚ The opening lead must be placed face down by the person on lead, and must not be turned up until their partner has acknowledged.
- ✚ During play of the hand, dummy may try to stop declarer from committing an infraction before it happens, but other than that, takes no other part in play.
- ✚ Dummy may not, during play, call attention to an infraction after it has occurred, but may do so at the end of play of the hand.
- ✚ Always state your line of play when making a claim. And once a claim or concession has been made, play must stop. You may not agree to "play it out".

After play

- ✚ NS writes up the score, and EW is responsible for checking and initialling the traveller. Before initialling, EW should check the contract, the tricks count, the score and EW pair number, and ensure that it is on the correct NS line.
- ✚ If you notice a possibly wrong score on another line, advise the director as soon as practicable. Simply circling or highlighting it is no use, as scorers have very limited rights regarding changing a result

At All Times

- ✚ You and your partner should have identical systems cards on the table at all times.
- ✚ Remember, if an infraction occurs during bidding or play, call the director as soon as possible. This includes (among others): bid out of turn, insufficient bid, lead out of turn, revoke, exposed card.