**Guidance Notes**

These notes are intended to help less experienced players and act as a reminder for those who have been playing for a while.

**Calling the Director.**

The Director is there to help. Research shows the friendliest clubs are those whose members call the director when necessary. Even if you think you know or do know the answer to an issue you should call the director as this is always seen to be fair and is part of the educational process.

**Common examples of when you need to call the Director:**

* A bid out of turn
* When an insufficient bid is made
* When you notice you have pulled out the wrong bid – there are circumstances when the Director will let you change it
* When a lead is made out of turn
* When a card is played out of turn
* When a revoke happens – a revoke is when you have played a different card to the suit led and it transpires you had one of the suit led
* When you think one of the opposition has given information to their partner other than through the bidding cards e.g. One partner bids 2 spades and partner says strong and their partner indicates by word or gesture it is not a strong bid.
* When the opposition claim a number of tricks at the end and you do not think they are correct.

**Dummy’s Role**

Dummy is called dummy for good reason. The only thing Dummy can do while the cards are in play is to play the cards they are told to play (when there is only one card or only touching cards , say 7,8,9, dummy can play those without being asked to speed up the game) and to stop an irregularity by indicating the lead is from the hand rather than the table if they see declarer go to lead a card. Once the card has been shown or called for it is deemed as played.

Dummy must not indicate in any way which card declarer should play which is why it is best for dummy to keep their hands off the table. Dummy cannot call attention to any irregularity until play is over even if they spot one and can only call the Director if another player has already drawn attention to any irregularity.

**Dos and Don’ts**

* Do not touch the bidding cards before you have decided what to bid – decide on your bid, select the card then place it on the table.
* Try to bid at an even pace. If you hesitate for a long time, especially if you then pass you are giving your partner unauthorised information and the Director may need to rule on this.
* Most of all enjoy your bridge and try to help others do the same.
* Don’t pick up your cards at the end of play until you are sure that all players have agreed the number of tricks you have made. If there is a dispute the Director has to make the decision on the basis of the hands that have not been picked up and this may be to your disadvantage.