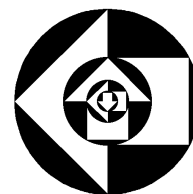


# Waverley Bridge Club Rules



These general rules apply to players at all bridge sessions. Special regulations may apply to specific competitions.

## 1. Book to Play

- 1.1. Players are required to book to play in all bridge games offered by WBC. This enables the Director to grade players of similar standards into suitable sections subject to their being enough entries.
- 1.2. Any entry requested after the close-off time of the booking portal which is currently set to 2 hours before the session may be refused if you arrive without a booking:
  - 1.2.1. Only the Director can assess the impact of adding a pair to a session. In all cases Office staff will confer with the Director and abide by their decision before allowing a Late Entry to play in the session.
  - 1.2.2. Late Entries that remove a sit-out should be accommodated whenever possible but still need to be referred to the Director as there still may be seating changes required.
  - 1.2.3. If the addition of a pair will cause a sit-out the Late Entry may be declined without referral to the Director.

In all cases the Director's decision is final.

## 2. Comfortable Dress Standards

- 2.1. Dress neatly so that you do not cause reasonable objections from or adverse impact on others. Singlet or bare feet, for example, are not acceptable.

## 3. Friendly and Courteous Conduct

- 3.1. Be polite and courteous to all players.
- 3.2. Greet your opponents in a friendly manner when you arrive at the table.
- 3.3. Announce your system before the start of each set.
- 3.4. Welcome new players and visitors.
- 3.5. Encourage new and inexperienced players; show them patience and understanding.
- 3.6. Acknowledge your opponents' good play; do not congratulate your partner.
- 3.7. Don't make remarks that may embarrass or discomfort other players. If in doubt don't say it.
- 3.8. Don't discuss hands: lengthy post-mortems delay play and can convey information to players at nearby tables.
- 3.9. When you need to call the Director let your opponents know first and then put up your hand and call 'Director please'.
- 3.10. Respect the Director's authority and don't question any instructions e.g. wait until the Director asks you to move to the next table. If you disagree talk quietly to the Director in the office so they can explain their ruling in more detail. If you still disagree you can lodge an appeal.
- 3.11. Switch off mobile phones, or turn them onto silent, before the session starts. If you need to have the phone on to get an important message leave your phone with the Director.
- 3.12. When you finish playing please tidy up, so the surroundings of your last table are clean and tidy. Help keep the common areas such as the kitchen tidy and clean.

**4. If You Get It Wrong**

- 4.1. If you do the wrong thing, say sorry immediately and resolve (to yourself) to do better next time. If you commit serious or repeated violations of the rules of conduct, this could result in warnings or penalties, including players' suspension for a period.
- 4.2. Bridge is a game for all to enjoy. Sometimes this means holding back on a comment or not reacting to something that is said. If you think that the rules have been broken, call the Director (politely). For most other things, just smile and move on.
- 4.3. However, bullying and derogatory comments are not acceptable – EVER. If you see it happening or experience this yourself, talk to the Director.

**5. Seating**

- 5.1. Players need to be seated 10 minutes before the start of a session so the Director can finalise the movement. This allows the session to start on time.
- 5.2. If you do not have a partner you should arrive at least 20 minutes before the session to allow travel time for stand-ins. If you arrive after this we cannot guarantee a partner.

## **6. Regulations**

- 6.1.** Bridge Victoria regulations apply at all sessions unless modified by the club.
- 6.2.** Australian Bridge Federation full alerting regulations apply at all sessions.
- 6.3.** When playing against newer opponents players need to take care that bids which may be misconstrued by your opponents are alerted e.g. when 1♥ - 3♥ is a weak raise. Bids which are unusual but may not be alerted need to be 'pre-alerted' before the beginning of each set. Active ethics apply – make sure your opponents have all the knowledge they are entitled to.

## **7. System and System Cards**

- 7.1.** Only commonly used systems are permitted at Club sessions. More complicated systems may be allowed in competition events at the discretion of the Director.
  
- 7.2.** The Club promotes the use of completed system cards by all players, as a courtesy to your opponents. The club reserves the right to restrict participation in some events to only those who have completed system cards at the table.
- 7.3.** For Congresses and competitions two ABF system cards will be required per pair. Players are recommended to consult their opponents' system cards before the start of play.

## **8. Use of Bidding Boxes**

- 8.1.** Leave all bids visible on the table until after the opening lead is made. This reduces the chance of leads out of turn and enables players to ask questions about the bidding before cards are played.
- 8.2.** Then the player who made the highest bid condenses their bidding cards and places the final contract face down on top of the board. If all players agree the bidding cards may be returned to their boxes.
- 8.3.** For red point events bidding cards are returned to the boxes after the opening lead is made.
- 8.4.** For supervised sessions the final contract is placed face up on top of the boards after the first lead.

## **9. Directors**

- 9.1.** Directors are there to make sure that play is fair and enjoyable. Players are expected to cooperate with Directors at all times and particularly with:
  - The division of the field (the seating)
  - The calling of any rule breaking including rudeness and unethical behaviour
  - Reporting scoring errors prior to the end of the session so that the pairs concerned can be consulted
  - Checking scores carefully at the end of the set of boards just played
  - Staying at the table until the move is called by the Director
  - The Director, not players, makes rulings and applies penalties if a rule has been broken. Players are not to permit their opponents to make rulings at the table.
  - Completion time for each board in normal duplicate is six minutes plus one minute to move after the set. The time allowed in No Fear sessions is 7 minutes per board plus one minute for the move. The time allowed in supervised duplicate is 7.5 minutes per board plus one minute for the move
  - Use time clocks whenever possible
  - The Director only may allocate averages if allocated times are repeatedly exceeded.

- If the lead is not on the table as at the 3 minute warning, the Director may award an average for that board at their discretion.

## **10. Use of Bridge Mates for Scoring**

- 10.1.** Follow the Director's instructions when using the table scoring units.
- 10.2.** Operate the table units in relative silence. Recitation of scores to be entered needs to be done quietly (and briefly), so that they cannot be heard at the next table.
- 10.3.** Both north-south and east-west players need to ensure that correct scores are entered. If entry of incorrect scores continues a score of average minus may be given to both sides.
- 10.4.** A pair reporting a perceived scoring anomaly has the responsibility of checking the accuracy of the requested alteration with their opponents before a report is made to the Director. If the other pair are not Waverley Bridge Club members the Director or Manager may be asked for assistance in contacting the players.
- 10.5.** Scoring errors made by officials may be corrected at any time up to the start of the corresponding session the following week.

## **11. Events (Competitions and Congresses)**

- 11.1.** Entry to events closes on the previous club playing session prior to the event. Late entries may be accepted in certain circumstances. Contact the Director, Tournament Organiser or the Manager, as early as possible.
- 11.2.** Web site entries close at the time specified for the event. Entries received after this time are accepted at the discretion of the director
- 11.3.** The Tournament Organiser will ensure an even number of entries for each event by recruiting a 'House Contestant' ('House Team', 'House Pair' or 'House Player'). A 'House Contestant' is ineligible for a place or to win a prize, unless the Director decides otherwise.
- 11.4.** A substitution can be arranged prior to the event if one of the players cannot attend one session/day/week of the event.
- 11.5.** In an emergency due to illness or an unavoidable delay (e.g. car accident) the Director may accept a substitute during the event. The Director must be advised as soon as the player knows they cannot make it. Preferably, the player or their partner will find their own substitute. If a substitute cannot be found, the Director may take whatever action is necessary to preserve the integrity of the event. Change of mind or family commitment does not qualify for a substitution and will be considered an unauthorised withdrawal (see below).
- 11.6.** Any other withdrawal, including suspension under the provisions of the Code or disqualification, is regarded as unauthorised and will be subject to remedial action by the Director.
- 11.7.** Any substitution must be authorised by the Director.
- 11.8.** If any member has a non-member as a substitute, that member will not be awarded points towards the Club Championship.
- 11.9.** The Director has discretionary powers to make adjustments in the event of varying playing strengths. A player cannot be replaced for more than 50% of the event.
- 11.10.** Appeals against Director's decisions must be made in writing, on the form specifically provided for the purpose, within 30 minutes of the conclusion of the session.
- 11.11.** In the final session of events, scores will only be altered until the announcement of placegetters at the completion of the session.

**11.12.** Scoring errors made by officials may be corrected at any time up to the start of the next session.

**12. Appeals**

**12.1.** The ruling of the Director must be accepted without argument. However, an appeal against the decision may be lodged with the Director as soon as possible or within 30 minutes of the end of play. For night sessions you can lodge an appeal within 24 hours of the session.

**12.2.** Appeals forms must be signed by both members of the pair or the team captain and handed to the Director, who in turn will pass it on to a member of the Appeals Committee for further action.

**12.3.** The Appeals Committee must respond within 24 hours or sooner, and advise the appellant the outcome of the appeal.

**13. Event Tie Breaking**

**13.1.** The method used to determine either the outcome of tie breaking for a winner or the last qualification place for a section is at the discretion of the Director.