

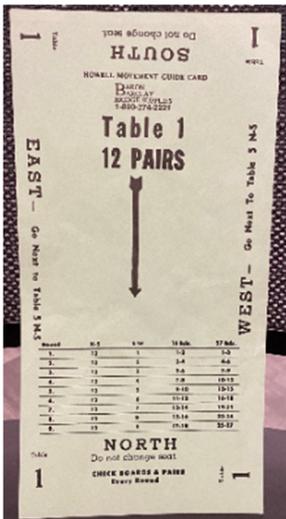
## Duplicate Bridge Protocol (Fun Bridge Duplicate Group)

The following protocols are ACBL guidelines. However, there are some modifications for the Fun Bridge Group to keep the session friendly and fun. There are no prizes to be won, or Master Points to be awarded. We are humans that make mistakes!

1. All players must be familiar with the 4 pieces of duplicate bridge equipment:.

### Table Mat

One mat is placed at the center of each table. Each mat:



- is uniquely labelled with the table number.
- is aligned in the same North direction as all the other table mats.
- contains a unique table that displays which teams are playing, their seated direction, and the trays that will be used for each round.
- displays the table that each team will go after the end of the round.

### Duplicate Tray

A stack of trays that are to be played for a specific round are placed on the mat at the center of each table. Each tray:



- is uniquely labelled with the tray number
- displays the North direction
- is aligned in the same North direction as all the other table mats and trays in the room
- displays which seat is the dealer
- displays which team is vulnerable
- contains four pockets of 13 playing cards each for each player at their respective compass direction seat

### Traveler

Westerville Senior Center Duplicate Traveler						Board: 1			
Desk	Name Vol		Contract	by	Made Count	Contract Score		Match Pts	
	NS	EW				NS	EW	NS	EW
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									

The traveler is a score sheet used to record the contract points at the end of each hand. There is one traveler per tray.

The player seated in the North position records the score on the traveler.

This score sheet "travels" with the tray as the tray moves from table to table.

### Bidding Box



The bidding box contains 35 cards for each possible bid, plus several call cards (pass, double, and redouble). There are 4 bidding boxes at each table, positioned at each corner of the table for use by each player. The player uses these cards to make a bid or call during the bidding round without speaking.

2. One player on each team must know how to keep Contract Points Score. The player seated in the North position always enters the score on the traveler. Knowing Match Point Scoring helps, but is not necessary, as long as one of the players in the room knows Match Point Scoring.
3. Teams sit either EW or NS, as indicated on the Table Mat.
4. The trays to be played (normally 2 to 4 trays per round) are stacked in the center of the table, correctly oriented with respect to the North direction. The trays remain in place until all trays have been played.
5. The player sitting in the North position makes sure the correct trays are on the table and the correct teams are in the correct NS and EW positions. This information is on the Table Mat.
6. The North player removes the traveler from the tray to be played and places it to the side. No one is to see the contents of the traveler at this point.

### Bidding Process

7. Each player removes the 13 playing cards from the tray pocket that corresponds to their compass position. The player counts the playing cards face down to ensure there are exactly 13. The player picks up the playing cards, inspects them, and arranges them in their hand.
8. The player that is designated as the dealer begins the bidding. The dealer designation is on the tray.
9. Bidding is a silent process. Talking, verbalizations, hand gestures, face gestures, body language, etc. are considered "table talk" and are not permitted.
10. Each bid, with the exception of PASS, DOUBLE, or REDOUBLE must be made at a higher hierarchy than the previous bid.

11. The dealer makes the first bid using a card from the bidding box. The player to the left makes the next bid, and this progresses clockwise around the table.

12. All bids are made using the cards from the bidding box. Each card from the bidding box is placed on the table face up in front of the player, arranged in the order of how they were issued (from right to left). For example:

The player's first bid is 1 Club, and places the 1 Club card face up on the table in front of the player.

The player's next bid is 3 Spades, and places the 3 Spades card face up on top of the 1 Club card so everyone can see the progression of bids from right to left.

The player's next bid is PASS, and places the PASS card face up on the 3 spades card so everyone can see the progression of bids from right to left.



13. If the player makes a bid that has a lower hierarchy than the previous bid, any player can verbally say "**Insufficient Bid**". The bidding player must remove the old bid, and make a correct hierarchy bid or PASS. No penalties are to be assessed.

14. Bidding process is completed once 3 calls of PASS have been made sequentially

15. The contract is the last bid made before the three successive Passes.

16. The player who mentioned the contract suit first becomes the **Declarer**.

17. Once the contract is known, the soon to be dummy places the bidding card for that contract on the table in front of the dummy face up so all players can see and be reminded of the contract (Fun Bridge courtesy for us forgetful players !!!)

### Trick Taking Process - the "Play"

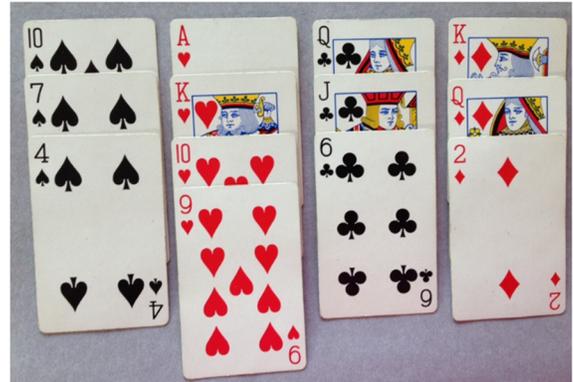
18. The player to the left of the declarer begins the Play by issuing the first playing card and laying it on the table **face down** immediately in front of the player. The player asks if there are any questions concerning the bidding.



19. After resolving all questions, the player turns the lead playing card face up for all to see and the trick taking portion, the play, begins.

20. The declarer's partner, the dummy, lays its playing cards in an array on the table face as shown, directly in front of the dummy.

- The playing cards are displayed in four columns by suit by alternating colors.
- The playing cards and columns are oriented for easy viewing by the declarer.
- When playing a trump suit contract, the left column of the dummy is the trump suit. (In this photo the trump suit is spades)
- When playing No Trump, the left column is the same suit that was first lead. (In this photo the suit that was led is spades)



21. The next 3 players, in clockwise order, issue their playing cards face up, immediately in front of them on the table. They are not placed in a common pile in the center of the table as done in social bridge.

22. Whenever it is the Dummy's turn to issue a playing card, the Declarer verbally tells its partner/dummy which playing card to issue from the dummy array. The partner/dummy removes the playing card from the dummy array and places it face up on the table between the dummy and the player.

23. The player that issued the highest playing card (including trump) is the winner of that trick.

24. Every player places the playing card they just issued face down on the table in front of them. The face down playing cards are lined up in the order they were played. If the partnership won the trick, the playing card is pointed toward the partner. If the partnership lost the trick, the playing card is pointed in the direction of the opposing team. For example, from left to right:

- won the first 4 tricks
- lost the next 4 tricks
- won the next 2 tricks
- lost the next 2 tricks
- won the final trick

This player (and his partner) won 7 tricks.



Both teams must agree on how many tricks were taken by each team.

If the director is called to resolve a dispute, the hand integrity is intact and the director can review each playing card that was issued on each of the 13 tricks.

### Duties of the Dummy

25. Whenever the Declarer wants to issue a playing card from the Dummy, the Declarer verbally asks the Dummy to select a specific playing card from the Dummy array and place it on the table face up for all to see.

26. At the end of each trick, the Dummy places the issued playing card face down between the exposed array of the Dummy's playing cards and the Dummy.
27. If the Dummy sees the Declarer reaching for a playing card to issue from its hand when the next playing card to be issued should come from the Dummy, the Dummy is allowed to remind the Declarer verbally by stating "**You are on the board**".
28. If the Dummy sees the Declarer is taking a long time to determine what to do, the Dummy is allowed to remind politely the Declarer by stating "**You are on the board**" or "**You are in your hand**".
29. If the Declarer forgets where the lead should originate, the Declarer can verbally ask "Were am I?", to which the Dummy (or anyone else that happens to remember) is allowed to respond politely "You are on the board" or "You are in your hand".
30. **Renegs** - Early in the trick taking process, if your partner does not follow suit, it is encouraged to ask your partner IMMEDIATELY and politely "Are you out of the suit that was led?". This human error will happen, and it can be remedied IMMEDIATELY on the spot to avoid confusion and disruption later on during the trick taking process. It is suggested that penalty tricks not be inflicted. Isn't being an imperfect human enough of a penalty?

### End of Play

31. Each player is responsible for maintaining the integrity of their 13 playing cards. If needed, the director can quickly tell which playing card was issued on which trick, and which team won that trick.
32. No player shall touch any playing cards other than their own
32. After play has finished, each player should shuffle their original thirteen playing cards, after which they are re-inserted into the same duplicate tray pocket from which they were withdrawn.
33. Player sitting in North position enters the correct contract score on the traveler at the end of play.
34. After the North player enters the contract score on the traveler, one of the opposition players (sitting EW) checks the contract score on the traveler and initials the traveler confirming correctness.
35. Players select the next tray to be played, or move to the next table for the next round of play. Team movements are displayed on the Table Mat.