



## CODE OF CONDUCT

*Bridge is an engaging and enjoyable GAME, which requires adherence to the following guidelines.*

### A. ATTITUDE

- **Courtesy** – a player should maintain a courteous attitude at all times. This involves greeting and interacting with each other in a friendly way as well as refraining from criticizing partner or opponents.
- **Encouragement of Less Experienced Players** - experienced players should go out of their way to help novice players feel at ease, and make allowances for lapses or errors.

### B. ETIQUETTE - as a matter of courtesy, a player should refrain from:

- Paying insufficient attention to the game
- Making distracting comments or noises during the auction or play
- Detaching a card before it is his/her turn to play
- Taking too much time in bidding or playing a hand
- Showing an obvious lack of further interest in a deal (as by folding one's cards)
- Leaving the table at the end of the day's play without clearing away cups, paper, etc.

### C. PROCEDURE - the following are considered violations of procedure:

- Touching another player's cards at any time (before, during or after the hand is played)
- Commenting on the auction or play while it is in progress, particularly indicating approval or disapproval
- Conveying information to partner by gestures, hesitations, or mannerisms
- Varying the normal tempo of bidding or play for the purpose of transmitting information or disconcerting an opponent
- Staring intently at any other player during the auction or play in an attempt to gain information or intimidate an opposition player
- Looking at another player's hand with the explicit purpose of seeing his/her cards or of observing the place from which he/she draws a card (it is, however, appropriate to act on information acquired by inadvertently seeing an opponent's card or cards)

### D. ROLE OF THE DIRECTOR

The Director is in charge of all aspects of running a session of play, including: initial organization (where players are seated, the particular movement to be used, etc.); time management (calling moves, etc.); making rulings when irregularities occur; and approving final results of the session. Players are to be cooperative with and respectful towards the Director in all interactions (summoning, explaining, questioning, etc.). Any disagreement with the Director's management of any aspect of the game (including rulings) should be addressed after the conclusion of the session.

### E. DISCIPLINARY ACTION

Behaviour that is considered seriously detrimental to an individual or the NSBC in general should be referred to the Committee, preferably in writing, and will be dealt with according to Sections 12 of the NSBC Constitution.