

CLUB POLICIES

ZERO TOLERANCE

The Club wholeheartedly supports and enforces the American Contract Bridge League position on Zero Tolerance:

“The ultimate purpose of the Zero Tolerance (ZT) policy is to create and maintain a pleasant atmosphere at our Club. We are attempting to eradicate unacceptable behavior in order to make the game of bridge more enjoyable for all. Below are some examples of commendable behavior, which, while not required, will significantly contribute to the improved atmosphere:

- Being a good 'host' or 'guest' at the table.
- Greeting others in a friendly manner.
- Praising the bidding and/or play of the opponents.

The following are some examples of behavior which will not be tolerated:

- Badgering, rudeness, insinuations, intimidation, profanity, threats, or violence.
- Negative comments concerning opponents' or partner's play or bidding.
- Constant and gratuitous lessons and analyses at the table.
- Loud and disruptive arguing with a director's ruling.”

PACE OF PLAY

Every attempt will be made to begin games at the scheduled time. Players that expect to be delayed should call the Club to make their situation known in order that the game may be set up and started properly.

The Club nominally provides at least seven (7) minutes per board for each round played. Usually, more time is provided in the round to accommodate movement to the next round.

However, bridge is a timed event. Players who consistently take longer than the allotted time to bid and play hands gain an unfair advantage over

those who do not; further, they disrupt the flow of the game and reduce the enjoyment of others.

Continual slow play will not be rewarded. There are many root causes for slow play, but few of them are excusable. Please do not start a new board after the announcement has been made for the next round, or if there are fewer than 3 minutes remaining on the clock. When you know that your round is progressing slowly, please make an effort to increase the pace.

If the Director must take a board from your round, it is done to catch your table up with the rest of the game... You are not being punished for the first offense.

PARTNERSHIPS

The Club urges players to actively seek and cultivate partnerships with other players. The game is most enjoyable when played with compatible partners and against players who are comfortable with one another. The Club will try to find partners for new players, visitors to the Club, and those whose partners are unexpectedly absent at game time, but strongly discourages a regular practice of expecting the Director to play with unmatched players.

For our frequent players: if you wish to play on a particular day and do not have a partner, we will put your name in the book. If another player is seeking a partner, we will pair you up. Please do not put restrictions on the type of partner you desire; we will not vet players' skills or attempt to guess who will enjoy the company of others.

For team games, the Club will provide a listing of partnerships who seek teammates.

PRE-REGISTRATION FOR GAMES

It is not necessary to register in advance for regular games unless you desire a particular seating assignment or if you need a partner. However, we do appreciate knowing ahead of time, as it helps us balance the field as much as possible.

USE OF ELECTRONIC SCORING

The Club uses Bridgemate II electronic scoring. Generally, we provide feedback at the end of each hand regarding (current) percentage and also previous rounds' results. Please do not read aloud the previous results. If this occurs, the results display will be eliminated at your table.

SCORE CORRECTION POLICY

If you find an error in the posted recap sheet, contact the game director as soon as possible. There will be no changes after 24 hours. The Club utilizes electronic scoring (Bridgemate II units) to minimize clerical and transposition errors in scoring. If the contract, declarer, or result was posted incorrectly, and the correction will benefit your opponents, then the Director make the appropriate change... if the correction will benefit your partnership, the Director will attempt to contact the opposing pair and see whether they agree that the result is in error. Note: Best policy is to check the Bridgemate result whether you are East, West, or even South before proceeding to the next hand or round.

PLAYING DIRECTOR

Generally, the game Director will not schedule a partner to play. However, if an unpaired player wishes to play in the game, the Director will play in the game, regardless of whether that will make a half-table or not. Nobody that shows up to play will be turned away arbitrarily. If there is a resulting sit-out, the Director will usually try to assure that the sit-out is in the same direction as the playing Director.

However, if you arrive at the game without a partner and another player arrives similarly without a partner, you will be paired with that player. Anyone that refuses to play with such another unpaired player will not be similarly accommodated in the future.

NUMBER OF BOARDS PER SESSION

As a rule, games will consist of (at least) 24 boards for all players. If a game is conducted with a sit-out because there is a half-table, all players will play 24 boards or more. If a game consists of more than 24 boards, and the pace of play is extremely slow, the Director may elect to terminate the game one round early. Exceptions to this general guideline are

evening games that are, by intent, one round shorter than normal, and any Newcomer Game(s) that are also, by intent, time-limited.

STRATIFICATION

Rather than use fixed strata for all games, the games are stratified at the director's discretion, according to the players who are present at the game.

Usually, the games are stratified so that there are at least 4 pairs in the lowest strata in each field. The point holdings of pairs (occasionally the highest point holder in a pair, but usually the average of the two) varies considerably from day-to-day and even week-to-week on the same day.

Why have four pairs in the "C" strat? Because the ACBL awards at least the top two of the four "C" strat pairs masterpoints regardless of their scores. If one of those pairs has considerably more points than the other 3 "C" pairs, and was moved into the "B" strat, then only one "C" strat pair is guaranteed points. Of course, "C" strat pairs can earn higher "B" and "A" strat points by outscoring "B" and/or "A" pairs.

RESTRICTIONS ON METHODS

The Club exercises its prerogative under ACBL regulations to generally disallow unusual bids such as opening bids that show one of three types of hands. Understanding and developing defenses against such bids is too time-consuming and will discourage newer players from attending our games.

In general, any method listed on the ACBL's General Convention Chart (GCC) is permissible. Please check with a director before using any non-GCC method.

We use the ACBL's alerting and announcing guidelines. Those guidelines are documented on the ACBL Alert Chart.

NO SMOKING

No smoking, including the use of non-tobacco electronic cigarettes, is permitted on the Club premises at any time, and no smoking material (lit or unlit) may be employed any time.

FRAGRANCE-FREE

Remember that some are allergic to the chemicals in perfumes and makeup, so please do not wear these substances.

CELL PHONES AND OTHER ELECTRONICS

While cell phones and other electronics are omnipresent, they should be placed on Silent before play. Use of such equipment should be between rounds and away from the table(s). Permitting phones to ring, or speaking on the phone while at the table is extremely rude behavior and will not be tolerated.

If you leave your phone on, place it in a coat or handbag away from your table, and it rings, please excuse yourself from your table and silence the phone. If it continues to ring, the coat or handbag will be placed in the closet until after the game.

DRESS CODE

We want all of our players to be comfortable when they arrive at the Club to play. We believe that a 'casual dress code' permits everyone to feel most comfortable. While there is no enforcement policy, consider the following when dressing for the bridge game...

Casual Dress Code Guidelines

Because not all casual clothing is suitable for the Club, these guidelines will help you determine what is appropriate to wear to the Club. Clothing that works well for the beach, yard work, dance clubs, or exercise sessions (e.g. sweatclothes) may not be appropriate.

Clothing that reveals your back, your chest, your stomach or your underwear is not appropriate. In the Club environment, torn, dirty, or frayed clothing is not appropriate.

Recommendations

In the Club setting, players should wear clothing that is comfortable and practical, but not distracting or offensive to others. Any clothing that has words, terms, or pictures that may be offensive to others is unacceptable. Sports team, university, and fashion brand names on clothing are generally acceptable.