

# BRIDGE TIPS

- ♠ Treat your partner like royalty. Praise partner - it increases confidence. A confident, happy partner always plays better. Be understanding, we all make mistakes. When you make yours, you will want reassurance, not criticism.
- ♥ Unnecessary conversation is distracting (to you too - think about what is happening at the table). It is irritating to see your partner looking around the room, bored with the game and talking about other things.
- ♦ Unpleasant behaviour of any kind has no place at the bridge table. Dirty looks, criticism, etc, make everyone feel uncomfortable.
- ♣ Bridge is a partnership game. Leave your ego out of it. No one enjoys playing with a "hand hog".
- ♠ Complaining about "bad cards" is useless. Everyone has them at times - it evens out. Sore losers and complainers are not invited back.
- ♥ Do not give lessons at the table. If you should be asked, keep the answer short. Postmortems should be held after the session, not after each board.
- ♦ As dummy, do not put your trumps on the table until the opening lead has been made. To do so give the defense a real advantage - it tells the opening leader whether or not to lead a trump.
- ♣ When you become the dummy, do not ask your partner "to pass his/her hand across the table" for you to see. It may make your partner nervous, delays the game and also forfeits your dummy rights.
- ♠ If you are declaring a hopeless contract, look confident. Maybe your opponents will make a mistake. Never give up!
- ♥ Pay attention: watch, listen and learn. When you are dummy (as well as when you play) practice counting how many cards have been played in every suit. Start with the trump suit or a long suit in notrump. "Read" your opponents. Do they usually underbid? Overbid? Play slowly when they have a certain kind of problem? Knowing your opponents can be a great advantage.
- ♦ Although you can take inferences from your opponents, it is not OK to read your partner's hesitations or listen for voice inflections. (This is not allowed by the bridge laws.) Bidding and playing "in tempo" without "telling hesitations" will make you an ethical and, therefore, popular player. It is NOT OK to make false hesitations to "fool declarer".
- ♣ When you are dummy you are still in the game. It is dummy's responsibility to make sure that partner follows suit. If partner shows out, you may ask, "No hearts partner?" Be sure partner plays the cards from the correct hand. If declarer attempts to lead from the wrong hand, dummy may point out, "You are in the dummy partner." Dummy's conversation during the play of the hand is limited to these two remarks.