

# Conditions of Contest (Club Regulations)

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## **Introduction**

The following are the Conditions of Contest (rules and regulations) of the Indianapolis Bridge Center. They have been gathered from several sources. Some are from the ACBL, some are from the IBC Board of Directors, and some are from Club Management. When this document was originally put together (February 2010), nothing here was new. Each item had been published somewhere before. When items are added they will be announced in the IBC Newsletter.

These Conditions of Contest will be made available to all players and visitors to the Bridge Center by being printed in binders to be kept in each playing room and by publication on the club website ([www.indianapolisbridge.com](http://www.indianapolisbridge.com))

## **General Conditions**

The Indianapolis Bridge Center (IBC) conducts its games in accordance with the current version of the "Laws of Duplicate Contract Bridge" as promulgated in the Western Hemisphere by the American Contract Bridge League (ACBL) and throughout the world by the World Bridge Federation (WBF).

In addition we follow the Regulations and Conditions of Contest set out by the ACBL. The ACBL's regulations are primarily set forth for tournament play. The ACBL permits clubs to modify (and expand on) those regulations. This document sets out the IBC's additions and modifications. There are a number of places in this document that refer to regulations published on the ACBL's website. They can be found at [www.acbl.org](http://www.acbl.org).

Lack of Knowledge does not constitute cause for exemption.

These conditions apply to all events sponsored by the Indianapolis Bridge Center. For some events there will be additional specific conditions published, either by the IBC or by the ACBL. In cases where there is disagreement between these conditions and more specific ones the more specific conditions will take precedence.

The final decision on any and all items in these conditions shall be made by the Director-in-Charge. Furthermore, any matter not specifically covered will be decided by the Director-in-Charge.

### **Applicability to Guest Clubs**

These conditions will be applied to games sponsored by our guest clubs unless they specifically publish their own conditions. In addition, they may publish amendments to certain portions or may add new sections of their own. If the IBC is provided with those changes they will be included with this document for the convenience of their players. The current status of conditions for our guest clubs are:

The Newcomers DBC - not yet determined.

The Friday DBC - not yet determined.

Women's Contract Bridge - not yet determined.

## **Entry and Participation**

IBC events are open to all Bridge Players unless the event is restricted or the player is under discipline from the Bridge Center or from the ACBL that prohibits participation. Some of our games are restricted in one or more of the following ways:

- An upper limit (or rarely a lower limit) on the number of masterpoints that a player may have.
- Gender (Women's Contract Club)
- Marital Status (Married couples game and Singles game)

Informal or casual dress is usually acceptable and appropriate. Conformity to generally acceptable standards of decency and cleanliness is expected. Directors may, subject to consultation with club management, refuse to sell an entry to a person or persons inappropriately dressed or not conforming to the above standards.

Wagering on the results of an IBC sponsored event is specifically prohibited. Any player found guilty of any form of such betting in a game or tournament is liable to severe disciplinary action.

Each player agrees that all, or portions, of the event may be filmed, recorded or otherwise documented or publicized at the discretion of the IBC, and that this documentation may be used without charge by any news medium, the IBC or the ACBL.

The refusal of a player, pair or team in an IBC sponsored game to play against another player, pair or team duly entered in the event shall require the disqualification of the player, pair or team refusing to play from further participation in the event and the forfeiture of any masterpoints earned by the player, pair or team in the event. Such refusal shall constitute conduct unbecoming a player at the IBC and shall be referred to the club manager and the IBC Board of Directors for appropriate disciplinary action.

## **Director in Charge**

The director assigned to run a game is the “Director-in-Charge.” The Director-in-Charge is responsible for the orderly running of the game. While they may consult with other directors, club management, the ACBL, or anyone else they think appropriate, the Director-in-Charge is the final authority for the game on matters of Law and Regulation.

## **Alerts and Announcements**

The Indianapolis Bridge Center follows the ACBL regulations on alerting and announcing of bids. There are two items that document these regulations. One is the “Alert Procedures.” This is several pages long and contains the complete regulation. The other is the “Alert Chart” which summarizes those regulations. Where there is a conflict between the two the “Alert Procedures” take precedence. Generally copies of both are posted at the club, but they can always be found on the ACBL’s website.

## **Allowed Conventions**

### **Open Games**

For open games the Indianapolis Bridge Center follows the ACBL General Convention Chart. This chart defines what conventions and other agreements are allowed as part of your system. It can be found on the ACBL’s website.

### **Limited Games**

Our masterpoint-limited games are a part of our teaching program. For these games we follow the ACBL General Convention Chart but with the following additional restrictions:

1. Only systems and conventions based on Standard American as taught at our club are permitted. For example: 2 over 1 is permitted – it is a style of Standard American.
2. Strong One-Club systems such as Precision are not permitted.<
3. Psychs are not permitted.
4. Opening 1NT with a singleton or void is not permitted.

5. Highly aggressive methods are not permitted (e.g. frequent preempts on 5-card suits)

Players wishing to use any of these restricted methods should play in our open games.

### **Convention Cards**

ACBL tournament regulations state:

Each player is required to have a Convention Card legibly filled out and on the table throughout the session. Both cards of a partnership must be identical and include the first and last names of each member of the partnership.

The IBC expects players generally to fulfill this requirement. This is especially true for experienced players and for regular partnerships.

Admittedly we are somewhat lax in policing this regulation. However, realize that a convention card is an important piece of evidence if there is a question about your agreements. If you don't have it then the ruling will likely be against you.

### **Seating (Reserved Seating)**

The IBC makes every effort to accommodate people with mobility, hearing, vision, or other similar challenges. If you need to sit north/south please give us advanced notice and please arrive at least 15 minutes before the scheduled start of the game so that we can be sure to accommodate you.

### **Seeding**

Seeding refers to the process of arranging the pairings for a game so that each section/direction has about an equal strength. At tournaments this is done by assigning seats when you register and pay.

At the Bridge Center, for open games and sometimes for limited games, we place cards on the table with masterpoint ranges. These apply to the player with

the higher number of masterpoints of the pair. The director has placed the cards based on our expectations of the attendance at the game

Please understand – These point ranges are not just hints or suggestions – They are instructions from the director and failure to follow them can result in a penalty or even disqualification from the event. Also, please do not move these cards around. That too is a failure to follow an instruction from the director.

### **Spectators**

A spectator is a person who is present at the Bridge Center for the simple purpose of observing the play of the game. The Laws of Bridge explicitly permit spectators Law 76). ACBL regulations allow a player to bar a single person from observing at their table, but do not permit the general barring of all spectators.

“A spectator may speak as to fact of law within the playing area only when requested to by the Director.” (Law 66C1) Otherwise a spectator must remain silent any time cards are out of the boards. A spectator may not discuss or comment on any hand or any other part of the game until the game is over.

The following are NOT spectators:

1. The Director(s) of the game or anyone assisting the director when present under the director’s instructions. These people may not be barred. Directors should not be watching the play at the table unless it is as a part of their official duties.
2. Teachers who are monitoring a player or pair. A monitor may comment in private (away from the table) to a player they are monitoring but otherwise they have the same duty to remain silent as a spectator.
3. Anyone playing in a game. It is a violation of the Laws and the ACBL Code of Disciplinary Regulations for a player to observe play at another table. This includes during a sit-out watching boards that they have already played. Admittedly we are pretty lax about enforcing this, but a player may bar all other players from watching at their table. A player watching at another table must absolutely remain silent while cards are out of the board and absolutely must not make any comments about the game. This includes telling the players at the table what the result was when they played the hand.

### **Children at the IBC**

Children are not permitted at the Indianapolis Bridge Center unless they are

1. Playing in a game.
2. Taking a class.
3. Caddying.

### **Late Arrival**

The Indianapolis Bridge Center makes every effort to start our games at the published times. In order to do this we appreciate it if you are at the club with your entry fee paid and in your seat at the starting time. If you are standing in line to pay the director, or getting a cup of coffee, or grazing the food tables then it is difficult for us to start the game.

If you arrive late the director doesn't include you in the count of the number of tables and won't be including you in the movement that they set up. They may not be able to adjust the movement to include you.

If you see you are going to be late (or even just barely on time) please give us a call (845-5887) and let us know you will be coming so we can keep a place for you. If you arrive more than a couple of minutes late you may not be able to complete all of the boards in the first round - please expect to get a score of average-minus on those boards, not a no-play.

### **Slow Play**

Slow play is the second biggest cause of complaints at most Bridge clubs. (The first is the room temperature.) Slow play disrupts the game and is rude to the other players.

When the clock sounds at the beginning of a round and the time for the new round is display it is expected that you are seated at your table for the new round ready to start play. If your table is not starting play for the new round at that time then the table is behind. When a table gets behind it is everyone's responsibility to get caught up. It does not matter whose "fault" it is.

The Indianapolis Bridge Center does not give "Late Plays." If a board has not been started by the two-minute warning you will be given a "No Play." "Started" means that the bidding must have been started. The "two-minute warning" is when the clock beeps with two minutes left, or the Director announces "do not start a new board" or "move for the next round", whichever comes first. The penalty for starting a board after the two-minute warning is one full board.

Slow pairs will be warned by the director and given a couple of rounds to get caught up. Continued slow play will result in a 1/4 board penalty. A first "no play" is one type of warning. Another type of warning is the director saying "Please catch up." Failure to catch up within two rounds or a second "no play" for a pair will certainly result in such a penalty.

Players (or pairs) who are chronically slow may be given a warning that extends beyond a single game and they will be subject to penalty for any "no plays".

### **Psychs**

A Psychic Bid (a Psych) is an intentional gross misstatement of the honor strength and/or suit length of a hand. In February, 1978, the ACBL Bulletin included a definition of a Psych as more than a Queen away from the agreed/announced strength, or more than one card from the agreed/announced suit length.

Psychs are explicitly permitted by law 40. However, to be legal a psych must be as much of a surprise to the psycher's partner as it is to the opponents. If it is not, then the bid falls into the area of an undisclosed understanding which is illegal.

A "Tactical Bid" is defined by the ACBL as

A tactical bid is a psych that is made to paint a picture in an opponent's mind and partner's mind that will cause them to play you for a holding that you do not have, enabling you to succeed at the contract to which you were inevitably headed.

The ACBL regulates psychs in the following ways:

An agreement to psych, either explicit or implicit, is illegal. A pattern of frequent psychs suggests such an agreement. This pattern may arise in a single session or over a period of time, particularly when the psychs occur with the same partner. Also, any bid by the psycher's partner that makes allowance for a possible psych (fielding) is a very strong indicator of such an agreement.

Frivolous or unsportsmanlike psychs are also illegal. Some examples of frivolous/unsportsmanlike psychs:

1. A last-round psych against the leaders when the psyching pair is not in contention.
2. "Taking a flyer" in order to help a friend. This is essentially cheating. The penalty for this could be as severe as an appearance before a Conduct and Ethics committee with possible probation or suspension.
3. A top pair psyching against pairs with considerably less experience.

Frequent or excessive psychs are illegal. If it is reported to the director that a pair has psyched three (or more) times in a session, the director should proceed under the assumption that this is the case. (IBC Note: This regulation is intended primarily to assist Directors at tournaments where they do not know the habits of the players. It indicates that three psychs in one session is *prima facie* evidence of an excess. It does NOT indicate that one or two psychs per session is OK.)

The ACBL prohibits the psyching of strong artificial opening bids and of any responses to them.

It has come to the attention of management that some players at the Indianapolis Bridge Center may be psyching excessively. In order to enable management to monitor this situation the following policy is effective February 1, 2010.

All psychs must be reported by the psycher to the director by the end of the round in which the psych occurs. This must be followed up by a written report immediately following the game (use Player Memo form). The report must include the date, session, board, table, and round numbers, the names of the

four players, and the complete hands and auction. The psyching side may also include an explanation of why they thought this particular board was appropriate for a psych and an explanation of any calls by psycher's partner that might seem to be allowing for (fielding) the psych.

IN addition, all psychs may also be reported to the director by the opponents. If they wish they may do so in writing with any comments they have about the psych. The directors will file ALL reports of psychs in a notebook.

Tactical bids (definition above) are still psychs and therefore must be reported the same as any other psych.

The failure to report a psych is a violation of this regulation and of Law 81C1 which gives the director the authority "to maintain discipline and to ensure the orderly progress of the game. There will be an automatic disciplinary penalty of one full board. If a player does not feel that the bid is a psych but the director indicates that in his/her judgment it is then the player must report it as described above.

Reports of psychs will be reviewed by Club Management on a regular basis to determine if there is a pattern of excessive psyching that extends beyond a single session. If such a pattern is found Management will take action that may range from a warning to probation to suspension for repeated violations.

Any psych that stands on its own as illegal will be dealt with by the director during the game. If the opponents are damaged by the illegal psych the director will adjust the score on the board just as they would for unauthorized information or misinformation. In addition, for fielding a psych, or for frivolous or unsportsmanlike psychs the director may levy a procedural penalty of a half-board or a full-board against the psycher.

The Indianapolis Bridge Center prohibits psychs in NLM, 0-100, and 0-20 games. Players who psych repeatedly in these games may be restricted to playing only in open games.

## IBC REGULATION ON STRONG 2♣ OPENING BIDS

### Strong 2♣ Opening Bids

The ACBL has chosen to be extremely vague in its regulation of strong forcing 2♣ Opening Bids. While the Indianapolis Bridge Center generally follows the ACBL regulations regarding such things as alerts and allowed conventions we believe it is in our best interest to provide a more specific regulation of this opening bid. Therefore the following has been adopted as IBC policy:

Note: High Card Points means the standard (Goren/Work) A=4, K=3, Q=2, J=1 point count. It does not include any points for long or short suits.

Any strong forcing 2♣ opening bid must meet at least one of the following criteria:

1. The hand must contain at least 18 High Card Points. Distributional points are not included.  
or
2. The hand must meet the “Rule of 28.” The number of High Card Points plus the lengths of the two longest suits must be at least 28.  
or
3. The hand must contain at least 8 “Clear-Cut” tricks. The hand must contain at least 1 defensive trick. A defensive trick is one of the following: an Ace, two Kings, or a KQ in a suit outside of trumps. Clear-Cut tricks are tricks that are certain to make opposite a void in partners hand and against the second-best suit break. A trick that relies on a card being in one particular opponents hand is not clear-cut. All finesses lose when counting clear-cut tricks. Some Examples
  - a. A K Q J x x x x – 8 clear-cut tricks. The best break is 3-2. The second best is 4-1. That allows us to pick up the Ten
  - b. A K Q x x x x x – 7 clear-cut tricks. The best break is 3-2. The second best is 4-1. That does not allow us to pick up the Jack
  - c. K Q J x x x x – 5 clear-cut tricks. The best break is 3-3. The second best is 4-2. We will lose a trick to the Ace and another to the Ten.  
A Q J 9 8 x x – 5 clear-cut tricks. We will lose a trick to the King and another to the Ten.

- d. K Q J T x – 3 clear-cut tricks. We will lose a trick to the Ace and another to the Nine.
- e. K Q J T x x x – 6 clear-cut tricks. We lose a trick to the Ace, but not to the Nine.
- f. A K T 9 x x x x x – 8 clear-cut tricks. We lose a trick to the Queen, but we will drop the Jack if the distribution is no worse than 3-1.
- g. K J T x x x – 2 clear cut tricks. The second best distribution is 5-2. Our King loses to the Ace and the Jack loses to the Queen. We get one trick with the Ten and another with the sixth small card.

This regulation applies to strong forcing 2♣ bids. It does not apply to other strong openings such as a Precision 1♣ opening, nor to a Precision 2♣ (which is not strong).

Violations of this policy will be treated as an illegal partnership agreement or an illegal psych which will result in you receiving at best an average minus. Note: In the ACBL it is illegal to psych a strong artificial opening.

Note: We are NOT recommending opening 2♣ just because you have 18 HCP or meet one of the other criteria. These criteria allow opening 2♣ on some pretty weak hands.

### **Score Corrections**

In general the time limit for correcting an error in recording a score is 24 hours from the time the results are posted. Posting includes any or all of: Passing out score summaries; Posting the game to the web site; or Posting the paper recap sheet at the club. For certain games that are combined across multiple clubs (e.g. Interclubs, STACs, and World-Wide Pairs) we must finalize the scores quickly so the time limit is the earlier of when you or the director leaves the Bridge Center.

The recording of scores by the Bridgemates are considered strong evidence of what happened at the table. Both sides have a chance to review and approve those scores. If you believe a correction is needed you need to provide strong evidence that the correction is appropriate.

If you believe your score is too high this is simple. Call the Bridge Center and tell the director. Since this is an “admission against your own interest” we will consider it good evidence and will make the change.

However, if you think your score should be raised then we need more than just your word. You have two options

1. If the error is clear on the face of it you can call the club and explain to the director that the recorded score is impossible. An example of this is if every N/S pair was in a spade slam making six or seven and the recorded score is E/W making a spade slam and the hand record matches then this is pretty obvious. On the other hand if you think you made 3 and the score was recorded as making 2 this is not so obvious, even if every other pair your direction was making 3.
2. If the correction is not obvious you will need to contact your opponents and have them call the Bridge Center with the correction. Please do not ask the director to try and contact your opponents for you. That is your responsibility.

## **Appeals**

The appeal period of or for a Director's ruling expires one half hour after the completion of a session, the starting time of the next session, or when you or the director leave the Bridge Center, whichever is earlier.

A contestant (or the captain of a team in a team game) has the right to appeal for a review of any ruling made at his table by the Director. In a pair's game both members of the partnership must affirmatively concur in the appeal.

For games that are conducted just at the Indianapolis Bridge Center all appeals will be heard by the director-in-charge. The DIC may, at his/her option, consult with other directors, players, etc. The DIC will make the final decision.

For games that award masterpoints across multiple clubs (e.g. Interclub games, ACBL-wide games) either party to the appeal may request a committee hear the appeal. On matters of bridge judgment the committee will make the decision. However on matters of Law, Regulation, or discipline the committee may make a recommendation to the DIC, but the DIC makes the final decision.

Whenever an appeal is decided against the appealing party the committee (or the DIC if there is no committee) should determine whether the appeal was frivolous, and if so penalize the appealing party a half or a full board.

Procedures for appeals heard by the director or committee are included in an appendix.

## **Cell Phones**

Use of cell phones in any room where a game or a class is in progress is prohibited at the Indianapolis Bridge Center.

Cell phones must be turned off unless you have explicit instructions otherwise from the director. This means that they do not ring and they do not vibrate. If you are expecting an urgent call or are on-call for work you must check with the director to see how they want to handle the situation. They may have you leave the phone at the desk or have you set it on vibrate.

In any case you must not talk on the phone in a room where a game or class is in progress. If the director has given you permission to have your phone on vibrate you must leave the room before answering it. The hallways are part of the rooms.

Sending and/or reading texts during a game or class are also prohibited.

The following penalties will apply:

- ❖ If your phone rings or vibrates – 1/4 of a board
- ❖ If you answer or talk on your phone – one full board
- ❖ Texting during the game – one full board

Repeated violations will be assessed increased penalties.

This policy applies as well to use of other electronic devices except for:

- ❖ Watches
- ❖ Hearing aids, pacemakers, or other medically necessary devices.
- ❖ And, of course, the Bridgemates.

### **Smoking Prohibited**

The Indianapolis Bridge Center is a non-smoking facility. This is a requirement of our lease and of City and State Law.

## Appendices

### A - Psychs –Article by Mike Flader

The following is an article by Mike Flader that appeared in the Daily Bulletin at the 2005 Summer NABC.

# Ruling the Game

*by Mike Flader*

**Associate National Tournament Director**

**Summer NABC 2005**

## The trouble with psychs

One of my administrative tasks is to respond to letters and e-mails written by ACBL members inquiring about rulings they have received at clubs or tournaments. A large number of these letters involve incidents of psychs made at the club level, and a disproportionately high percentage of these cases seem to involve Flight-A players psyching against less experienced opponents. The purpose of this article is to help directors, club managers and players deal with psychs.

A psych by definition is a call which grossly distorts either the distribution or strength of the player's hand made with the intent to mislead the opponents. Psychs are legitimized by Law 40, which allows players to make any legal call, including an intentionally misleading one such as a psych, as long as the agreed upon meaning of such calls are disclosed to the opponents in accordance with the regulations of the sponsoring organization.

As you can see from the above, some psychs are regulated by the sponsoring organization (in this case the ACBL).

1. An *agreement* to psych, either explicit or implicit, is illegal. A pattern of frequent psychs suggests an agreement, as do calls made by the psycher's partner in an auction when partner has made a call that is a psych. When a director deems that a pair has such an agreement, he may award an adjusted score if he believes that the opponents have been damaged as a direct result of the illegal agreement. He may, in addition, assess a procedural penalty against a guilty pair even if there is no damage to the non-offending side.

2. Frequent or excessive psychs are illegal. If it is reported to the director that a pair has psyched three times in a session, the director should proceed under the assumption that this is the case.

3. Frivolous or unsportsmanlike psychs are also illegal. A pair deemed to be psyching in the hopes of creating a favorable swing on the last round of an event against the leaders when the offending pair is out of contention is deemed to be doing this. The same applies to a pair who attempts to help friends by “taking a flyer.” Players must attempt to win even if their position is hopeless. The penalty for doing this could be as severe as an appearance before a conduct and ethics committee with possible probation or suspension for the offenders.

The big issue with the folks who write me regarding psychs is the issue of how to deal with them fairly and legally in their clubs and at tournaments.

This article offers advice to club managers and directors on handling psychs. Remember that one of the few things that a club must agree to do in obtaining an ACBL sanction to run games is agree to follow the Laws of Duplicate Contract Bridge. Law 40 permits psychs, so clubs cannot simply prohibit them. Here are some suggestions, however, for dealing with this vexing topic.

### **1. Education**

- Educate the victims. The best way to combat psychs at the table is to trust partner. When there seem to be 50 high-card points in the deck, always assume that partner has his or her calls.
- Educate the perpetrators. It is perfectly okay for pairs to do everything legal in an attempt to win when playing in a sectional. In a club game, however, a more relaxed atmosphere should be encouraged. A top pair should not have to psych against pairs with considerably less experience. Encourage them to “play it straight,” a tactic which will result in a friendlier atmosphere and help the less experienced pairs improve and can even lead to the mentoring of the newer pairs. The top pairs will still win most of the time. Suggest to them that psyching against weaker pairs in a club game should be viewed as unsportsmanlike.
- Define for everyone what a psych actually is — a gross misstatement of either the strength or the shape of one’s hand made with the intention of misleading the opponents.

## **2. Policy implementation**

- Require that all psychs be reported – twice. Once by the victims and once by the offenders. A notice to this effect should be posted in the club's playing area. All directors in the club should be aware of the policy and its purpose – to increase everyone's enjoyment of the game.
- Set up a log book to be used by the directors to record psychs.
- Have your directors keep your log book up to date.

## **3. Policy enforcement**

- Be consistent! If pairs fail to comply with your regulations in reporting of psychs committed by their side, assess a penalty against the pairs in the games in which the psychs occur. You will have to do this only once or twice for perpetrators to know that you mean business.
- If a pair seems to have an implied agreement to psych, they need to get an adjusted score and/or a procedural penalty. This can be done completely within the laws. (The law that applies when adjusting a score is 40C.)
- Follow up on reports of excessive, frivolous or unsportsmanlike psychic activity. Penalize the offenders where appropriate.
- Speak to frequent offenders. If you can't persuade them to clean up their act, place them on probation or suspend them from your club. If you are suspending a player from your club, you must do this by letter, and a copy of the letter must be sent to the ACBL Club Department. Unlike other bodies of the ABCL such as units and districts, a conduct committee is not required.

### **B - Psychs – From Duplicate Decisions**

The following is an excerpt from the publication "Duplicate Decisions" which is the ACBL commentary on the Laws and advice to directors. The full text can be found on the ACBL website.

Any call that deliberately and grossly misstates either honor strength or suit length is by definition a psych. However, some psychs are disruptive to the game while others involve bridge tactics. These definitions should help to distinguish a psych that warrants disciplinary action or, at the least, attention by the Director, from those that are an integral part of the game.

A tactical bid is a psych that is made to paint a picture in an opponent's mind and partner's mind that will cause them to play you for a holding that you do not have, enabling you to succeed at the contract to which you were inevitably headed.

Example: After partner opens with 1 spade, responder bids 2 diamonds to try to ward off a diamond lead on the way to 4 spades holding: QJxxx Ax xxx KQx.

Or, you might cuebid an ace you don't have on your way to six of a suit.

NOTE: Frequent use of tactics similar to this will develop an implicit partnership agreement which requires an Alert, possibly delayed.

A waiting bid is generally a forcing bid made by responder to allow him time to learn more about partner's opening hand. This type of call is only rarely a psych, since in most cases the suit length is not grossly misstated.

Example: Over a 1 Spade opening, responder bids 2 clubs on: Axxxx xxxx xx AQ. The hand is too good for 2 Spades and not good enough to force to game. The 2 Clubs bid is a waiting bid. If

opener rebids 2 Spades, responder can now bid 3 Spades -  
invitational.

A deviation was defined by Don Oakie (Feb., 1978, ACBL Bridge Bulletin) as a bid in which the strength of the hand is within a queen of the agreed or announced strength, and the bid is of a suit of ample length or of notrump. He also defined a deviation as a bid of a suit in which the length of the suit varies by no more than one card from the agreed or announced length and the hand contains ample high-card values for the bid in the system being played. If either of these situations occurs, it is easy to see by repeating the definition of a psych (a deliberate and gross misstatement of honor strength or suit length) that a deviation is NOT a PSYCH.

However, frequent deviations may indicate that the pair has an undisclosed implied agreement acquired through experience. This situation should be dealt with firmly.

Indianapolis Bridge Center  
Conditions of Contest

## **C - Appeal Procedures**

Appeals Heard by the Director-in-Charge

Appeals Heard by a Committee.