

D-light

How Duplicate works

Before playing

•CHECK IN WITH DIRECTOR

- give your and your partner's names to the Director
- pay \$5.00 each
- get seat assignment chit with your table number. North/South is stationary & keeps score. East/West moves.
- find your table and seats
- you and your partner should fill in a convention card that shows what your agreements are about your bidding and play.

• PHYSICAL ARRANGEMENTS

- every table has a numbered plastic mat on it indicating the North, South, East and West seats.
- on the table you'll see a bidding box to the right of your seat. In duplicate, bids are made using these cards rather than by bidding out loud.
- one of your pair might like to keep score as you play. Score sheets are available nearby.
- in all the clubs in Victoria, Bridgemates are in use at each table, which allow the score to be transmitted to the Director's computer electronically. North will be the scorekeeper on the Bridgemates.
- when ready for play, the Director will bring boards of cards around to each table. These boards are made of plastic or metal and are numbered and have the North, South, East

and West hands indicated. The pair's vulnerability is also marked on each board. North always plays the north hands, etc.

Start of play

- pull your hand out of the slot in the board that corresponds to your seat (N, S, E, W). Evaluate it and when it is your turn, without body language, delays or commentary, use the bidding box to bid.
- bidding will continue clockwise until there are three passes.
- the person who leads puts his or her lead face down and asks "Any questions Partner?" This is a safety move to prevent a lead out of turn. When Partner says "No", then lead away.
- the dummy will be placed on the table and the Declarer will usually express thanks for the dummy and then call for a card to be played from dummy.
- all cards played are placed just in front of the person playing, in a line. When the four cards of the trick have been played, they are each turned face down in front of each player, aligned with the pair who won the trick. At the conclusion of the play of the hand the two pairs agree on the outcome, whether the contract was made, went down or made extra tricks and the scores are noted.
- on the score sheet there is a line for each hand, as numbered on its board. Along that line there is space for you to enter the number of the team against whom you are playing that board, the contract, and then the points won (+) or lost (-). A handy short cut

for entering the contract would be "4SW" for "4 spades by West". (Additional notation after the play of that hand is concluded can show the result; either "=" if the contract was made or "+1" if one overtrick was made.)

- scoring: put your scores in the plus column and your opponents' scores in the minus column. Each minor trick bid and made is worth 20 points. Each major trick bid and made is worth 30 points. Overtricks earn the same values. In no-trump, the first trick is worth 40 points and every successive trick is worth 30 points. The bonus for a partial game is 50 points and for making a game is 300 points for a non-vulnerable game and 500 if vulnerable
- scoring when down: for each trick short of the contract, the opponents earn 50 points if declarer is not vulnerable and 100 points if vulnerable.
- for slam scores and doubled penalties, see the bidding cards.
- North enters the score electronically and asks for confirmation of the score by East or West.
- at the end of play of a hand, each player puts his or her cards together and slots them back into the board in the designated space ready for the next player.
- each of the hands is played in this way and then players wait for the Director to call the end of that round.
- the East/West team moves to the next table higher. The North/South team moves the boards to the next table lower.
- call the Director with any questions.