

From the Norwegian Bridge Federation – so many errors! How many of these did YOU spot?

Before they begin:

1) North-South arrive late to the round, do not greet the opponents, discuss the last board instead. – Always greet your opponents, and do not discuss previous boards after beginning a new board.

During the bidding:

2) North forgets to advertise the opening bid, but alerts. – 1 club, 1 diamond, 1NT and all bids on the 2nd level shall always be advertised, so you should always say what the bid means, without anyone having to ask.

3) Bids without waiting for the stop card to be removed. – You should always wait 10 seconds before you bid after a jump bid, even if you do not have anything to think about. (NOTE that since this video came out, the STOP card has been eliminated. But it's a good reminder to bid in tempo, even if you do not have anything to think about.)

4) West asks what 2 diamonds mean after it is his turn to bid. – He should have asked before he bid.

5) North's reply of "completely standard Multi" – This means nothing to the unfamiliar player. You should always explain what the bid means, not just say the name of the convention. Some people do not know what Multi or other conventions mean, and they might not dare to ask. Additionally, there are several versions of conventions, so not everyone agrees on what "standard" is.

6) No alert of 2 spades. – All artificial bids below the 4-level should always be alerted.

7) A kibitzer arrives at the table, and does not ask if she may watch. – Should have asked if it was okay to watch, some people do not appreciate having kibitzers, and you are allowed to refuse kibitzers at your table.

8) The kibitzer watches two hands – a kibitzer is only allowed to watch one hand.

9) The kibitzer communicates with North through body language and expressions, and also does not have a poker face. – You should never interrupt or influence the game in any way as a kibitzer.

10) East counts her points by pointing at her cards. – You should not point at you cards when counting your points, since this could give unauthorized information to partner.

11) East looks confused, thinks, and fumbles in the bidding box, and passes. – You should always avoid the bidding box until you have decided what you want to bid.

12) West starts to think but is told by South that he must pass since his partner thought. – This is not necessarily true – it is true that it is not allowed to use the information from partners thinking, but you are allowed to bid if you had done it without the thinking pause.

13) The bids are put back into the bidding box before the lead. – The bids should lay still until after the lead, so the leader's partner has the opportunity to ask what the bids mean.

During the play:

14) West does not lead face down. – The card should have been led face down, and can be turned up when partner says okay, or when dummy puts down their cards.

15) Whilst putting down his cards, North tells his partner that the 2 spades bid should have been alerted. – If dummy or declarer have given an incorrect or lack of explanation, it should be explained before the lead.

16) South says that it is standard Multi, 2 diamonds – 2 spades is pass or correct, that's normal Multi. – Artificial bids below the 4-level should always be alerted, even if it is "standard".

17) Declarer immediately plays a card from dummy in trick one. – Declarer should wait 10 seconds before he plays a card from dummy.

18) East plays the king of diamonds, outside of her turn.

19) Dummy laughs when east plays a card outside of her turn. – Everyone can make mistakes, and it is not acceptable to laugh at it.

20) Declarer says that the king of diamonds is a penalty card, and that west must play a diamond when it is his turn. – Whether this is correct or not (and it is not), you should always call the director when something wrong happens and not settle it yourself. If you settle an impropriety by yourselves at the table, then there is no recourse for damages later. So if someone "knows the rule" (and many people who don't claim that they do), you can only damage yourself by not calling the director immediately.

21) East suggests that they call the director, but North-South say that they know the laws, so they do not want to bother the TD. – You should always call the director if something wrong happens, even if you know the laws (and many people who claim they do don't).

22) Declarer plays the queen of hearts from dummy. East, with only two small hearts, wonders what she should play. – It is important to not think with only small cards in a suit, because this could trick the opponents into thinking you have an honor, which is not allowed.

23) West moves some of his cards after he won the trick with the king of hearts, so the two

black suits are not next to each other. He moves one card at a time. – You should avoid moving cards when you are out of a suit, because you can give unauthorized information to partner.

24) Declarer looks at the last trick. – It is allowed to watch your own last card before you play a new one. (This is not really a mistake.)

25) East asks if she can see the last trick again, after she had turned her card face down. – You are not allowed to see anyone else's card after you have turned your own face down.

26) West turns his card around for partner to see before declarer have time to say that it is too late. – Some players accept that the opponents look at the last trick, but you must wait until they say that it is okay.

27) The kibitzer ask dummy how his kids are. – The kibitzer should never interrupt or influence the game in any way.

28) Declarer says that it does not matter what West does, they get two tricks. West then plays a spade which gives the declarer an extra trick. Declarer is happy and makes a claim to get all tricks except one. – If you tell the opponents that it does not matter what they play, then you are not allowed to get an extra trick if they play something wrong. The correct thing to do then is to call the director, and they will adjust the board.

29) Declarer claims without showing his cards. – You should always show your cards to the opponents when you claim, so they can check if it is correct.

30) The cards are put together before they agree on the number of tricks. – You should always check if you agree on the number of tricks before you put the cards back, because you can still turn the cards around to see where you disagree.

31) East asks how many tricks there were, and South answers 8 tricks. East is not certain that is correct, but North, clearly annoyed, answers that they are sure. – You should always look through the board if anyone is unsure of how many tricks there were. If you still do not agree after looking at the board, then you should call the director.

32) The board is done, and North-South hurry up, and complain that they will get a penalty if they do not finish on time. – You are allowed to tell the opponents that you/they must hurry up, but it is important to say it in a nice way.

33) North registers the result on the BridgeMate without showing it to East or West. – You should always show the results to the opponents, so they can check if it is correct. If both pairs agree, you may do it after the round is done, but they should always check.

34) The director complains that the table is playing slow, and south blames east-west, although north-south were late because they were discussing the last board. – It is important that you are honest about who is at fault when it is you that are late.

There are 33 mistakes in total. Number 24 is not a mistake.