

MVBC Club Disciplinary Procedures

- 1. In accordance with the ACBL Code of Disciplinary Regulations, (CDR), all violations of the ACBL CDR at a Club, *except* for those involving alleged cheating, or serious breach of ethics, shall be handled under the jurisdiction of the Club. Those more serious violations must be referred to The Unit (136) for adjudication.**
- 2. MVBC will appoint a Disciplinary Chairperson (DC) for the Club who will form ad hoc committees as necessary to resolve issues that may require adjudication.**
- 3. MVBC will utilize a revised Player Memo process that will enable players to report actions they feel are in violation of proper conduct, and publish a list of offenses/situations which warrant reporting to the Director and Club Manager.**
- 4. The revised Player Memos will be available from any Game Director and relatively simple to complete. The Player Memo should be completed & returned to the Director who will forward to the Club Manager who will also advise the person(s) cited as allegedly in violation of proper conduct, who may or may not choose to respond.**
- 5. The Club Manager will retain all Player Memos, including any Response, and act as Recorder. Based on the incident, the Club manager may or may not refer action to the DC but will maintain all Player Memos, and may take action should a second or subsequent Player Memo be filed involving the same person(s). Player Memos in and of themselves are not necessarily grounds for disciplinary action.**

MVBC Code

Actions That Warrant Reporting Via the Player Memo Process

Conduct

Raising voice in a derogatory manner to partner, opponents, or the Game Director.

Rude, intimidating, abusive, or threatening comments toward partner, opponents, or the Game Director.

Loud or disruptive behavior.

Intoxication.

Snapping cards that express emphasis, or facial expressions, that reflect displeasure or special inferences.

Proprieties of Play

MVBC will utilize ACBL's General Convention Chart, Alert Procedures, Policy on Partnership Understandings, and Psychic Bidding.

The General Convention Chart and Alert Procedures are posted on the Club Bulletin Board.

The Policy on psychic bidding is adapted from ACBL's Publication, Duplicate Decisions, covering Law 40 of ACBL's Laws of Duplicate Bridge, rev 2008, and are posted on the Club Bulletin Board.

Violations to the Proprieties of Play should be reported via the Player Memo process as well. This includes actions such as coffehousing, unauthorized information being passed (verbally or via expressions), extreme slow play, delay of game, excessive psyching, or other actions that disrupt the game.

ACBL Policy on Psychic Bidding

Definition:

Any call that deliberately and grossly misstates either honor strength or suit length is by definition, a Psych.

Excessive Psychic Bidding:

When three or more actions by members of a partnership have been reported in any one session and are called to the attention of the Director... A presumption of inappropriate behavior exists and it is up to the players to demonstrate that they were not being frivolous.

The continued use of undisciplined psychic bids tend to create partnership understandings that are implied from partnership experience.

Unsportsmanlike Psychic Bidding:

Action designed to give the opponents an abnormal opportunity to get a good score, psychs against pairs in contention, psychs against inexperienced players, and psychs used merely to create action are examples of unsportsmanlike psychic bidding.

Psychs that require no regulation:

Some tactical psychs can be made to paint a picture in partner's and opponent's mind that may cause them to play you for a holding that you do not have, enabling you to succeed at the contract you were inevitably headed. For example, after partner opens 1 spade, responder bids 2 diamonds with XXX on the way to 4 spades. However, frequent use of tactics similar may develop a partnership agreement which requires an alert.

Deviations:

A deviation is defined as a bid in which the strength of the hand is within a Queen of the agreed strength, and the agreed length is no more than one card from the agreed length of the suit. (Minor suit, 3 or more cards; Major suit, 4 or more cards; weak 2 bids 5 or more cards).

A deviation is Not a Psych. However, frequent deviations may indicate a pair has an undisclosed implied agreement through experience.

Partnership Understandings- General Guidelines:

Player agreements, whether implicit or explicit, must be available to their opponents. However, a player may make any call or play (including an intentionally misleading one that departs from commonly accepted or previously announced conventional practice) without prior announcement, provided it is not based on a partnership understanding. In other words, a player may make any bid that may fool partner and opponents equally. However, ACBL control the use of psychic bids by controlling the conventional usages which may impact them.

While psychic bids are an integral part of the Game, a player does not have the right to psych as frequently as he wishes simply because he enjoys doing so.