

# Correct answers ethics-movie

## Cast:

North: Strict old man: Tor Eirik (dummy)

South: Self-appointed expert: Boye (declarer)

East: Correct, but misunderstands: Katarina

West: Novice and insecure: Cato

## 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.

6  
Q984  
10863  
K752

KQ98	AJ10543
K	52
AJ9	KQ5
AQ963	J8

72  
AJ10763  
742  
104

West	North	East	South
			2d
pass	2s	pass	3h
pass	pass	pass	

## During the bidding:

- 2) North forgets to advertise the opening bid, but alerts. – 1 club, 1 diamond, 1NT and all bids on the 2<sup>nd</sup> level shall always be advertised, so you should always say what the bid means, without anyone having to ask (Norwegian law)
- 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.
- 4) West asks what 2 diamonds mean after it is his turn to bid. – He should have asked before he bid.

- 5) North reply “completely standard Multi” – 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 agree on what standard is.
- 6) No alert of 2 spades. – All artificial bids below the 4-level should always be alerted.
- 7) Kibitzer arrive at the table, do not ask if she may watch. – Should have asked if it was okay to watch, some people do not appreciate having kibitzers, and they are allowed to refuse kibitzers.
- 8) The kibitzer watches two hands. – You are only allowed to watch one hand.
- 9) The kibitzer communicates with north through body language and expressions, 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 unauthorised 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 are told by south that he must pass since his partner thought. – 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 leaders partner have the opportunity to ask what the bids mean.

#### **During the play**

- 14) West does not lead covered. – The card should have been led the other way, and can be turned around 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 a wrong or lack of explanation, it should be explained before the lead.
- 16) South says that it is standard Multi, 2 diamonds – 2spades 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. – You should always call the director when something wrong happens, and not settle it yourself.
- 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.
- 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 honour, 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 sort, this is because you can give unauthorised 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.
- 25) East asks if she can see the last trick again, after she had turned her card around. – You are not allowed to see anyone else's card after you have turned your own around.
- 26) West turn 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 claim 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 register the result on the BridgeMate without showing it to east-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's fault it is that you are late.

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