"DIRECTOR". If you've played at a "scary" Duplicate Club, you'll know that cry. There's no "please". There's no consultation with the other players before the shout. No wonder new players look to play elsewhere; no wonder the Club is losing membership.

Harold Schogger thinks that it is the new player who should be calling the director, not the diehard: to complain about his high-handed, rude and intimidating

behaviour. Harold's right.

Harold reports incidents of the die-hard trying to claim back two tricks on a revoke at trick 12 (you can't revoke after trick 11). Or claiming you've cheated if you've downgraded a 15-point hand and opened a 12-14 1NT. You haven't.

I'm pretty hopeless at the Laws. Penalties for leading out of turn, revoking etc can all get quite technical. So get the Director over – in a nice way. That's what he's there for (as well as moving the boards).

I will say one thing though: if a player inadvertently drops two cards on the table (or a similar unintended minor infraction), think twice before you shout "EXPOSED CARD – DIRECTOR". You're perfectly within your rights to say "Oh dear, I'm so sorry, perhaps we should get the Director over". But I know what I (and a few other top players eg Zia Mahmood) do in such a situation. "Oh, pick it up".

I go back to my primary message. Behave to your partner and opponents as though you're hosting a tea party. Then Duplicate Bridge will start to thrive again – it's such a fabulous game.

| Dealer: South, Vulnerability: Neither | | | | |
|---------------------------------------|--|------------------------------------|--|--|
| Teams | ★ K6 ★ 853 ★ 108 ♣ Q9864 N W S ★ AQ107 ★ AJ ★ AK53 ♣ A10 | ♣ J984 ♥ KQ102 ♦ 762 ♣ K7 | | |
| S | W | N E | | |

| S | W | N | E |
|----------------|------|------------|------|
| 2 ♣ (1) | Pass | 2 • (2) | Pass |
| 2 🖍 | Pass | 3♣ | Pass |
| 3 ♦ | Pass | 3 ♠ | Pass |
| 4 🚓 | Pass | 5♣ | Pass |
| 6 ♣ | End | | |

(1) 23+ points (upgrades permissable).

(2) Negative, up to seven points.

Contract: 6♣, Opening Lead: ♥7

On today's 6 from Rhode Island, life would have been easy peasy on a non-heart lead. When West found the (unbid) heart lead, declarer worked out just one winning layout: East with four spades (therefore likely \$\int Jxxx\$) and \$\int Kx\$.

Beating East's queen of hearts with the ace, declarer crossed to the king of spades then led back to his...ten. He now led the ace of spades, ruffed low and overruffed. He then crossed to the king of diamonds and led the queen of spades, again ruffed low and overruffed.

Having reduced West to a bare jack of clubs, declarer now led and ran dummy's queen. He crossed to (East's king and) his ace, cashed the fifth spade throwing a heart and merely gave up a heart at the end.

In his dreams.

andrew.robson@thetimes.co.uk