

Bridge Club of Henderson

Policy on

Psychic and Illegal Calls

1. Psychic calls are prohibited against the following opposition:
 - a. If any opponent has fewer than 1,000 Master Points.
 - b. If playing against a Stratified B pair, at least one player has fewer than 1,500 Master Points
2. A bid will be deemed a psyche if:
 - a. An opening bid is made on any hand with fewer than ten (10) HCP if the hand does not meet the Rule of 19 (Rule of 17 in the 3rd or 4th seats) or if the loser count for the hand is greater than eight (8).
 - b. A suit overcall at the one level made on a loser count greater than eight (8). For purposes of this rule (2.b.), the fourth card in a non-overcalled suit will be deemed as loser unless: i) it cannot be covered after the missing higher cards have been theoretically driven out (Examples: Q-J-10-**9**, J-10-9-**8**), or ii) the non-overcalled suit has at least five cards.
 - c. A preemptive opening bid or overcall is made on a single suited hand with a maximum length of fewer than six (6) cards (Exception: Weak-2 opener).
 - d. A preemptive opening bid or overcall, or any overcall against a strength showing opening bid* is made on a hand that does not come within one trick of meeting the Rule of 2/3/4. *Strength showing opening bids are: Standard 2♣, nat. 2NT & 3NT, 2-in-a-suit if playing strong twos, Big Club 1♣, Romex Dynamic 1NT, Romex 2♦, Mexican 2♦
 - e. A non-jump overcall in a suit at the 2-level or higher on any hand with fewer than ten (10) HCP if the hand does not come within one trick of meeting the Rule of 2/3/4.
 - f. An overcall made on a suit of fewer than four (4) cards at the one level or fewer than 5 cards at the two level or higher. A 2-level non-jump overcall on a 4-card suit will not be deemed a psyche if the suit has at least 7 HCP with at least 3 honors, or on a K-Q-J-10.
 - g. If the overcall is artificial, the criteria in items a – f above will apply to suit shown by the overcall.
 - h. Any artificial bid that does not show the holding indicated.

3. Illegal Calls:

- a. A standard artificial 2♣ opener (or Strong Two bid) that does not meet the requirements for a “Very Strong” hand as defined in the “ACBL Convention Charts” (20 March 2018) publication. Such an illegal call shall be subject to a 3-MP or 3-IMP penalty for each occurrence.
 - b. A natural 1NT overcall made on a holding of fewer than 13 HCP.
 - c. Overcalls or opening bids showing more than one suit as indicated below
 1. A direct-seat overcall against a natural 1NT (or an artificial 1♣ opener showing at least 16 HCP or equivalent) that has a loser count greater than or equal to the total number of cards in the two longest suits, or fewer than five (5) HCP. This rule (2.j.1) also will apply to single-suited showing overcalls. This rule (2.j.1) shall apply to doubles used to show such holdings.
 2. A 2-suit showing opening bid that does not meet ACBL’s Rule of 19 (Exceptions: i) a 2NT opener showing the minor suits, or ii) ACBL’s Rule of 17 in the third or fourth seats).
 3. Any 3-suit showing opening bid made on fewer than ten (10) HCP.
 4. A preemptive overcall that does not come within one trick of meeting the Rule of 2/3/4.
 5. All criteria in Items 2.a – h above shall apply to multi-suited showing hands.
 - d. Calls deemed illegal in ACBL’s Convention Charts Open Games shall apply to all open games in this club.
- ### 4. A takeout double will be deemed a psyche if:
- a. Any off-shape* holding of fewer than 12 HCP. * An off-shape holding versus a single suit is one of: 1) any unbid major with fewer than three (3) cards, 2) a maximum of 4 cards combined in two unbid suits, or 3) more than three (3) cards in the opponent’s primary suit. An off-shape double against opponent(s) showing two suits is one that has: 1) fewer than seven (7) cards combined in the unbid suits, or 2) fewer than three (3) cards in an unbid suit.
 - b. Any direct seat double made on a combined holding of HCP and cards in the two longest suit of less than 18 (16 if the player had already passed).
 - c. Any balancing (reopening) double made on fewer than six (6) HCP
- ### 5. Barring paragraphs 1 & 2, a maximum of one psychic call will be allowed for each pair or team during a session. If any pair or team exceeds this limit, the Director will deem psychic calls as a partnership or team agreement; such calls will require an Alert by the

caller's partner. Such failures to alert or repeated psychic call shall be subject to penalties outline in Section 7.

6. Possible Mitigating Considerations

- a. The experience level of the player making the call in question.
- b. Leeway can be given to a player forgetting or misapplying a convention or conventional treatment, taking into account:
 1. How many times the partnership has played together.
 2. The likelihood that the call in question was a mistake, rather than a deliberate intent to mislead the opponents.
 3. The frequency of past psychs made by the player in question.
- c. Leeway can be given to a player who claims to have "had a card hidden," "mis-sorted my hand," or "pulled the wrong card from the bidding box," taking into account:
 1. The number of times in the past the player in question has used the same explanation.
 2. The frequency of past psychs made by the player in question.

7. Violation of the rules in paragraphs 1 – 5 will subject a partnership to a 3 Match-point penalty for each occurrence, and a team to a 3 IMP penalty for each occurrence.

8. The Director shall have the authority to do the following:

- a. Adjust a score from an illegal psyche before or after applying the 3MP/IMP penalty.
- b. At his/her discretion, impose more severe penalties including, but not limited to, suspension or permanent prohibition from playing at the Club.

9. Reporting Psychs

- a. Psychs should be reported to the Director. While psyching that complies with Section 1 of this policy is legal, excessive psyching and psychic calls in violation of Section 1 are not. If possible, the report should include the board number, the auction (highlighting the psyched call), and the game date if reported after the fact.
- b. Psychs should be reported even if you get a good result on the board. Be aware that nobody has the least bit of respect for anyone who frequently makes psychic calls. You will be doing everyone a favor by reporting psychic calls as they occur.

