

**GRATTAN ENDICOTT OBE**  
**14 ELMSWOOD COURT PALMERSTON ROAD MOSSLEY HILL LIVERPOOL L18 8DJ**

26<sup>th</sup> October 2009

To: Adam Wildavsky

Dear Adam,

You suggested that you might scan and show the XPM draft. That draft was a forerunner to the XA draft which we sadly abandoned when the ACBL Laws Commission was not prepared to support such a revision of the laws because (sic) "development of the Laws should be incremental".

The XA draft is already in the public domain so I can think of no reason why you should not exhibit it among the bridge community as a relic.

The history is simple. When the review began in 2002 I argued for putting a bomb under the 1997 laws and rewriting from scratch. The XA draft is where we had arrived at the point of abortion. It was still subject to considerable change, given opinions then still being debated among colleagues, but it did suggest that a revolution was attainable.

When we started again I resisted rejection of the direction the XPM / XA drafts were going in 1997 Laws 40, 80, 81, and in these I obtained some at least of the progress I desired. Certain of my colleagues will have felt my ego was pretty big, and no doubt it is, but I am not unique in this.

Anyway, here is the estopped '2006 Laws of Duplicate Bridge', as it stood when abandoned. Some will find it an interesting, if hair-raising, read.

You may quote this letter.

**Grattan Endicott**

**Draft**

**LAWS OF DUPLICATE BRIDGE 2006**

These draft laws are based upon original work by Grattan Endicott. They have been worked on jointly by John Wignall and Grattan Endicott to incorporate decisions of principle reached by the WBF Laws Drafting Subcommittee in the period 2003-2005 in the expectation that, subject to any agreed improvements of language, they could be published as final recommendations. The indexing is provisional and the laws are interleaved with records of the matters incorporated.

The contents of this document are the intellectual property of the World Bridge Federation, Lausanne.

Grattan Endicott

Liverpool, England.

Co-ordinator of the WBF Laws Drafting  
Subcommittee.

<sup>1st</sup> September 2005.

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*/Compiler's note: to assist tracing subjects from former laws to the new the above references quote Law Numbers. When publishing the laws in book form **publishers** may wish to add, or less felicitously substitute, page numbers./*

**Schedule of Definitions - see Law 1A1(a)** -----

*Absurd* -ridiculous, no matter by whom it is thought or done; making no sense in the context of the game. (I am not sure we need this) [I would do without it if I could be sure some false prophet would not by to reintroduce what we have removed - the connection to 'class of player']

*Adjusted Score* — An arbitrary score awarded by the Director (see Law 7). It is either "artificial" or "assigned"; whenever possible the Director awards an assigned adjustment, but when this fails an artificial adjustment. *Agreement*: see Law 4B1.

*Alert* — A notification, whose form may be specified by the Regulating Authority, to the effect that opponents may be in need of an explanation. (I prefer something like: as a warning for the opponents regarding an unexpected (special?) meaning of a call. [I go along with this thought - perhaps 'the probability that they may need to know about the meaning or use of the call' or maybe 'warning not to make assumptions about the meaning or use of the call'] *Artificial* : an artificial bid is a bid which carries information concerning a denomination other than the one named or a bid concerned with values or controls but not by agreement necessarily prepared to play in the named denomination. A pass, double or redouble is artificial if it conveys any meaning other than that the contract be the last bid, undoubled, doubled, or redoubled respectively (this makes a pass before a bid is made artificial)

*Assign (powers, responsibilities)* - for the difference between assigning and delegating see '*Regulating Authority*'. (can we remove this?) [I say not. This point is a highly important one in relation to the disclaimer of any residual responsibility in law when a power has been assigned rather than delegated and it needs to be highlighted.]

*Auction* — 1. The process of determining the contract by means of successive calls. 2. The aggregate of calls made (see Law 18).

*Authorized information* - information use of which is specified in the Laws to be lawful. The fact that an action is forced by law is authorized information to all players unless the relevant law specifies the contrary.

*Bid* — An undertaking to win at least a specified number of odd tricks in a specified denomination.

*Board* — 1. A duplicate board as described in Law 14B. 2. The four hands as originally dealt and placed in a duplicate board for play during that session (also referred to as a 'deal'). (during what session?) [Obviously this use of 'that' is confusing if the usage is not understood. It may translate better if we say simply 'for play during a session']

*But* - the conjunction 'but' is used to signify that what follows is an overriding exception to the immediately preceding statement. (can we remove this ?, it looks ridiculous to me ) [I am seeking to help the many who fail to understand that 'but see Law YG' indicates that it establishes an exception to what has gone immediately before.]

*Call* — Any bid, double, redouble or pass (see Law 19A). For '*inadmissible call*' see Law 27B

*Contestant* — In an individual event, a player; in a pair event, two players

playing as partners throughout the event; in a team event, four or more players playing as team-mates.

*Contract* — The undertaking by declarer's side to win, at the denomination named, the number of odd tricks specified in the final bid, whether undoubled, doubled or redoubled. (See Law 19F)

*Convention*: When matters of partnership understanding the following are conventions \_\_\_\_\_ do we miss a verb here) [No]:

1. Any bid, whether it shows a holding in the denomination named or not, which (a) asks a question, or which (b) conveys information about another denomination. (I am afraid that this is not good enough; the 14. opening bid showing a strong hand is not a convention with this definition but there are more reasons not to follow this idea) [ I used wording supplied. Some further thought required]
2. Any double or redouble which is not solely indicative of a desire to play the last named contract with scores increased as Law 52 provides.
3. Any pass which promises more than a specified amount of strength, or which conveys information about values or controls promised or denied, or which indicates length or shortage in any suit. (this means that all passes are conventional, they all either promise or deny values) [This last statement is questionable. I would think that a natural pass conveys no positive information other than that the passer chooses not to make any other call. We could amend the definition here to say that any other pass than that is convention
4. Any call or play of a card the purpose of which is to request a given action of partner. (what is a given action? What about 1[ which request to bid 2v with 6-9 and heart support? [There is no 'request' conveyed by the bid if it is not conventional.]
5. Any play of a card or cards that conveys information about suit length or values. (do we need conventions for the play of the cards? we seem close to any play being a convention following this description) [All signals are currently conventional plays. And yes, we do need this for those authorities that wish, for example, to prohibit encrypted signals.]

Unless excluded by the Regulating Authority any convention is included in the category of special partnership understandings (see Law 4B).

*Convention card* - the traditional name for a System Card - see Law 2A3(b). The term is wholly acceptable. \_\_\_\_\_ (can we skip these last words?) fl think we do need this to avoid problems if regulations that refer to 'convention cards' are not brought up to date.]

*Deal* — 1. The distribution of the pack to form the hands of the four players. 2. The cards so distributed considered as a unit, including the auction and play thereof.

*Declarer* — The player who, for the side that makes the final bid, first bid the denomination named in the final bid. He becomes declarer when the opening lead is faced (but see Law 31B when the opening lead is made out of turn). *Defender* — An opponent of (presumed) declarer.

*Delegation (of powers, responsibilities)* - for the difference between delegating and assigning see 'Regulating Authority'.

*Denomination* — The suit or no trump specified in a bid.

*Director* — A person designated to conduct and supervise a duplicate bridge contest and to apply these Laws (see Law 3).

*Double* — A call over an opponent's bid increasing the scoring value of fulfilled or defeated contracts (see Laws 20A and 52)

*Double shot (a.k.a. Two bites of the cherry)* - gambling action by a player **following an opponent's irregularity in the belief that he will be protected from damage if his speculation does not succeed.** (With Joan I have my doubts about the use of this definition does it appear in the laws somewhere?) [I put it here so that we did not forget to consider it. It is not used in the laws but is otherwise used commonly in relation to speculative action by the non-offenders after an irregularity . But es it can come out.

*Dummy* — 1. Declarer's partner. He becomes dummy when the opening lead is faced. 2. Declarer's partner's cards, once they are spread on the table after the opening lead.

*Equity* - when these laws refer to the restoration of equity it is intended that as nearly as he can the Director shall settle a fair outcome, given the probabilities as they existed in the moment prior to the irregularity, had matters followed a course in which no irregularity occurred. The restoration of equity should not inhibit imposition of a procedural penalty where appropriate

*Established* -

*Event* — A contest of one or more sessions.

*Extraneous* - not part of the lawful procedures of the game and thus external to the game and, unless specified to the contrary, having no rightful part in influencing results.

*Follow Suit* — Play a card of the suit that has been led.

*Game* — 100 or more trick points scored on one deal.

*Hand* — The cards originally dealt to a player, or the remaining portion thereof. *Honour* — Any Ace, King, Queen, Jack or 10.

*Inadvertent* - describes a misadventure of a player [whose mind is focused on some other matter whilst his, do we need this it sounds wrong to me) whoms action fails to match to his intended action at the instant when he does it. The link to inadvertency is severed when a player reconsiders his action - action

pursuant to a change of mind is not inadvertent. [With the change throughout from 'inadvertent' etc to 'involuntary' etc this definition is no longer required. It followed the Laws Committee minute on the subject.]

*Infraction* : a player's breach of Law or of Lawful regulation, including but not limited to any failure on the part of a player to follow correct procedure required of him in the terms of Law 1B from 1B3 onwards

[Delete all after' lawful regulation .]

*International Matchpoint (IMP)* — A unit of scoring awarded according to a schedule established in Law 51D.

*Irrational* - substituted with 'absurd' in these laws to reflect a universal application without discrimination among classes of player. \_\_\_\_\_ ( let us have a discussion about this) ['Irrational' does not appear in the XA drafts and consequently this is due to go out, too.]

*Irregularity* - a deviation from correct procedure inclusive of, but not limited to, those which involve an infraction by a player. For example, conveying unauthorized information to partner as the by-product of a lawful action does not constitute an irregularity; an infraction occurs if partner makes use of that information contrary to Law 8C. (this sounds strange, an example telling that something is not an irregularity and then a description of an infraction, isn't it better to give an example of an irregularity not being an infraction?) [ Easiest is simply to omit the example. ] The term 'irregularity' does not extend to an

error

committed by a Director.

*Lawful* - in conformance with these Laws and any regulations made under them.

*Lead* — The first card played to a trick.

*LHO* — Left-hand opponent.

*Match* - an encounter, complete in itself, between two teams or contestants, normally but not exclusively constituting part of an event. Depending upon the number of boards to be played a match may take place over a round, a segment or one or more sessions. do we need this? I don't like the .play of 2 boards against another pair to conform a match ) [ If it is 'complete in itself' and does not form part of a session does it not constitute a match? ]

*Matchpoint* — A unit of scoring awarded to a contestant as a result of comparison with one or more other scores. See Law 51C.

*Odd Trick* — Each trick to be won by declarer's side in excess of six. *Opening Lead* — The card led to the first trick.

*Opponent* — A player of the other side; a member of the partnership to which one is opposed.

*Overtrick* — Each trick won by declarer's side in excess of the contract.

*Pack* — The 52 playing cards with which the game of Duplicate Contract Bridge is played. See Law 14A.

*Partner* — The player with whom one plays as a side against the other two players at the table.

*Partnership Understanding* - in these Laws means any matter of agreement, arrangement, or mutually shared knowledge, between the members of a partnership, which has potential to assist those players in the co-ordination of their actions in the auction and/or the play. (For 'Special Partnership Understanding' see Law 4B2.)

*Partscore* — 90 or fewer trick points scored on one deal.

*Pass* — A call specifying that a player does not, at that turn, elect to bid, double or redouble.

*Penalty* - (See also '*Rectification*') - penalties are of two kinds:

*disciplinary* - those applied for the maintenance of courtesy and good order (see Law 11),

*procedural* - penalties (additional to any rectification) awarded in the Director's discretion in cases of procedural irregularities.

(The considerations that will influence the rigour with which the Director may apply penalties are likely to vary in keeping with the nature of the event.) See Law 10.

*Penalty card* - a card subject to disposition under Law 40.

*Play* — 1. The contribution of a card from one's hand to a trick, including the first card, which is the lead. 2. The aggregate of plays made. 3. The period during which the cards are played. 4. The aggregate of the calls and plays on a board.

*Play period* - commences when the opening lead on a board is faced; contestants' rights and powers in the play period each expire as the relevant Law provides. The play period itself expires when the cards are removed from their slots on the subsequent board (or when the last board of a round is quitted

andentered). [Yes]

*Premium Points* — Any points earned other than trick points (see Law 77). *Psychic call* (commonly 'psych[e]' or 'psychic') - a deliberate and gross misstatement of honour strength or of suit length, made if lawful with intent to mislead all other players at the table. does sound strange: why 'if lawful' ? and certainly the intent is not to mislead partner) [If it is a lawful psyche it must intend to deceive partner equally with opponents, The definition of 'psychic call' in the 1997 laws is deficient for want of this proviso.]

*Reconsideration* - a player has reconsidered his call or play if his attempt to change it is occasioned by a change of mind, his intention being no longer what it was in the moment that he made his original call or play at that turn. This may be a reaction, for example, to something he had not observed in the first instance. (do we need this?) [Having created the term we must explain the intention.]

*Rectification* - the remedial provisions contained in the law specific to an irregularity (can we use infraction here? [I doubt it. We rectify infractions and

also irregularities.], to be applied when the irregularity has come to the Director's attention. A rectification is mandatory except when Law 3B2(g) or Law 6B applies.

*Redouble* — A call over an opponent's double, increasing the scoring value of fulfilled or defeated contracts (see Laws 20B and 52).

*Regulating Authority* - the powers of a Regulating Authority are set out in Law 2A. The following are the Regulating Authorities:

1. For its own world tournaments and events, the World Bridge Federation.
2. The respective Zonal Authority for tournaments and events held under its auspices.
3. For any other tournament or event the National Bridge Organization in whose territory the tournament takes place.

See Law 2A1. When the Regulating Authority delegates its powers of regulation the body to which they are delegated acts as the agent of the Regulating Authority. When the Regulating Authority assigns its powers of regulation (as for example to a local bridge club) the body to which they are assigned becomes the Regulating Authority and the original Regulating Authority retains no responsibility for their exercise.

*Revoke* - a card as described in Law 43A.

*RHO* — Right-hand opponent.

*Rotation* — The clockwise progression of the normal turns to call or play; also the clockwise order in which, one at a time, the cards are commonly dealt. \_\_\_\_\_ (?)

[If ton is suggesting that we omit any reference to dealing the cards, I would agree. This is a throwback to what was merely a recommendation in 1997 and which has been known to lead to more irritation than we should want.]

*Round* — A part of a session played without progression of players. \_\_\_\_\_ (a session can be the same as a round, so 'part' is not the right word) [Maybe it is 'session' that is wrong. Should it perhaps be 'tournament'? Maybe, also, 'players' is wrong: should it be 'contestants'? I agree this needs to be tightened.]

*Segment* - part of a session, normally comprising more than one round, which may be the occasion for placing of fresh boards, and perhaps scoring of those played, or represent a short pause in a match with the possibility of fresh

of players,

*Session* — An extended period of play during which a number of boards, specified by the Tournament Organizer, is scheduled to be played. The conclusion of a session is likely to be typified by the occasion of a major break, opportunity to score the boards played, and to discuss deals freely.

*Side* — Two players at a table who constitute a partnership against the other two players.

*Slam* — A contract to win six odd tricks (called Small Slam), or to win seven odd tricks (called Grand Slam).

*Standard Penalty* - the norm for a penalty applied under Law 10A when there is no particular aggravation or mitigation. The value of a standard penalty should be specified by regulation. In default of such regulation the Director may assess a standard penalty, in terms of the final scoring medium for the tournament, as ten per cent of the available matchpoints on the board, or 3 imps, or half of a Victory Point.

*Suit* — One of four groups of cards in the pack, each group comprising thirteen cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).

*Team* — Two or more pairs playing in different compass directions at different tables but for a common score (applicable regulations may permit teams of more than four members).

*Tournament Organizer* - see Law 2B.

*Treatment* - a natural bid that indicates by agreement a desire to play in the denomination named (or shows values in that denomination) but also gives or requests additional information on which further action may be based. Treatment of a Pass, Double, Redouble, or of an artificial bid, entails divergence by agreement from its commonly accepted or generally published meaning. *Trick* — The unit by which the outcome of the contract is determined, composed unless flawed of four cards, one contributed by each player in rotation, beginning with the lead.

*Trick Points* — Points scored by declarer's side for fulfilling the contract (see Law 52).

*Trump* — Each card of the denomination named in a suit contract. *Turn* — The correct time at which a player is due to call or play.

*Undertrick* — Each trick by which declarer's side falls short of fulfilling the contract (see Law 52).

*Vulnerability* — The conditions for assigning premiums and undertrick penalties (see Law 52).

## XA Introduction and draft Law 1 Introduction

- A. This Code of Laws deals with the game of Duplicate Bridge. The chief object in Duplicate Bridge is to obtain a higher score than other contestants whilst complying with the lawful procedures and ethical standards set out in these laws. This applies in the context of a session or segment of play, and of the whole tournament in which the contestants are participating.
- B. The format of this Code places the administration of the game in Laws 1 to 13. These are followed by a section concerned in Laws 14 to 39 with the basis of the game and its routine procedures. Laws 40 to 50 then deal with its more complex rulings, the more difficult areas that the Director must handle. Finally Laws 51 and 52 cover scoring.
- C. The discretionary and judgemental aspects of the Director's role are extended. It will be noted for example that lead penalties are no longer prescribed, players being free to select their leads following irregularities provided they do not base their actions on unauthorized information. The term 'penalty' is limited to a procedural or disciplinary penalty and what were known otherwise as penalties in the past are now termed 'rectifications'.
- D. There is an increase in the areas of the laws where Regulating Authorities may exercise options.
- E. [Universal gender/plural references]
- (a) In these Laws such words as 'he', 'him', 'his', 'himself' and the like, are used without connotation of gender and are inclusive of both females and males in their meanings and applications. The intent is for the Laws to be gender neutral.
  - (b) Where applicable the singular includes the plural (and vice versa).
- F. [ The Force of the Language used]
1. When these Laws say that a player "may" do something ("any player may call attention to an irregularity during the auction"), it is an option but failure to do it is not wrong. There is no price to pay whether it is done or not.
  2. A simple declaration that a player "does" something ("....dummy spreads his hand in front of him...") establishes correct procedure without any suggestion that a violation be penalized.

XA Introduction and draft Law 1

3. When a player "should" do something ("a claim should be accompanied at once by a statement..."), his failure to do it is an infraction of the Laws, which will jeopardise his rights, but which will seldom incur a procedural penalty.

4. When these Laws say that a player "shall" or "shall not" do something ("No player shall take any action until the Director has explained..."), a violation will be penalized more often than not.

5. The strongest word, "must" ("before making a call, a player must inspect the face of his cards"), indicates that violation is regarded as especially serious.

6. "May not" is a very strong injunction.

G. In this game a player who makes an assumption when he has the opportunity of enquiry without prejudice to his own position may be adjudged not to have acted in his own best interest and, depending on the level of play and of his experience, may be held partly at fault.

Law 1

[The Scope and Purpose of these Laws] A. I. These Laws constitute the rules

of the

Game of Duplicate Bridge settled and promulgated by the World Bridge Federation. They set out the correct procedures and provide rectifications and penalties when violations of procedure have occurred. The schedule of definitions and the Introduction stand part of these Laws.

2. Duplicate bridge tournaments should be played strictly in accordance with these laws. By entering a tournament conducted under these Laws each player establishes his agreement and consent to the implementation and enforcement of these Laws and of all Regulations made as these Laws authorize.

LAW 2

[Regulations]

A.1. A Regulating Authority establishes regulations supplementary to, and as authorized by, these Laws for the conduct of each tournament. The Regulating Authority for each tournament is identified by reference to the Definitions. Any Regulating Authority may delegate or assign\* its powers of regulation wholly or in part to such body as it may appoint and for such tournament(s) as it may specify.

2. The Regulating Authority appoints the tournament Director. This power of appointment may be delegated or assigned. If there is no appointed tournament Director the players may arrange for the performance of his tasks.

3. The Regulating Authority is empowered to make regulations for the tournament as follows:

(a) In respect of special partnership understandings as Law 4B3 provides.

(b) to require that partnerships produce a 'System Card' on which they shall disclose their methods in the auction and play, and to establish the nature of the card to be produced and conditions for its use. These should state what items may be merely listed on the card and what matters call for extended explanation. Regulation may provide for relaxation of the general requirement otherwise that both members of a partnership shall agree mutually identical meanings for their calls and defensive carding.

(c) to make provisions supplementary to the foregoing for additional means of disclosure (for example, alerting or announcing requirements).

(d) to establish as it thinks fit special conditions for bidding and play, to include but not be limited to such matters as written bidding, bidding boxes, play with screens (which may include arrangements that rectifications and other provisions for actions are suspended or varied).

(e) to make suitable arrangements for the resolution of appeals made under these Laws

(f) for rectification when, in consequence in the Director's opinion of agreement of bidding methods unfamiliar to one or both partners, an explanation of a call given to opponents is not in accordance with the call so that, no matter which of the partners is in error, the offenders may be deemed to have misinformed opponent(s).

(g) to exercise any options which these Laws allow in their application

(h) otherwise to make and announce regulations supplementary to, but not in conflict with, these Laws.

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[\* footnote: the Regulating Authority retains ultimate responsibility for the use of delegated powers but has no responsibility whatsoever in relation to the exercise of assigned powers.]

[Arranging a tournament]

B

1. Each duplicate bridge tournament is instituted by a Tournament Organizer (the 'Organizer), which may be a corporates body, a society\*\*, or an individual.

2. A Tournament Organizer has these powers and duties:

- (a) to establish the nature of the tournament and the conditions of entry.
- (b) to make advance arrangements for the tournament, including playing quarters, accommodation and equipment.
- (c) to specify the day and time of each session of play.
- (d) subject to any requirements of the Regulating Authority to vary if desired the time limits specified in Law 12A.
- (e) subject to the requirements of the Regulating Authority and avoiding conflict with any Law, the Tournament Organizer should make and announce supplementary regulations to govern the conduct of the tournament. These may include provisions for special scoring (see Law 51 F).
- (f) to arrange, or cause to be arranged, suitable relief for difficulties not dealt with in the Laws, regulations and conditions of contest.
- (g) subject to the provisions of these Laws, to arrange for the presence and control of spectators. Spectators may be excluded.

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[\*\*footnote: a 'society' may be any two or more persons joining together for a particular purpose or activity, examples being a partnership, club or association.]

A. 1. The responsibility for conducting a tournament in accordance with these Laws rests upon the Director, not upon the players themselves.

2. The Director is the representative of the Tournament Organizer and is the officer responsible for the implementation of the Laws, of regulations made as the Laws provide, and of any other lawful conditions of contest. The Director is responsible in the conduct of the tournament for the application of these Laws and of any regulations made under them, such application being subject only to any overriding decision of the Regulating Authority.

B.. 1. The Director is responsible for the technical management of the tournament.

. 2. The Director is bound by these Laws, and under them by the said regulations and the conditions of contest. He has powers and duties:

- (a) Unless the Organizer makes such appointments, to appoint assistants who will assist him as he requires.
- (b) to accept and list entries if the Organizer so requires.
- (c) to ensure that the conditions of play are known to the players
- (d) to maintain good order and discipline (see Law 11).
- (e) to ensure the orderly progress of the tournament.
- (f) to allot and assess penalties in conformity with the provisions of these Laws.
- (g) for cause, in his discretion , to waive measures of rectification set out in the laws.
- (h) to adjust disputes.
- (i) in his discretion to refer any matter to a committee with relevant responsibilities and powers.
- (j) to make rulings in conformance with these Laws; subject to these Laws to receive and progress appeals against such rulings.
- (k) to ensure the correct application of law and regulation to any irregularity of which he becomes aware before the end of the period in which a contestant may appeal a ruling of the Director (see Law 12A2). (1) to tabulate scores, publish results to the players, adjust or amend any scores as these Laws allow,

XA draft Law 3

and report the final results to the appropriate authority. (m) to delegate performance of any matter as he thinks fit although retaining responsibility for its proper execution.

LAW 4

[players' systemic agreements]

A.1. Partnership understandings as to the methods adopted by a partnership may be reached explicitly in discussion or implicitly through mutual experience or awareness of the partners.

2. Information conveyed to partner through such understandings must arise from the calls, plays and conditions of the current deal. Each player is entitled to take into account the legal auction and, subject to any exclusions in these laws, the cards he has seen. He is entitled to know and to use information specified in Law 8A1 to be authorized. Law 8A2 applies. At his own risk he may also make such judgements as he thinks fit concerning the mannerisms of opponents, but may not take into account the mannerisms, tempo, remarks, questions, replies to opponents, vocal stresses or the like, of his partner.

3. Subject to these laws a player may make any call or play (including an intentionally misleading call - such as psychic bid - or a call or play that departs from commonly accepted or previously announced usage), without prior announcement, provided that such call or play is not based on a partnership understanding.

(agreements and conventions)

B.1. (a) Whether explicit or implicit an agreement between partners is a partnership understanding. A 'convention' (see definitions) is included, subject to exclusion by the Regulating Authority, among the agreements and treatments that constitute special partnership understandings (see 2 following), as is the case with any call that has an artificial meaning.

(b) each partnership has a duty to disclose its partnership understandings to opponents before commencing play against them. The Regulating Authority specifies the manner in which this shall be done. Opponents shall be given adequate detail of, and opportunity for timely discussion of, any understandings that call for out of the ordinary countermeasures.

XA draft Law 4 [control of systemic understandings]

2. In its discretion the Regulating Authority may designate certain partnership understandings as 'special partnership understandings'. A special partnership understanding is one whose meaning, in the opinion of the Regulating Authority, may not be readily understood and anticipated by a significant number of the players in the tournament.

3. (a) The Regulating Authority is empowered without restriction to allow, disallow, or allow conditionally, any special partnership understanding. It may prescribe a 'System Card', with or without supplementary sheets, for the prior listing of a partnership's understandings together with explanations of special partnership understandings. It may prescribe alerting procedures and/or other methods of disclosure of a partnership's methods. It may vary the general requirement that the meaning of a call or play shall not alter by reference to the member of the partnership by whom it is made; the right of each player to a personal style and to exercise judgement in choosing a call or play shall not be restricted.

(b) The Regulating Authority may restrict or prohibit psychic artificial calls.

4. Except as provided in these laws a partnership may not have a prior agreement to modify their announced partnership understandings in the auction or play following a question asked, a response to a question, or any irregularity.

[Faulty disclosure]

5. A side that is damaged as a consequence of its opponents' failure to provide an adequate disclosure of the meaning of a call or play, as these Laws require, is entitled to rectification through the award of an adjusted score (see Law 7). The meaning to be disclosed is the one that matches the partnership understanding and what the partner should expect of the call or play in consequence of that understanding.

[Illegal method used]

6. When a side is damaged by an opponent's use of a special partnership understanding that does not comply with the regulations governing the tournament the score shall be adjusted. A side in breach of those regulations is liable to a procedural penalty.

C. [responding to a question] Page 2

#### XA draft Law 4

A player who is asked lawfully by an opponent to explain a call or play shall fully disclose the partnership understanding and any special information that is available to him arising from the methods of the partnership. If no partnership understanding is involved a player is not obliged to speak as to anything that he may infer from his knowledge and experience of matters that are known generally to bridge players. (See Law 21)

[Violation of system and psychic action] D.1. A player may violate his side's announced understanding always provided that his partner has no more reason to anticipate the violation than have the opponents. Repeated violations lead to implicit understandings which then form part of the partnership's methods and must be disclosed in accordance with the regulations governing disclosure of system. Implicit understandings may also arise from a mutual awareness of matters extraneous to the actual experience of the players in their partnership. If the Director judges there is undisclosed knowledge affecting the result of a deal he shall adjust the score and may award a procedural penalty. [See also Law 3B2(i).]

2. Other than the above no player has any obligation to disclose to opponents that he has violated his announced methods, whether purposefully or involuntarily, and if, by false inference or otherwise, an opposing side is damaged in consequence of a violation that occurs lawfully it shall have no entitlement to redress.

3.(a) Unless permitted by the Regulating Authority a player is not entitled during the auction and play periods to any aids to his memory, calculation or technique.

(b) Repeated involuntary violations of disclosed partnership understandings should be scrutinized by the Director. If he considers there is inadequate partnership preparation (the standards called for will vary between differing categories of tournaments) he may suspend for an offending side its use of one or more specified special partnership understanding(s) until such time as a committee given the authority to do so lifts the suspension.

[Calling attention to an irregularity]

- A. 1. Unless prohibited by Law any player may call attention to an apparent irregularity prior to or during the auction period, whether or not it is his turn to call.
2. Declarer or either defender may call attention to an apparent irregularity occurring during the play period.
3. During the play period dummy's right to draw attention to an apparent irregularity is restricted. His rights and limitations are defined in Law 33. In particular:
  - (a) Dummy may not call attention to an irregularity that occurs during the play period but, in common with declarer and either defender, may do so after the play has concluded.
  - (b) Dummy may attempt to prevent Declarer from committing an irregularity (but see Laws 32 and 33).

[Calling the Director]

B. When a player draws attention as in A to an apparent irregularity the Director must be summoned immediately. Any player, including dummy, may summon the Director after attention has been drawn to an irregularity. Summoning the Director does not cause a player to forfeit any rights to which he or his side might otherwise be entitled, nor does it affect the rights of his opponents.

[Awaiting the Director]

- C. 1. (a) When attention has been drawn to an apparent irregularity no player shall take any action until the Director has explained all matters in regard to rectification.
  - (b). Any breach of the requirement in (a) jeopardizes the rights of the side acting prematurely and may call for further rectification. The restrictions in Law 8 on the use of unauthorized information apply.
2. (a) It is the responsibility of the Director\* to rectify errors of procedure and to apply these Laws.
  - (b) If the Director is aware of an irregularity he deals with it within the period in which a ruling of the Director may be appealed (see Law 12A2 and any relevant regulation.).

XA draft Law 5 3. To rectify an error in procedure the

Director may

- (a) award an adjusted score as permitted by these Laws (see Law 7),
- (b) require or postpone the play of a board, or
- (c) implement any other relevant provision of these Laws.

-----[\*footnote: when called to a table before the  
play of a hand has been completed, the Director avoids any action, question or remark, that conveys  
information to a  
player for whom it is not authorized. If such information  
is inadvertently conveyed the Director may apply Law 7B.]

## LAW 6

### *[Rectification]*

- A.
  1. Rectification following an irregularity is a matter for the Director. Players have no right to determine rectification.
  2. When there is no contrary provision in law or regulation, and in the absence of any compelling reason to do otherwise, the Director deals with multiple infractions in the sequence in which they occurred.
- B. The Director may allow or cancel any rectification or waiver of rectification determined by players without his consent. Players who attempt rectification other than upon the Director's instruction violate correct procedure.

### *[Selection of option]*

- C.
  1. When these laws provide an option after an irregularity the Director shall explain all the options available before the player selects from among them.
  2. A player who has an option after an irregularity must make his selection without discussion with or advice from his partner. It is improper for his partner to convey an opinion to him as to his choice and if this happens D following applies.
  3. It is legally correct and morally proper for every player given options under these laws to choose freely from among them, after which he continues normal play (although an offender may be subject to restriction if so specified).

### *[Forfeiture of rights]*

- D. If, following attention drawn to an irregularity\*, a member of a non-offending side takes any action except upon the Director's instruction, he is liable to a procedural penalty and forfeits for his side the right to any prescribed rectification. The Director decides as to the manner in which the auction and play shall continue and in his discretion may award an adjusted score.
- E. Other than as in A to D preceding, when the Director is called upon to rule on a point of law or regulation, or to rectify an irregularity, he establishes, or forms a view as to, the facts and on this basis:
  1. if the law provides no rectification and he deems there is no occasion for him to exercise his discretion, he instructs the players to continue the auction and play.
  2. if in his opinion an irregularity calls for redress but the law prescribes no rectification, he allows play of the board to be completed, reserving to himself the possibility then of awarding an adjusted score.
  3. if the law prescribes rectification for the irregularity that has occurred he instructs the players accordingly and ensures that the law is implemented.

-----*(Footnote: \*for attention drawn to an irregularity by a spectator see Law 13).*

- A.
1. The Director may award an adjusted score or scores either on his own initiative or on the application of a player at the table, but only when these Laws empower him to do so. His first aim in score adjustment is to produce an equitable outcome.
  2. Whenever the laws permit, and the Director decides upon, the award of an adjusted score, he must make every effort to award an assigned adjusted score. If he is not able to determine an assigned adjustment (see E hereof) he awards an artificial adjusted score.
  3. In his adjustment of the score of a non-offending side the Director does not redress damage sustained through its own speculative action subsequent to the irregularity. Nor is a non-offending side entitled to redress for damage occasioned solely by its own significantly inferior play.

*[Director's error]*

- B.
1. If a Director has made a ruling that he or the Chief Director subsequently determines to be incorrect, and if no rectification will allow the board to be scored as though the correct ruling had been made, he awards an adjusted score, considering both sides to be non-offending for the purpose and applying Law 7A1.

*[No side at fault]*

2. When no side is at fault and it is impossible to play the board the Director awards an artificial adjusted score in accordance with the provisions of D below.

*[Incorrect rectification]*

3. The Director may award an adjusted score when there has been an error in rectification.

*[Undue severity or advantage]*

- C. The Director may not award an adjusted score on grounds that rectification provided in these Laws is unduly advantageous or severe for either side.

*[Artificial adjusted score]*

- D. When the Director awards an artificial adjusted score as Law 7A2 provides
1. to a non-offending side he awards, subject to 4 below, 60 per cent of the available matchpoints on the board or, in international matchpoints play, plus three imps.
  2. to an offending side he awards, subject to 4 below, 40 per cent of the available matchpoints on the board or, in international matchpoints play, minus three imps.
  3. to a side that bears part of the responsibility for the irregularity he awards 50 per cent of the available matchpoints on the board or, in international matchpoints play, zero imps.

4. The foregoing is modified when:
- (a) a non-offending side obtains a session score on the boards played that exceeds 60 percent of the matchpoints available on those boards; the side is awarded the percentage of matchpoints obtained on boards where the score has not been artificially adjusted.
  - (b) an offending side obtains a session score on the boards played that is less than 40 per cent of the matchpoints available on those boards; the side is awarded the percentage of matchpoints obtained on boards where the score has not been artificially adjusted.
  - (c) in international matchpoints play the score of a non-offending contestant on the boards played in the session is greater than plus 3 imps a board, disregarding any board where the score has been artificially adjusted; the award is increased commensurately.
  - (d) In international matchpoints play the score of an offending contestant on the boards played in the session is worse than minus 3 imps a board, disregarding any board where the score has been artificially adjusted; the minus award is commensurately worse.
5. The Regulating Authority may vary or authorize variation of the provisions of this section D.

*[Assigned adjusted score]*

- E. 1. (a) When after an irregularity the Director is empowered by these Laws to adjust the score and is able to award an assigned adjusted score, he should relate the award to the balance of expectations as it was in the instant prior to the irregularity. He may apply a procedural penalty to an offending side.
- (b) in appropriate circumstances it is lawful to weight the bridge score awarded to reflect the Director's estimate of the probabilities of outcome.
- (c) If the possibilities are numerous or not obvious the Director may resort to the award of an artificial adjusted score.
2. An assigned adjusted score may be expressed in matchpoints or in imps, or by altering the total-point score (and then converting, if appropriate, to matchpoints, imps or Victory Points).
- F. When the Director awards non-balancing adjusted scores in knockout (or "head to head") team play each contestant's score on the board is calculated separately and the average of the two is then assigned to both contestants.
- G. The Director shall not award an adjusted score to a contestant on a board not designated for that contestant to play in the current session.

*(Pair or player not at fault)*

- 'H. In a pair or individual event when a non-offending contestant (pair or, in an individual competition, player) is required to take an artificial adjusted score through no fault of his own, the score is assessed as in Laws 7D1 and 7D4(a). This does not affect adjustments for other contestants and there is no requirement that adjusted scores for two sides at a table should balance.

## LAW 8

### *[Information, authorized or extraneous]*

- A.
1. Players may use information in the auction or play if:
    - (a) it is information shown on the board or specified in Laws 14A or 14B, or
    - (b) it derives from the legal calls and plays, or
    - (c) it is information specified in Law 4A2 to be authorized, or
    - (d) it is authorized information from a withdrawn action as specified in 3 hereof, or
    - (e) it is information specified in any other law or regulation to be authorized.
  2. (a) In addition to the matters listed in 1 players may take account at their own risk of their estimate of their own score, of the characteristics, style and traits of their opponents, and the effect of any requirement of the tournament regulations. Other information is extraneous and, unless subject to an exception under these Laws, is unauthorized information and no player may base a call or play upon it. If there is a violation of this law see Law 7E.
    - (b) Nothing in this Law maybe considered to override the objects of the game stated in section A of the Introduction to these laws.
  3. (a) A call or play maybe withdrawn, and another substituted, either by a non-offending side where these laws authorize it after an opponent's infraction, or by an offending side to rectify an infraction. A call may also be withdrawn or cancelled as Law 23 allows, a cancelled call being a withdrawn call in the application of these laws.
    - (b) For a non-offending side all information arising from such a withdrawn action is authorized, whether the action be its own or its opponents'.
    - (c) For an offending side, to include a side whose player has been allowed to change his call under Law 23B1, information arising from its own withdrawn action and from withdrawn actions of the non-offending side is unauthorized. A player of the offending side may not select an action that could be suggested by information arising from a withdrawn action if there is an alternative that is less suggested which meets the criteria in Law 8C3(b).
- B. 1. A player who receives extraneous information by accident must inform the Director; such information must not influence his choice of action. If the Director is of the opinion that information received in this way is likely to affect the play substantially he may:
  - (a) appoint a temporary substitute to replace the player who possesses extraneous information about the hand; or
  - (b) adjust the players' positions at the table if this will not create a secondary problem; or
  - (c) order the board to be redealt provided it has not been played by any contestant whose players are not at the current table, the progress of

the tournament is not too much delayed, and he deems it appropriate; or  
(d) award an artificial adjusted score.

2. When the procedure in (a), (b) or (c) of Br is tried and fails to rectify the position the Director awards an artificial adjusted score.

C. 1. Extraneous information may be received by a player from his partner. Among other possibilities it may be conveyed by a remark, a meaningful breach of tempo - but see Law 18C4(b), by a question (or through\* it), by an inflexion or tone of voice, a mannerism or gesture, or any peculiarity in the way a call is communicated or a play is made. The player must not allow such information to influence his action.

2. (a) A player who thinks an opponent has made extraneous information available may call the Director to inform him of his concern. Alternatively, unless prohibited by regulation, he may reserve his right to refer to the Director later. (Any player who contests the facts must summon the Director at once.)

(b) When a player has substantial reason to believe that an opponent who had a logical alternative available has chosen an action that could have been suggested by such information he should summon the Director - at the end of the play or, as to dummy's hand, immediately dummy is exposed.

(c) If called to the table before play of the hand is completed, the Director notes the facts and instructs that play shall continue. He shall be recalled at the end of the play if a player then wishes to ask for a ruling.

3. A player possessing extraneous information received from his partner may take action that it suggests only when

(a) the same information is fully available to him from one or more of the sources specified in AI, or

(b) no other potential action or actions less suggested would be seriously considered by at least a noteworthy minority of players of similar ability, and perhaps adopted by some, when using the player's announced methods and not in possession of unauthorized information.

4. If the Director decides that a player has used unauthorized information Law 7E applies.

-----(*Footnote: \*as, for example, by asking a question unnecessarily in order that partner may hear the answer.*)

**LAW 9**

*(infractions of law)*

- A. 1. Whenever, in the opinion of the Director, an offender could have been aware at the time of his irregularity that this could possibly damage the non-offending side, he shall require the auction and play to continue, afterwards awarding an adjusted score if he considers the offending side had thereby gained an advantage.  
2. If rectification of a player's irregularity imposes on his partner a requirement to pass, the Director shall require that the auction and play is completed and consider at the end of the hand whether to award an adjusted score for the reason given in 1.

*(intentional infraction)*

- B. A player must not infringe a law intentionally even if he is willing to accept the consequences of rectification of the irregularity as set out in the laws.
- C. There is no obligation to draw attention to an inadvertent infraction of law other than the duty to correct a faulty explanation of a call or play at the appropriate time specified in Law 21 F2 or 21 F3..

*(concealing an infraction)*

- D. A player must not attempt to conceal an infraction, as for example by purposefully committing a second revoke, concealing a card involved in a revoke, or mixing the cards prematurely.
- E. A purposeful infraction is a gross impropriety. In particular, any deliberate\* communication of unauthorized information to partner is wholly unacceptable and calls for the offender to be heavily penalized.

*[Footnote: \*the communication of unauthorized information incidental to a lawful act is not improper. It is highly improper when the purpose of the action is to convey that information by design.]*

## LAW 10

### *(Procedural penalties)*

A. The Director, whether or not implementing any rectification which these laws prescribe, may separately assess a procedural penalty for any violation of correct procedure or breach of law.

B. Offences liable to procedural penalty include infractions that unduly delay or obstruct the game, inconvenience another contestant, or necessitate the award of an adjusted score at any table.

C. Amongst the offences cited in A and B the following are particular examples to be noted:

#### *(Failure to comply)*

1. failure to comply promptly with tournament regulations or with any instruction of the Director.

#### *(Tardiness)*

2. arrival of the contestant after the specified starting time

#### *(Slow play)*

3. unduly slow play by a contestant

#### *(Loud discussion)*

4. mention of the bidding, play, or result of a board, or of the contents of a deal, within the hearing of players to whom the discussion may convey information to which Law 8B applies.

#### *(Comparing scores)*

5. unauthorized comparison of scores

#### *(Misplacing cards)*

6. placing one or more cards in an incorrect pocket of the board or so that a card is faced in a pocket.

#### *(Errors in procedure)*

7. failure to count cards in one's hand, playing a wrong board, or any like error in procedure that necessitates an adjusted score for any contestant.

#### *(Improper speculation)*

8. a player's speculative action which in the opinion of the Director is not based upon his card holding and which occurs when that player is entitled under the laws to an adjustment of score in consequence of an opponent's prior infraction.

#### *(inattention to correct procedure)*

9. paying insufficient attention to the game, for example a contestant's frequent infractions over a number of deals.

*(flawed etiquette)*

10. gratuitous comment, inconsiderate prolonging of play when the outcome is clear, detaching a card before it is his turn to play, indicating an expectation of winning or losing a trick not yet completed, using different designations for the same call, showing approval or disapproval of a call or play, or looking intently at another player or at his cards as though to note the place from which he takes a card to play it. (If a player sees an opponent's card accidentally Law 8B applies.)

*(impropriety)*

11. commenting or acting during the auction or play in a way to draw attention to a significant occurrence or to the number of tricks still required for the contract to succeed or fail, showing an obvious lack of further interest in the deal (e.g. folding one's cards), varying the normal tempo of bidding or play in order to disconcert an opponent (see Law 18C4), or leaving the table needlessly before the round ends.

A. 1. A player or team official shall maintain proper decorum and a courteous attitude to other players and team officials, to tournament officials and others linked to the running of the tournament, within the tournament site.\*

2. In performing his duty to maintain courtesy, good order and discipline – see Law 3B2(d) - the Director is specifically empowered to award disciplinary penalties assessed in any applicable scoring medium, and thereby reduce the scores of the contestants penalized.

3. ' In fulfilling his responsibility under Law 3B2(d) the Director in his discretion may suspend a player, a side or a contestant, for the current session or any part thereof.

B. 1. For the maintenance of good order and discipline the Director is empowered to disqualify or to suspend beyond the current session a player, side or contestant, for cause, subject to the approval of the Tournament Organizer or of a committee to which the Tournament Organizer has delegated or assigned such powers of approval. This approval may be given prior to the tournament or at the tournament.

2. The Tournament Organizer, or a committee to which it has delegated or assigned relevant powers, may disqualify a player, side or contestant from participation (or continued participation) in the tournament.

*[Footnote: \* a Regulating Authority should give consideration to its disciplinary control of participants in places not covered by this law.]*

## LAW 12

### *[Appeals and delayed requests for rulings]*

- A. Unless varied by regulation (which may include linking the time limits to segments rather than sessions) - see Law 2B2(d) - the following time limits will apply:
1. A side may request a ruling not later than 30 minutes after the end of the session in which the alleged irregularity occurred.
  2. Not later than 30 minutes after the end of the session a side may appeal for a review of any ruling made by the Director in connection with an occurrence at its table. In the case of a ruling given after the end of the session the appeal may be lodged within fifteen minutes of receiving the ruling or within the 30 minutes period in AI, whichever is the later.
  3. A contestant may apply for a score correction within thirty minutes after the score has been made available for inspection by the contestants. A contestant may further appeal the revision of his score within 15 minutes after it has been made available for his inspection.
- B. A request for a ruling, an appeal or a correction, must always be lodged with the Director or his appointee.
- C. An appeal shall not be heard unless both members of a partnership (except in an individual event), or in a team event the team captain, concur(s) in making the appeal. An absent player or captain is deemed to concur.
- D. The Chief Director shall hear the appeal
- i. if there is no appeals committee (but see E2) or it is unable to meet without disturbing the orderly progress of the tournament; or
  2. if the appeal is on a point of Law or Regulation (in which case after the Director has given his decision the appellant may have recourse to the appeals committee which if it thinks fit may
    - (a) invite the Chief Director to review his decision; and thereafter
    - (b) refer the question to the Regulating Authority if the Chief Director, being invited as in (a), does not resolve the committee's doubts.)
- E. i. Any appeal other than those treated as in D is referred to the tournament appeals committee. In adjudicating the appeal the committee is bound by the laws and regulations made under the laws. In a matter of Law the committee may not override the Chief Director (see D above) but otherwise it may exercise any of the powers assigned to the Director by these Laws and may vary any finding, change any award of the Director or refer any matter to the Regulating Authority.
2. If desired by the Tournament Organizer and agreed by the Regulating Authority, appeals may be heard by one person acting as referee (who should be guided by the Director as to Law and Regulation and be advised to consult other opinion whenever possible in matters of bridge judgement).

[Appeals without merit]

- F. Appeals found by the appeals committee to lack merit may be the subject of penalties imposed by regulation.

[Further possibilities of appeal]

- G. 1. Regulating Authorities may establish procedures for further appeals after the foregoing procedures have been exhausted.

2. The Chief Director retains the right to refer a matter in his discretion to the Regulating Authority. The Regulating Authority has plenary authority to resolve any matter finally.

3. (a) Notwithstanding 1 and 2 above, where deeming it crucial to the progress of the tournament the Regulating Authority may assign the responsibility for dealing finally with any appeal to the respective tournament appeals committee (see E) and, along with the parties to the appeal, is then bound by the outcome.

(b) As part of the Conditions of Contest notified to contestants before they enter the tournament, the Regulating Authority may omit such stages of the appeals process set out in this Law as it wishes\*.

*[\*footnote: the Regulating Authority is responsible for compliance with any national laws that may affect its action.]*

## LAW 13

## (Spectators)

A. 1. Spectators are subject to the control of the Director under the regulations for the tournament – see Law 2B(g).

2. A spectator may not look at the hand of more than one player except with permission.

3. *A spectator must not show any reaction to the bidding or play when a deal is in progress.*

4. During a round a spectator must refrain from mannerisms or remarks of any kind and must have no conversation with a player.

5. A spectator must not disturb a player.

B. 1. A spectator at the table shall not call attention to any irregularity or mistake.

2. Only if requested by the Director may a spectator speak as to fact or law.

3. Regulating Authorities and Tournament Organizers who grant facilities for electronic transmission of play as it occurs may establish by regulation the terms by which such transmissions may be viewed and prescribe acceptable conduct for viewers.

C. 1. Any violation of the foregoing by a spectator is misconduct. -

2. The Director has power to remove any spectator from the table or from the playing area, and may ban a spectator from entering the playing area.

3. Regulations may specify circumstances in which a side is held responsible for the presence and actions of a spectator. In such a case the Director may adjust the score if the spectator's unlawful action affects the outcome of a board.

D. A non-playing captain of a team is subject to the regulations for the *tournament*. *In default of such regulation his status in the playing area is that of a spectator.*

Of Auction and Questions .....	21 B, 21D
of Calls .....	21
of the play .....	34J, 51A3(b)
who may review the Auction .....	21D1
Revoke .....	<i>Definitions</i>
After calls to next deal .....	46133
After round has ended .....	46B4
Attention Illegally Drawn .....	43B 45A4
Before partner plays to twelfth trick .....	44C2
by failure to play a faced card .....	46B I
Correction .....	44
Definition .....	43A
Equity .....	46C
Established .....	45A
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on Trick Twelve .....	44C 1, 46B2
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Rectification Assessed .....	46A
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Procedure after Establishment .....	46
Right to Inquire .....	43B
RHO .....	<i>Definitions</i>
<i>Right to determine rectification</i> .....	6A
<i>Right To Call</i>	
Retention of .....	18B2
<i>Rights</i>	
Dummy's Rights .....	33A
Opponent's .....	5B
Retention of .....	5B
Rotation .....	<i>Definitions</i>
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End of .....	17D
End of Last Round .....	17E
<i>Rulings</i>	
On Agreed Facts .....	6E
On Disputed Facts .....	6E
<b>S</b>	
<i>Score</i>	
Adjusted .....	7A
Artificial .....	7D

*(The pack)*

- A. The game is played with a pack of fifty-two cards with 13 cards in each of four suits. The suits rank downwards in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The cards of each suit rank downwards in the order Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

*(The duplicate boards)*

- B. A duplicate board containing a pack of cards is provided for each copy of each deal to be played during a session. Each board is numbered and has four pockets to hold four hands each of thirteen cards. The pockets are designated North, East, South and West; they are placed in the normal compass relationship to each other. The dealer and vulnerability are shown on each board as follows:

North Dealer	Boards	1	5	9	13
East Dealer	Boards	2	6	10	14
South Dealer	Boards	3	7	11	15
West Dealer	Boards	4	8	12	16
Neither side vul.	Boards	1	8	11	14
North-South vul.	Boards	2	5	12	15
East-West vul.	Boards	3	6	9	16
Both sides vul.	Boards	4	7	10	13

The same sequence is repeated for Boards 17-32 and for each subsequent group+ of sixteen boards. No board that fails to conform to these conditions should be used, but if such a board is used the conditions marked on it apply throughout the session.

*(Arrangement of tables)*

- C. 1. Tables are numbered in a sequence established by the Director.  
 2. Four players play at each table. They constitute two partnerships or sides, one sitting North and South, the other East and West.  
 3. At the start of each session the Director assigns an initial position to each contestant (individual, pair or team). Unless otherwise directed the members of a pair or team may select seats, amongst those assigned to them, by mutual agreement.  
 4. Having once selected a compass direction, a player may change it within a session only upon the instruction or with permission of the Director.

*(Partnerships)*

- D. In pair or team events the contestants enter as pairs or teams and retain the same partnerships throughout a session (except in the case of substitutions authorized by the Director). In individual events each player enters separately and partnerships may change during a session.

*(Change of direction or table)*

E. Players change their compass direction or proceed to another table in accordance with the Director's instructions. The Director is responsible for announcing his instructions clearly; each player is responsible for moving when and as instructed and for occupying the correct seat after each change.

*(Dealing the hands)*

A. 1. When the Director requires the hands to be dealt by the players each pack is thoroughly shuffled. There is a cut before dealing if any player requests it.

2. The cards must be dealt face down, one card at a time, into four hands of thirteen cards each. Each hand is then placed face down in one of the four pockets of the board.

3. A member of each side should normally be present during the shuffle and deal but the Director may dispense with this requirement.

B. 1. For convenience of preparing multiple copies of the boards in play the Tournament Organizer may arrange for the hands to be dealt in advance, manually, electronically, or mechanically, and copied into as many sets of boards as may be required.

2. Alternatively the Director may require the players to copy the hands into a further set of boards (after playing the hands if they are due to play them).

3. When copies of hands are placed in one or more further sets of boards, the copies must be exact in every detail. However minimal the variation may be, a board found not to contain an exact copy of the original deal is a fouled board. (See Law 51 G)

*(redeal)*

C. 1. (a) There must be a re-deal, made as prescribed in the foregoing sections, if it is ascertained before the auction begins for both sides that the cards have been incorrectly dealt or that a player could have seen the face of a card belonging to a hand not his own.

(b) If multiple copies of the hand are in use the rectification in (a) may be deemed by the Director to be inapplicable. In this event an adjusted score may be awarded to any contestant prevented from playing the board normally.

2. No result may stand if the cards are dealt without shuffle from a sorted pack or the deal has been played in a previous session

3. (a) Subject to Law 19F2, there shall be a redeal when required by the Director for any reason compatible with these laws.

(b) The authority in (a) shall not be exercised to order the redeal of only one board when the final result of a match could be known to a contestant. The Director awards an adjusted score or cancels the board.

(c) The Director normally requires two or more boards to be redealt in a match if score comparisons on them are not possible and time allows.

*(Control of Boards and Cards)*

- A. When a board is to be played it is placed in the centre of the table. The Director may consent to its being put to one side when the opening lead has been selected, but otherwise it should remain in the centre of the table until the hands have been returned to the board (see F). At all times the correct compass bearing of the board shall be maintained with care.
- B. Each player takes from its pocket the hand corresponding to his compass position. The hands are designated the North, East, South, and West hands accordingly.
- C. Each player should count his cards whilst they are still face down, to ensure that he has exactly thirteen.
- D. Before making his first call on a board each player must inspect the face of his cards.
- E. Other than for declarer's play of dummy each player retains control of his own cards from the time when he removes them from the pocket of the board until he returns them to the pocket again. He shall not permit them to become mixed with the cards from a different pocket.
- F. When the number of tricks won and lost has been agreed and provided no outstanding question has been raised that requires the Director's attention, each player shall return his thirteen cards intact to the pocket from which he withdrew them.
- G. Except as allowed under Law 34B, no player should touch any cards but his own during or after play without the permission of the Director.
- H. Any contestant remaining at a table throughout a segment or session of a tournament has a primary responsibility during that period for maintaining the appropriate conditions of play at that table. All players should be attentive to the requirements of the movement of players and boards.

*(Sequence of rounds, segments and sessions.)* LAW 17

- A. The Regulating Authority may substitute for the definition in these laws its own published definition of 'round', 'segment' and/or 'session'.
- B. The Director instructs the players as to the manner in which the boards shall be moved and the contestants shall progress.
- C. By default the responsibility for moving the boards lies with the North player, but with the East player if he and not North is to remain at the table. The Director may override this arrangement with his own instructions.
- D.
  - 1. A round ends when the Director signals the start of the following round, but a table that has not completed play by that time continues the round until the progression of the players occurs.
  - 2. Normally a delayed table as in 1 will complete play of the board(s) but the Director has power to require the progression even though play is incomplete if the game is unduly delayed, awarding adjusted scores as necessary (see 3 below and Law 10C).
  - 3. When the Director exercises his Law 5C3(b) authority to postpone play of a board the round does not end for that board at that table until the board has been played and the score recorded or the Director has cancelled the play of the board.
- E. A segment or session ends for each table when play of all boards scheduled at that table ceases, with all scores (actual or adjusted) agreed and entered on the proper scoring form, thus completing play in that segment or session.

- A. The auction period on a deal begins for a side when either partner looks at the face of his cards.
- B. 1. The auction period ends when all four players pass or when after three passes in rotation have followed any call the opening lead is faced (but see 2).  
2. When a call has been followed by three passes the auction does not end if one of those passes was out of rotation, depriving a player of his right to call at that turn. When this occurs the auction reverts to the player who missed his turn, all subsequent passes are cancelled and the auction proceeds as though there had been no irregularity. Law 8A3 may apply to information conveyed by the cancelled calls (see Law 24C).  
3. A player's pass may also be changed to a legal bid, double or redouble, when the conditions of Law 23B are met.
- C. 1. The player designated by the board as dealer makes the first call; the player to dealer's left makes the second call, and thereafter each player calls in turn in a clockwise direction.  
2. A call made simultaneously with one made by a player whose turn it was to call is deemed a subsequent call.  
3. Communication between partners during the auction and play shall be by means only of the calls and plays themselves.  
4. (a) Calls (and plays) should be made without any special emphasis, mannerism or inflection, and as far as possible without any undue delay or haste. Mandatory pauses may be prescribed by regulation (as on the first round of the auction or at the first trick, or after any bid which is not at the minimum level next available in that denomination).  
(b) Proper tempo is not absolute and identical at every table. It is expected to vary depending upon the complexity of the situation, the skill and experience of the players, the normal tempo of the player involved and other factors that have evident bridge considerations. In determining any breach of tempo, and whether it conveys unauthorized information, the Director takes these issues into account.

*[Cards from wrong board]*

- D. 1. A call is cancelled if it is made by a player on cards that he has picked up from a wrong board.  
2. Any subsequent calls are also cancelled.  
3. After looking at the correct hand, the offender calls again and the auction continues normally from that point. Law 8A3 applies to cancelled calls that were made by any player other than the offender.  
4. The Director awards an adjusted score if he judges that the offending side may have gained an advantage through\* the infraction.

*[incorrect number of cards]*

- E. 1. When there is an incorrect number of cards in any pocket of the board and a player has made a call with that hand:
- (a) if the Director deems that the hand, when corrected, may be played normally without any change of call, he so instructs the players.
  - (b) if the Director considers it unsafe to follow (a) he shall award an artificial adjusted score and may penalize an offender.
2. If no player has called on an incorrect hand the Director shall:
- (a) correct the hands by reference to the hand records or to other players who have already played the board, or
  - (b) if the board was incorrectly dealt require that it be redealt — but see H2 following and Law 15C3.

*[Player has seen another's cards]*

- F. When any pocket of the board contained an incorrect number of cards and the Director has restored the hands correctly, if any player has seen another player's card or cards:
1. if the Director deems the information will not interfere with normal bidding and play, he shall instruct the players to resume play of the board.
  2. if the Director deems the information may have a significant effect he allows play to continue. When the hand has been completed if he then considers the information has had a significant effect on the outcome of the board the Director shall adjust the score. A procedural penalty may be applied to an offender.

*[Defective hands]*

- G. 1. If it is discovered that a card is missing from a board the Director shall correct the deficiency if possible and allow the hand to be completed. Failure to have played a missing card to a trick may constitute a revoke (see Law 43A). If it is impossible to rectify the board he may award an adjusted score or cancel the board. 2. When it is found after play has been completed that one player's hand contained more than 13 cards and another hand contained correspondingly fewer, the result must be cancelled, and an adjusted score awarded. The Director may apply a procedural penalty — see Law 10.
- H. 1. Clauses E, F, and G, of this law establish positions which the Regulating Authority may vary by regulation.
2. When multiple copies of a deal are in use any requirement to redeal a board may be deemed inapplicable by the Director. In such case he may award an adjusted score to contestants deprived of a normal result on the board or otherwise resolve the difficulty.

*[Play of a wrong board]*

- I. 1. If players play a board not designated for them to play in the current round the Director normally allows the score to stand if none of the players has previously played the hand.
2. He may require both pairs to play the correct board against each other later.

- J. 1. If any player plays a board he has previously played, with the correct opponents or otherwise, his second score on the board is cancelled for both sides. The Director awards an adjusted score to the contestant deprived of the opportunity to obtain a valid score.

*[Discovery during the auction]*

2. (a) If it is discovered during the auction that a contestant is playing a board not designated for him to play in the current round the Director shall cancel the auction, ensure that the correct players are seated and restart the auction.

(b) For the side that participated in the aborted auction information from the calls in it is unauthorized information

on which it must not base its action subsequently. See Law 8C3(c).

(c) The second opponents are not entitled to information as to the calls in the first auction.

(d) Both pairs are free to bid normally. If the Director deems that the result obtained has been prejudiced by the infraction he shall award an adjusted score – see Law 7E. Whilst in a normal auction the side that has remained at the table may be deemed an offending side, should a member of the incoming pair make a call for which no bridge reason can be perceived this is a violation of correct procedure; the Director may award an adjusted score (the side that has remained at the table now being the non-offending side) and may also apply a procedural penalty if of the opinion that the infraction was a purposeful attempt to preclude normal play on the board.

-----*[Footnote: \* 'through' allows that the advantage may not flow directly from the infraction – it may come from a situation that the infraction has created.]*

LAW 19 .

*[calls and bids]*

- A. 1. Pass, double and redouble are calls but they are not bids. 2. A bid is a call that names a number of odd tricks, from one to seven, and a denomination.
- B. A bid supersedes a previous bid if it names either the same number of odd tricks in a higher-ranking denomination or a greater number of odd tricks in any denomination.  
*[rank of denominations]*
- C. The rank of the denominations in ascending order is clubs, diamonds, hearts, spades, and notrump.

*[bids, sufficient and insufficient]*

- D. 1. A bid that supersedes the last preceding bid is a sufficient bid. 2. A bid that fails to supersede the last preceding bid is insufficient. (See Law 25)

*[auction not conducted vocally]*

- E. The Law 2A3(d) authority may be used to allow or require players to make their calls not vocally but in a specified manner\*.

*[contract and declarer]*

- F. 1. At the end of the auction the contract to be played by the declarer is the undertaking to win, playing in the denomination named, the number of odd tricks (in excess of six) specified in the final bid, whether undoubled, doubled or redoubled. The declarer is the player who, for the side that makes the final bid, was first to name the specified denomination. Play begins (see Law 29). If no player bids the hands are returned to the board and a zero score is entered. There shall not be a redeal.

\*Footnote: When bidding boxes are in use, unless the Regulating Authority specifies otherwise a call is considered to be made when the player removes the bidding card from the bidding box with intent (but see Law 23B).

- A.
  - 1. A player may double only the last preceding bid. That bid must have been made by an opponent, with no call other than pass having intervened.
  - 2. When doubling the only correct form is the single word "Double".
  - 3. A player who has made a double in accordance with 1 is deemed to have doubled the bid as made. Law 22A applies.
  - 4. Should a player indicate that when doubling he believed . the last preceding bid to be other than it was the double stands and Law 8C applies to this extraneous information.

[*Redoubles*]

- B.
  - 1. The last preceding call, other than pass, prior to a redouble must have been a double by an opponent.
  - 2. When redoubling the only correct form is the single word "Redouble".
  - 3. A player who has redoubled in accordance with 1 is deemed to have redoubled the bid that was doubled. Law 22A applies.
  - 4. Should a player indicate that when redoubling he believed the bid doubled was other than it was the redouble stands and Law 8C applies to this extraneous information.
  
- C.
  - 1. Any double or redouble is superseded by a subsequent legal bid.
  - 2. If a double or redouble is not superseded as in 1 scoring values are increased as provided in Law 52.

LAW 21

*(Review and explanation of calls)*

- A. A player may require clarification forthwith if he is in doubt what call has been made.
- B. During the auction period a player may request to have all previous calls restated in full when it is his turn to call unless he is required by law to pass. Alerts and like procedures should be included in the restatement, which must be a full restatement of the whole auction.
- C. 1. After the final pass either defender may ask if it is his opening lead. (See Laws 29B and 35B.)
2. Declarer, before playing from his own hand or from dummy, or either defender at his first turn to play, may require all the calls of the auction to be restated (see Laws 29B and C.)

*(Responsibility for restatement)*

- D. 1. Any request to have calls restated shall be responded to only by an opponent.
2. Regardless of status all players at the table are responsible for prompt correction of errors in restatement. (When an uncorrected review causes damage the Director may award an adjusted score.)

*(Explanation of calls)*

- E. 1. (a) Before commencement of a board a player may examine his opponents' system card and seek clarification of any information on it. (A supplementary sheet is part of the system card.)
- (b) During the auction period, but only at his own turn to call, any player may examine his opponents' system card.
- (c) Until the end of the play period, dummy may not look at his opponents' system card. (See also Laws 33B and 33C)
- (d) During the play period declarer, at any time, and a defender at his own turn to play, may refer to his opponents' system card.
- (e) No player may refer to his opponents' system card except as this law allows.
- (f) By regulation the Regulating Authority may designate written defences to which players may refer at the table. A player may consult such a defence only at times when these laws allow him to refer to his opponents' system card.
- (g) Except by permission of the Director a player may not consult his own system card during the auction and play periods.
2. (a) During the auction and before the final pass, any player may request, but only at his own turn to call, an explanation of the opponents' prior auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and about relevant inferences from the choice of action where these are matters of partnership understanding. Except on the instruction of the Director replies should be given by the partner of the player who made the call in question (see Law 29E and F).

(b) At his own turn to call any player may enquire about the meaning of an opponent's call that has been alerted.

(c) In the case of an artificial call that demands a given response (always, or dependent upon partner's holding), the enquirer should be informed of this and of the extent to which the method is forcing.

3. If during the auction instead of requesting an explanation of the auction in full a player enquires about the meaning of a particular call, his partner is subject to the constraints of Law 8C if the Director determines that the player has shown more than an ordinary interest in the call asked about.

4. After the final pass the opening leader may request an explanation of the opposing auction. When the opening lead is faced the other defender may request an explanation of the opposing auction; until this time it is improper after the final pass for the defender not due to make the opening lead to ask about opponents' calls. During the remainder of the play period a defender may enquire at his turn about the meaning of the opposing auction; alternatively he may enquire about an opponent's call but in doing this he should be aware he may pass unauthorized information (see Law 8C1).

5. At his or dummy's turn to play the declarer may request an explanation of a defender's call or card play understandings.

*[Responding to a question]*

F. 1. (a) A player who is asked lawfully by an opponent to explain a call or play shall respond as Law 4C requires.

*(Errors in explanations)*

2. A player who subsequently realizes that an explanation he has given was erroneous or incomplete should take no further action and must call the Director immediately. The Director applies Law 22 or Law 4B5.

3. (a) A player who believes his partner has given a mistaken or incomplete explanation must give no sign of this until permitted to speak by this Law. If he becomes a defender he may not seek to correct an error until the play ends; as declarer or dummy he must do so after the final pass of the auction. When permitted by this Law the player must inform the opponents in the presence of the Director that, in his opinion, his partner's explanation was erroneous or incomplete. (See Laws 22 and 4B5).

*[Explanation reveals partner's mistaken explanation]*

(b) As an exception to (a), if a player is asked for an explanation of a call and in giving it will make known to partner that in his opinion an explanation the partner has given is incorrect, he must follow (a) preceding in stating the agreed meaning of the call; additionally, for his opponents' protection, he may draw attention to the implications of his answer for his partner's prior explanation. The partner may not use knowledge gained from this occurrence until such time

as the criteria in Law 8C3 are met; at the end of the play the Director awards an adjusted score if he considers a non-offending contestant has been damaged through opponents' failure to provide a single agreed explanation of their method.

G. 1. A player has no claim for redress if he is misled because an opponent has misbid, any explanation he has received having stated the partnership agreement correctly. But under Law 4D3(b) the Director may award an adjusted score on his own initiative, if he takes action against the opponent under Law 4D3(b).

2. If damage is caused in consequence of failure to provide an opponent with the explanation of partnership methods as required by law and regulation (see Law 4B) the Director awards an adjusted score.

[## 3. If a player draws a reasonable but false inference from an opponent's remark, question, tempo, gesture, manner, or the like, Law 9A may apply. ##]

*I Footnote: repeat the examples from the 1997 laws. Given their length, would this possibly be at the back of the book in an appendix, with attention drawn from here?J*

*## G3 not discussed with JW. See notes.*

LAW 22

*[Player's misunderstanding]*

A. No rectification or redress is due to a player who acts on the basis of his own misunderstanding.

*[Player misinformed by opponent]*

B. 1. (a) Until the end of the auction period (see Law 18B) a player may change a call if it appears he may have made it on the basis of misinformation given to him by an opponent. This right ceases when his partner calls at his next opportunity.

(b) A call changed as in (a) is a withdrawn action to which Law 8A3 applies, the side whose call has changed being non-offending and their opponents an offending side (see C following).

2. A failure to make a timely alert or announcement in accordance with the regulations for the tournament misinforms the opponent.

*[Opponent's subsequent change of call]*

C. 1. When a player changes his call as in B his LHO may then change in turn any subsequent call he may have made.

2. The withdrawn calls are subject to Law 8A3 and for the offending side information gained from them is unauthorized unless and until subsequently conveyed by the calls in the legal auction or it becomes apparent in the play of the cards.

*[Too late to change call]*

D. When it is too late to change a call the Director awards an adjusted score if after completion of the play he judges the non-offending side has been damaged, or the offending side has gained an advantage, through the infraction.

*[Change of call]*

- A.
  - 1. A call may be changed only when these Laws authorize or require it.
  - 2. When a call is changed lawfully all calls at that turn subsequent to that call are cancelled and the auction continues in rotation.
  
- B.
  - 1. An immediate change of an involuntary call (see definition of 'involuntary') is permitted provided partner has not called subsequently and there has been no reconsideration of the first call.
    - 2. A change of call is 'immediate' if instantaneous upon the player's discovery of his mistake.
    - 3. (a) If the Director rules that a change does not conform to B1 above the call the player has attempted to substitute for the original call is cancelled and the cancelled call is treated as a withdrawn call (see C). .
      - (b) After a call is cancelled as in (a) any call subsequent to that call is also cancelled (see C). The side whose call was cancelled under (a) is deemed an offending side.
  
- C. In the resumed auction and play Law 8A3.applies to a call cancelled or withdrawn under the provisions of this law.\*

*\*Footnote: Directors should note that there is no reference to lead penalties. The player is required to avoid the use of unauthorized information, which includes not allowing the information to influence his lead (see Law 8C3).. It is appropriate to make certain that players understand these responsibilities.*

LAW 24

*(Rectification after call or play withdrawn)*

- A. When following an irregularity these laws require that an offending player's call or play be withdrawn or cancelled, and no other rectification is stipulated, then the player shall substitute at that turn an action in keeping with the partnership's announced methods. Subject to Law 8A3 the auction and play then continue as though no irregularity had occurred\*.
- B. Restrictions under A are subject to the relief in Law 8C3.
- C. For clarity it is stated that a cancelled action is a withdrawn action for the purposes of these laws.
- D. If in the opinion of the Director an action substituted under A is not in keeping with the announced methods of the partnership the Director may adjust the score.

\* *(Footnote: see footnote to Law 23)*

LAW 25

( *insufficient bid* )

- A. Any insufficient bid may be accepted (i.e. treated as legal) at the option of the player who is next to call. It is accepted if that player calls.
- B. If an insufficient bid in rotation is not accepted either a sufficient bid or a pass must be substituted.
- C. If the insufficient bid is substituted with a sufficient bid at the next available level in that denomination this bid is deemed, notwithstanding any partnership understanding, not to have an artificial meaning and is to be so understood by all the players. Subject to Law 8A3 (including prohibition of use by the offender's partner of any awareness or assumption as to the basis of the offender's irregularity), the auction continues as though no irregularity had occurred.
- D. If when play of the hand is completed the Director judges that the insufficient bid conveyed additional information that has led to damage to the non-offending side he shall assign an adjusted score.
- E. If the offender substitutes a pass or a sufficient bid not conforming to C above, the offender's partner must now pass whenever it is his turn to call (and see the footnote to Law 23).
- F. If the offender attempts to substitute a double or a redouble or any illegal bid for his insufficient bid the substituted call is cancelled and replaced with a pass. The offender's partner must then pass whenever it is his turn to call (and see the footnote to Law 23).
- G. If a forced pass under E or F above leads to damage of a non-offending opponent the Director shall assign an adjusted score. (The offender's exercise of his option to pass under B is not forced.)

LAW 26

*[Rotation of the auction - infringements]*

- A.
1. The auction rotates in accordance with Law 18C1.
  2. As each player completes his call the turn passes to his LHO.
  3. A call made by a player at his RHO's turn is in rotation if the RHO is required by law to pass.
  4. If, after a call out of rotation, a call is made by the player whose turn it was, the call out of rotation is cancelled and the auction continues as though no irregularity had occurred. Law 8A3 applies to the cancelled call.
- B.
1. Unless inadmissible (see Law 27B) a call out of rotation is accepted if offender's LHO calls; it is deemed there is no infraction and the auction continues.
  2. If a call out of rotation is inadmissible the call is cancelled, together with any subsequent calls)\*. Law 8A3 applies. The auction reverts to the player whose turn it was, he makes his call and the auction and play proceed as Law 24 provides.
  3. When there is a call out of rotation and none of A4, B1 or B2 applies, the call is cancelled. Law 8A3 then applies to the withdrawn call. The auction reverts to the player whose turn it was, he makes his call and the auction and play then continue as Law 24 provides.
- C.
1. If under B2 or B3 a call out of rotation is cancelled, and that call conveyed information about a suit or suits, if the offender becomes a defender see the footnote to Law 23.
  2. When a player passes out of rotation before his partner has made any call in the auction see also Law 9A1.

*\*Footnote: a call subsequent to an inadmissible call is not an offence unless the caller made it deliberately when aware of the inadmissibility.*

*(Inadmissible calls) LAW 27*

- A. To make an inadmissible call is a breach of correct procedure.
- B. The following calls are inadmissible:
1. A double or redouble not permitted by Law 20.
  2. A bid, double or redouble by a player required by law to pass.
  3. A bid of more than seven.
  4. A call after the final pass of the auction.
- C.
1. An inadmissible call is cancelled. together with any subsequent call(s). Law 8A3 applies.
  2. Except in the case of a call after the final pass of the auction the player must substitute a legal call. The auction and play then continues.
  3. If the offender becomes a defender Law 8A3(c) applies to information from the cancelled call and in particular if that call conveyed information about a specified suit or suits the offender's side shall avoid use of that information in selecting a lead (but see Law 8C3).
- [LHO bids prior to rectification]*
- D. If the offender's LHO makes any call after the inadmissible call has been made the inadmissible call is cancelled together with all subsequent calls. Information from the LHO's subsequent call is unauthorized for his side and in his discretion under Law 10A the Director may apply a procedural penalty to the LHO. In other respects C above continues to apply and, except as in C2, a legal call must be substituted for the inadmissible call and the auction and play then continues.

*[Card exposed/led during auction] LAW 28*

- A. If during the auction it appears that a player may have seen the face of a card belonging to his partner's hand, the Director must be summoned.
  
- B.
  1. If the Director decides that during the auction a player has acted so that the face(s) of one or more of his cards could have been seen or partly seen by his partner, he shall require the player to leave every such card face-up on the table until the close of the auction.
  2. If the player becomes a defender, every such card is a penalty card – see Law 40.
  3. If a single card below the rank of an honour is exposed, and it has not been prematurely led, there is no further restriction.
  4. If a single card of honour rank (ten or higher) is exposed, or a card has been prematurely led, offender's partner must pass at his next turn to call.
  5. If two or more cards are exposed offender's partner must pass at his next turn to call.
  
- C.
  1. Subject to rectification as in B the play of the board continues normally.
  2. At the end of the play the Director awards an adjusted score if in his opinion the offending side has gained an advantage because an obligatory pass in the auction has enabled that side to play or defend an otherwise improbable final contract or if he considers he should do so under the provisions of Law 9A.

*[Commencement of play]*

- A. After a bid, double or redouble, has been followed by three passes in rotation the defender on presumed declarer's left is to make the opening lead. The lead is made face down unless the Regulating Authority specifies that an opening lead may (or shall) be made face up.
- B.
1. After the final pass of the auction and until the opening lead is selected and placed face down, the player to make the opening lead may ask for a review of the auction or request an explanation of opponents' call(s).
  2. After the opening Lead has been faced declarer or opening leader's partner may, at his first turn to play a card, ask for a review of the auction or for an explanation of opponents' call(s). See Laws 8 and 21.
  3. The defenders (subject to Law 8) and declarer retain the right to request explanations throughout the play period but each only at his turn to play a card. In this period such enquiries may be limited optionally to explanation of a specified call or specified calls, always with the proviso that it may place a restriction on the subsequent choices of his partner if a defender takes this option.
  4. The right of declarer and of each defender to have calls in the auction restated expires when he plays a card at his first turn. After that each of these is entitled to be informed, at his own turn to play, as to what the contract is and whether, but not by whom, it has been doubted or redoubled.
  5. Declarer's turn to play may be either from his own hand or from dummy.
- C.
1. Subject to 2 below, a face down opening lead may be withdrawn
    - (a) upon the instruction of the Director following an irregularity.
    - (b) when the Director determines that the lead may have been based upon a mistaken explanation before it has been corrected.
  2. A face down opening lead may not be withdrawn for any reason other than as in 1, and not at all after dummy has faced any card.
  3. After the opening lead is faced, if attention is drawn to a prior irregularity the opening lead stands, play continues and Law 6E2 may apply. After facing an opening lead the leader may withdraw it only as is authorized in these Laws (see Law 31).

*(Arrangement of dummy)*

- D. 1. When the opening Lead is faced the play period begins and dummy's hand is spread face-up on the table. Dummy's hand should be sorted into suits with the cards in order of rank. Dummy's cards are placed in columns, the cards pointing lengthwise towards declarer with the lowest card nearest to declarer. A trump suit is placed to dummy's right. .. >

2. Presumed declarer becomes declarer, and presumed dummy becomes dummy, when the opening lead is faced.
3. Declarer plays both his own hand and that of dummy (see Law 34B).

*(Procedure of play] LAW 30*

- A. Unless subject to a restriction following an irregularity, the player who leads to a trick may play any card in his hand. If in possession of information unauthorized for him at that time he shall not lead a card more suggested by that information than another logical alternative card.
- B. After the lead each other player in turn, clockwise, plays a card and the four cards so played constitute a trick.
- C. In following to a lead each player is under an obligation, taking precedence over all other requirements, to follow suit if he can. A player's choice of card in the suit may be limited by a restriction imposed under these Laws following an irregularity.
- D.
  - 1. When unable to follow suit a player may play any card unless subject to restriction imposed by these Laws.
  - 2. Within the meaning of A, C. and D, a typical restriction would require the player to avoid unlawful use of unauthorized information (see Law 8).
- E. A trick containing a trump is won in the hand that has contributed to it the highest ranking card of the trump suit.
- F. A trick not containing a trump is won in the hand that has contributed to it the highest ranking card of the suit led.
- G. Until completion of the play of the board the lead to the next trick is from the hand in which the prior trick was won.
- H. The method of playing cards and arranging tricks is as described in Law 34.

- A. 1. Any faced lead out of turn may be accepted by the player whose turn it is to play next. It is accepted if that player says so, or if he plays any card to the lead out of turn.
2. When a lead out of turn is accepted play continues normally, the lead being treated in all respects as correctly made.
3. (a) If an opponent of a player who has made a lead out of turn leads correctly to the trick concerned, notwithstanding all else it is not treated as a play to the irregular lead. The proper lead stands and all cards played in error to the trick are withdrawn and returned to their hands. Law 24 does not apply to the withdrawn cards. Play continues normally to the correct lead and no other rectification occurs.
- (b) If two defenders lead face-up simultaneously the correct lead stands and the card led out of turn is a major penalty card. If the lead from the correct hand is faced after the player has observed his partner's irregularity declarer may exercise his options in regard to the lead out of turn, the second card led being a major penalty card (and see Law 9A1).
4. If the leader was mistakenly informed by an opponent that it was his turn to lead or play, a lead out of turn shall be retracted (and see Law 35B).. The player next to play may not accept the lead; if he follows with a card to the lead his play is cancelled and the card he played is restored to hand. Information from both the card led out of turn and any card subsequently played is authorized for the side that led out of turn but not for their opponents.

*[Opening lead out of turn]*

- B. 1. A face down opening lead must be retracted if the leader's partner has faced an opening lead out of turn.
2. When a defender faces an opening lead out of turn the Director offers declarer the following options:
- (a) Declarer may face his hand. If he begins to do so and exposes a card or cards he must face the entire hand. He becomes dummy and his partner becomes declarer.
- (b) Declarer may accept the irregular lead. (He must do so if he could have seen any of dummy's cards other than cards faced on the table as required by Law 28B1.) Dummy is spread in accordance with Law 29D and see 3 following.
- (c) Declarer may require offender to retract his lead. The card becomes a major penalty card and declarer has the options set out in Law 40C4.
3. If declarer selects the option in 2(b) the second card to the trick is played from declarer's own hand. Should he play the second card from dummy the card may be withdrawn only to correct a revoke.

*[Declarer's lead out of turn]*

- C. 1. if declarer has led out of turn from either dummy's hand or his own, the next player in rotation may accept that lead as in A1.
2. If declarer's lead is not accepted as in 1 the card is restored to the hand to which it belongs.
3. The lead is made from the correct hand of the four and play continues normally.

4. If declarer's line of play may have been assisted by information obtained through the infraction the Director may award an adjusted score.

*[Defender's lead out of turn]*

D. When declarer requires a defender to retract his faced lead out of turn the card illegally led becomes a major penalty card to which Law 40C applies.

*[Defender's premature lead or play]* LAW 32

- A. When a defender leads to the next trick before his partner has played, or plays out of turn before his partner has played, to the current trick, the card played is a major penalty card (see Law 40). The Director offers declarer the following options:
1. he may require the offender's partner to play the highest card he holds of the suit led, or
  2. he may require the offender's partner to play the lowest card he holds of the suit led, or
  3. he may specify another suit and forbid offender's partner to play any card of that suit.
- B. If the offender's partner is unable to comply with declarer's choice of an option from A he is free to play any card.
- C. The provisions of A do not apply to a defender in any of these situations:
1. Declarer has played from both his hand and dummy, or
  2. Dummy has faced a card on the table, placed in the played position, or
  3. Dummy has illegally suggested a play.
- D. 1. Neither a singleton in dummy nor one of cards of adjacent rank in dummy may be considered automatically played.  
2. The play of a card simultaneously with a play by the player whose turn it is shall be deemed subsequent thereto (and may constitute an illegal play to the trick).  
*[Player's simultaneous plays of more than one card]*
- E. If a player involuntarily\* leads or plays two or more cards simultaneously:
1. When the face of only one card is exposed, wholly or in part, that card is played. The remaining cards are restored to the hand.
  2. When the faces of more than one card are exposed, wholly or in part, the player selects which of these he will play. If the offender is a defender each other card exposed is a penalty card (see Law 40), but if the offender is declarer any such card is restored to the hand.
  3. When a player withdraws a card as this law allows an opponent's card played to that card may be restored to hand in order to substitute another card. See Law 8A3.
  4. If the simultaneous play remains undiscovered until both sides have played to the next trick see Law 38C.

*(\*Footnote: deliberately to lead or play two or more cards simultaneously is a breach of Law 30 and Law 6E2 may apply.)*

*[Dummy's rights]* LAW 33

- A. 1. Declarer's partner becomes dummy when a legal opening lead is faced.
2. Dummy is entitled to give information at the request of the Director as to fact.
  3. Upon the invitation of the Director dummy may express an opinion as to law.
  4. Dummy keeps count of tricks won and lost but is not permitted to draw attention to this information at any time before completion of play of the hand.
  5. As declarer's agent dummy places dummy's played cards as provided in Law 35B. (See also Law 35F)
  6. Dummy may summon the Director for the purpose of drawing attention to a breach of courtesy.
  7. Dummy has these further rights, subject to C2 hereof:
    - (a) Dummy may ask declarer, but not a defender, whether he has a card of the suit led when he has failed to follow suit.
    - (b) Dummy may try to prevent commission of an irregularity, but when an irregularity has occurred B2 hereof applies.

*[Dummy's limitations]*

B. Except as provided in A:

1. Dummy shall not initiate a call for the Director during the play unless attention has been drawn to an irregularity by another player.
2. Dummy shall not call attention to an irregularity during play. He may call attention to an irregularity when play of the hand has been completed — see Law 5A3.
3. Dummy shall not participate in the play nor may he communicate anything about the play to declarer.
4. During play dummy shall not refer to, or draw attention in any way to, opponents' system card - see Law 21E1 (c).
5. Dummy may not look at declarer's hand.
6. Dummy may not leave his seat to watch declarer's play.
7. Dummy may not on his own initiative look at the face of a card in either defender's hand.

- C. 1. Dummy is liable to a procedural penalty (Law 10) for any violation of B.

2. Additionally, after any violation of B4, B5, B6 or B7 above
  - (a) if dummy warns declarer not to lead from the wrong hand the dummy's LHO may choose, without consulting his partner, the hand *from which declarer* shall lead *or, without* discussion, he may cede the choice to his partner.
  - (b) if dummy asks declarer whether a failure to follow suit constitutes a revoke (or otherwise draws attention to the matter), and the play is illegal, the revoke is established.
  - (c) if dummy is the first to draw attention to a defender's irregularity, any illegal play by the defender shall be corrected and play shall continue as though no irregularity had occurred. Information from defender's withdrawn card is unauthorized for declarer but authorized for defender's partner. Then, if the defenders benefit directly from their irregularity the Director shall award an adjusted score to restore equity to both sides.
- D. Subject to the requirements of Laws 21 F 2 & 3, in the period after the final pass until a legal opening lead is faced the presumed dummy is subject to the same restrictions on his actions that apply to dummy during the play period.

- A. Each player except dummy plays a card by detaching it from his hand and facing it on the table (except in the case of an opening lead which shall be led face down unless the Regulating Authority instructs otherwise).
- B. Declarer plays a card from dummy by naming the card. It is then a played card and belongs to the current trick not to dummy. Dummy picks up the card and faces it in the played position. If necessary declarer may play a card from dummy by picking up the desired card and facing it in the played position himself.

*(Arrangement of tricks)*

- C.1. When all four cards have been played to a trick each player turns his own card face down near to him on the table.
  - 2. If the trick is won the card is pointed lengthwise towards partner, if lost towards the opponents. As an exception to Law 33B2, until a card is led to the following trick dummy may draw attention to a card wrongly pointed; when it is too late he must wait until the end of the play to draw attention to such an error.
  - 3. To permit review of the play after its completion the cards of quitted tricks should be maintained in an orderly overlapping row in the sequence played.
  - 4. A player should not disturb the order as above of his played cards until the number of tricks won is agreed. Failure to do this jeopardizes the player's right to claim ownership of disputed tricks or claim the establishment of a revoke.

*(Compulsory play of a card)*

- D. 1. A defender's card intended for the trick and held so that his partner could see it (whether he sees it or not) must be played to the current trick. If the card is a fifth card played to the trick Law 34F applies. A defender's card otherwise exposed is subject to Law 39B.
  - 2. Declarer must play a card from his hand if he holds it touching or nearly touching the table with its face showing or if he maintains it in such a position as to indicate that it has been played.
    - 3. *A card in dummy must* be played if it has been deliberately touched by declarer except for the purpose of arranging dummy's cards or of reaching a card or cards in dummy above or below the card touched.
    - 4. (a) A card must be played if a player designates it as the card he proposes to play unless, beyond all doubt, this is incontrovertibly not his intention.
      - (b) A player may change an involuntary designation if he does so immediately and without reconsideration; if a player has played a subsequent card to the one first designated before attention was drawn to the error, the player may withdraw the card played and substitute another. Information from sight of this withdrawn card is unauthorized for the side whose player changed his designation but authorized for their opponents. See Law 35.
    - 5. Any card that Law 34D requires to be played is subject to the relevant law if illegal.

*[Card misplayed by dummy]*

- E. If dummy faces in the played position a card that declarer did not name the card must be withdrawn if attention is drawn to it before each side has played to the subsequent trick. A defender may withdraw any card played after the error and before attention was drawn to it. If declarer's RHO changes his play declarer may withdraw any card he had subsequently played to that trick. Law 34H applies, the declaring side being an offending, and the defenders a non-offending, side.

*[Fifth card played to a trick]*

- F. 1. A fifth card contributed to a trick by a defender is a penalty card, and subject to Law 40, unless the Director deems it was a card led, in which case Law 31 applies.  
2. When declarer contributes a fifth card to a trick, from his own hand or from dummy, if the Director deems it was led Law 31C applies. Otherwise it is restored to the hand to which it belongs and information gained from sight of the card is authorized for defenders.

*[Dummy indicates a card]*

- G. Except for the purpose of arrangement dummy may not touch or indicate any card without instruction from declarer. If he does so the Director shall be summoned forthwith. Unless the Director is satisfied it is incontrovertibly not the case he shall rule that dummy's action constitutes a suggestion to declarer. Play continues and at the end of the play the Director awards an adjusted score if he judges that the defenders have been damaged thereby.

*[Information from withdrawn cards]*

- H. With regard to the use of information from cards that have been faced or designated and then withdrawn, where this law does not specify the manner in which this question is to be treated apply Law 8A3.

*(Inspection of tricks)*

- J. 1. No player shall turn his card face down (see C) until the trick is complete. Until he has turned his card face down declarer or either defender may request that all the cards played to the trick are shown face up.  
2. When these laws allow of it, declarer and/or defenders are entitled to authorized information obtained from cards faced. See Law 8A1(b) and when there is an irregularity the relevant law.  
3. Until a card is led to the next trick declarer or either defender may inspect, but not expose, his own last card played and turned face down.  
4. When all four cards are turned face down the trick is quitted. A quitted trick may be inspected only upon the Director's specific instruction.  
5. After the conclusion of play all the played and unplayed cards may be inspected to settle the claim of a revoke or the number of tricks lost and won. If before any such question is resolved a player disarranges his cards so that the Director can no longer determine the facts the Director shall rule in favour of the player's opponents (see C4 and Law16G).\*

.....  
*(\*Footnote: if a player on each side has disarranged his cards the Director, in his discretion, may adjudge both sides offending and give each an adverse ruling.)*

- A. Once played, a card may be withdrawn
1. if rectification following an irregularity requires that it be withdrawn (a defender's withdrawn card may become a penalty card); or
  2. to correct an illegal or simultaneous play (see Law 32E for simultaneous play; and, for defenders, see Law 40 - penalty card); or
  3. after a change of an involuntary designation as permitted by Law 34<sup>D</sup>4(b) – the card is returned to the hand; or
  4. in order to substitute another card after an opponent's change of play (the card is returned to the hand unless Law 44B1(c) applies).
- B. A lead out of turn may be retracted and returned to the hand if the leader was mistakenly informed by an opponent that it was his turn to lead.
- C. (a) A player may withdraw and return to his hand a card he has played because of a mistaken explanation of an opponent's call or play, provided it was played before the explanation was corrected and that no card has been played to that trick subsequently, but an opening lead may not be withdrawn after dummy has faced any card..
- (b) If an opening lead is made face down and no card of dummy is faced the lead may be retracted if the Director is of the opinion that there are circumstances which justify the retraction.
- (c) Retraction under this section C of a card played or led is denied if the player is in receipt of unauthorized information from partner after he has played or led the card.
- D. (a) Except as provided in A through C preceding, a card once played may not be withdrawn.
- (b) Information from a card withdrawn under the preceding sections A through C may be used only as Law 8A3 allows, and see also Laws 40B3 and 4006.

*(Failure to call card from dummy clearly)* LAW 36

- A. When calling for a card from dummy declarer should state both the suit and the rank of the card.
- B. If declarer's call of a card from dummy is incomplete or unclear the call is to be understood, unless declarer's different intention is incontrovertible, as follows:
  - 1. 'High' or words of like import are interpreted to call for the highest card. When dummy is last to play to the trick declarer is deemed to have called for the lowest winning card.
  - 2. 'Low' or words of like import are interpreted to call for the lowest card.
  - 3. If declarer designates a suit but not a rank he is deemed to have called for the lowest card of the suit named.
  - 4. If declarer designates a rank but not a suit
    - (a) in leading, he is deemed to have continued the suit in which dummy won the preceding trick if there is a card of that rank in the suit in dummy.
    - (b) in any other circumstance declarer must select a card of the designated rank if he can legally do so, and if this allows him a choice of cards he must specify one of them.
- C. If there is no card in dummy that matches to the interpretation of his call specified in B, the call is void and declarer may designate any legal card.
- D. If declarer indicates a play without designating either suit or rank (for example, "play anything") the defender who will play next after dummy may designate the play from dummy.

LAW 37

*(Inability to play in conformity with law)*

- A. When a player is unable to play, or abstain from playing, a particular card or suit to meet a requirement of these laws, he is free to play any legal card.
- (Play after an illegal play)*
- B. Unless Law 31A3 applies, when a player has led or played out of turn or prematurely, and rectification has not yet been ruled upon, if a card is played from the hand next in rotation after the irregular play the Director shall require play to continue as though no irregularity had occurred.
  - C. Following a ruling under B, if the offending side was subject to any obligation imposed previously by these laws that obligation remains to be met in the subsequent play.
  - D. A card becomes a penalty card (see Law 40C) if it is played by a defender after declarer has been required to retract his lead out of turn and before declarer has substituted a lead from the correct hand.
  - E. Following an irregularity a play by a member of the offending side before a ruling has been given does not affect the rights of the opponents. The play itself is subject to any rectification for which these laws provide.

(Defective trick) LAW 38

- A. When a player has omitted to play to a trick, or has played too many cards to a trick, the error must be rectified if attention is drawn to the irregularity before a player on each side has played to the next trick.
- B.
  - 1. To rectify his omission to play to a trick the offender adds a card that he can legally play to it.
  - 2. To rectify play of too many cards to a trick the Director applies Law 32E if relevant, or if not then Law 34F.
- C. After both sides have played to the following trick B no longer applies. If attention is then drawn to a defective trick, or if the Director establishes that a trick is defective and which trick it is, the Director shall proceed as follows (and see D):
  - 1. If the offender has failed to play a card to the defective trick
    - (a) if he has a card of the suit led to the defective trick, he must choose and face such a card to place amongst his played cards whereupon play continues normally for the remainder of the hand.
    - (b) If he has no card of the suit led to the defective trick, he must select and supply a card he could legally have played to place among his played cards. The offender is deemed to have revoked on the defective trick and may be subject to the transfer of one trick under Law 46A (see also Law 43A).
  - 2. (a) If the offender has played more than one card to the defective trick the Director inspects the defective trick and requires the offender to restore to his hand the excess card(s) played, leaving among the played cards the one faced in playing to the trick.
    - (b) If the Director is unable to determine which card was faced as in (a) it is the highest ranking of the cards that he could legally have played to the trick that the offender does not restore to his hand.
    - (c) A card restored to the offender's hand is deemed to have been present in the hand throughout and failure to play it to an earlier trick may have constituted a revoke.
- D.
  - 1. In no circumstances does rectification required by C change the ownership of the trick.
  - 2. If, following rectification as in B or C, the Director is of the opinion that an offender may have gained through the irregularity, he may exercise the powers given in Law 9A1.

*(Exposure of declarer's cards)*

- A.
1. There is no infraction if declarer exposes a <sup>card</sup>.
  2. No card of declarer's or dummy's hand <sub>ever</sub> becomes a penalty card.
  3. Declarer is not required to play a card dropped accidentally, nor any card exposed unless played in accordance with Law 34 A or B. See also 34D.
  4. When declarer faces one or more of his cards after an opening lead out of turn Law 31 B2(a) applies.
  5. If declarer faces his cards at any time except as in 4, he may be deemed to have made a claim – see Law 47B.

*(Exposure of a defender's card)*

- B.
1. It is lawful for a defender to expose a card in the normal course of play or pursuant to law.
  2. Cards exposed or revealed by a defender in making a statement or claim in relation solely to an uncompleted trick in progress do not become penalty cards. Information gained by partner from their disclosure is unauthorized for him (and if the action occurs before partner has played to the current trick see Law 32).
  3. Except as in 1 or 2, any of a defender's cards positioned in such a way that his partner could possibly see its face, or which he designates as being in his hand, becomes a penalty card\* - see Law 40.  
*[Footnote: \*defenders should take care when offering to concede tricks that they do not expose or designate any card. If partner objects to the concession (see Law 47C) any card revealed in this way becomes a penalty card.]*

*(Disposition of a penalty card)*

- A.
  - 1. A card prematurely exposed by a defender is a penalty card unless the Director instructs otherwise (but if it is a card led see Law 32).
  - 2. Among occurrences that may create penalty cards are those dealt with by Laws 28B2, 31 B2, 31 D, 32A, 32E2, 34F1, 37D, and 39B3. There are exclusions in Laws 32C, 32E3, 33C2(c), 34E, 35B and 39B.
  - 3. Unless the Director deems Law 9A1 to apply a penalty card must be left face-up on the table before the player to whose hand it belongs and must remain there until disposed of in accordance with the rectifications specified in this Law.

*(Minor penalty card)*

- B.
  - 1. A single card of the rank of a nine or lower, exposed involuntarily (as in playing two cards to a trick, or in dropping a card accidentally), is a minor penalty card.
  - 2. When a player has a minor penalty card he may not play any other card of the same suit below the rank of a ten until he has played the penalty card, but he is not prevented from playing an honour card in the same suit.
  - 3. Information from sight of a minor penalty card is unauthorized for the offender's partner (other than the requirements of 2 above see C6) and he may not use it in selecting a lead or play. He is otherwise free to select any lead or play and Law 8C3 applies.

*(Major penalty card)*

- C.
  - 1.. Unless exempt under these laws from treatment as penalty cards, the following are major penalty cards:
    - (a) an honour card exposed by a defender.
    - (b) any card exposed by a defender through illegal play as, for example, in leading out of turn or in revoking and correcting.
    - (c) all the penalty cards of a defender who has two or more (see Law 41).
  - 2. When a defender has a major penalty card both the offender and his partner may be subject to restriction as to their actions, the offender whenever he is to play, his partner when he is to lead.
  - 3. An offender must play a major penalty card at the first opportunity in following suit, discarding, or trumping. The obligation to follow suit takes precedence over the requirement to play a penalty card, but the penalty card must be left face-up on the table and played as soon as correct procedure allows.
  - 4. The offender's partner, whenever he has the lead while his partner has a major penalty card, may not lead until declarer has chosen one of the following options:
    - (a) to require him to lead the suit in which his partner has a penalty card,
    - or

- (b) to forbid him from leading that suit for as long as he retains the lead, or
- (c) not to exercise the right in either (a) or (b), in which case the defender may lead any card.

- 5. When declarer selects the option in 4(a) or 4(b) the penalty card is no longer a penalty card and may be picked up, but if he selects the option in 4(c) the card remains a major penalty card.
- 6. The information that the offender must play the major penalty card is authorized information for his partner but other information derived from sight of the card is unauthorized for him\*.
- 7. If, in violation of 4, the player on lead does not wait for declarer to select his option his card prematurely led becomes a major penalty card. Declarer may exercise option (a) or (b) in 4 or may accept the premature lead and exercise, in respect of it, either of options 1 and 2 in Law 32A. However, if declarer opts for the card prematurely led not to be led to the current trick it remains as a major penalty card notwithstanding C5 above.

-----[Footnote: *\*the card led from the suit may be selected in full knowledge that offender will play the faced penalty card, but the player may not otherwise choose an action based on information gained from sight of the penalty card if there is a logical alternative action that is less suggested by the information. ]*

LAW 41

*(Two or more penalty cards)*

- A. If at his turn a defender has more than one penalty card that can be played legally, declarer selects which one shall be played.
- B. When a defender has two or more penalty cards in one suit and declarer requires that defender's partner to lead the suit, or prohibits him from leading the suit, the cards in that suit are no longer penalty cards and shall be picked up: the defender may make any legal play to the trick.
- C. When a defender has penalty cards in more than one suit and his partner is to lead, declarer may
  - 1. require the lead of any suit in which the defender has a penalty card in which case the defender's cards in that suit are no longer penalty cards and shall be picked up (the defender may make any legal play to the trick); or
  - 2. prohibit the lead of one or more of such suits. The defender shall then pick up every penalty card in each suit prohibited by declarer — they are no longer penalty cards - and he may make any legal play to the trick.

*(Failure to lead or play a penalty card) LAW 42*

- A. When a defender fails to lead or play a penalty card as required by Law 40 or Law 41, he may not on his own initiative withdraw any other card he has played.
  
- B.
  - 1. If a defender has led or played another card when required by law to play a penalty card, declarer may accept such lead or play.
  - 2. Declarer must accept such a lead or play if he has played from his own hand or dummy after defender's lead or play as in (a).
  - 3. The unplayed penalty card remains such if the played card is accepted under 1 or 2.
  
- C.
  - 1. Declarer may reject another card led or played by a defender who was required by law to play a penalty card.
  - 2. The defender must then withdraw the card illegally led or played and substitute the penalty card the law requires him to play.
  - 3. A card withdrawn as in 2 becomes a major penalty card.

*(Failure to follow suit)*

A. Any of the following constitutes <sup>a</sup> revoke:

1. Failure to follow suit in accordance with Law 30C ;
2. Failure to lead or play <sup>a</sup> card or suit when the law requires it;
3. Failure to play a card or suit specified by an opponent when the law gives him the right to require it.

*[Enquiries about a possible revoke]*

B. A player may enquire about another's failure to follow suit as follows:

1. Declarer may ask a defender.
2. Dummy may ask declarer - but see Law 33C2(b).
3. A defender may not ask declarer.
4. a defender may not ask his partner, but may be authorized\* to do so by the Regulating Authority.

- C. 1. A claim of a revoke does not automatically warrant inspection of a quitted trick. See Law 34J and Law 5A3(a).
2. A player's enquiry concerning another's failure to follow suit, if it does not comply with B, is illegal and subject to rectification as in 3.
3. (a) if, except as these laws authorize, a player draws attention to his partner's revoke Law 45B applies.
- (b) if, except as these laws authorize, a player draws attention to an opponent's revoke, Law 46B5 applies.

*[Required play not possible]*

- D. 1. A player's obligation to follow suit takes precedence over any other requirement.
2. A requirement that a player shall play a specified card, or play or not play a specified suit, is void when he is unable to comply.
3. The circumstances in 1 and 2 allow the player to play any legal card. If he plays an illegal card, or there is any other irregularity, the relevant law is applied in the normal way.
- (Footnote:\* Without the consent of the Regulating Authority it is illegal for a defender to ask his partner and Law 43C3(a) then applies.)*

- A.
1. A player must correct his revoke if he becomes aware of the irregularity before the revoke becomes established (see Law 45)\*
  2. To correct a revoke the offender first withdraws the revoke card and
    - (a) if the offender is a defender the card becomes a major penalty card (unless it was a faced card prior to the revoke);
    - (b) if the card came from declarer's hand or from dummy, or if it was a defender's faced card, the card is restored to its preceding status.
    - (c) the offender must substitute a card of the suit led (or that he is required to play).
- B.
1. Following the procedure in A2 hereof the play continues, but
    - (a) each member of the non-offending side may withdraw any card he may have played to the trick after the revoke and before attention was drawn to it.
    - (b) After a non-offender withdraws a card as in (a) the hand of the offending side next in rotation after such card may withdraw its played card. Also, when the non-offender does not withdraw his card as in (a) this player of the offending side may change his card to another legal card if he does so to win the trick (or not to win it when the card substituted in A2(c) has won it).
    - (c) A card of the offending side withdrawn as in (b) becomes a major penalty card if it belongs to a defender's hand.
  2. Information gained by seeing a card that has been withdrawn is unauthorized for the offending side but authorized for the non-offending side (Law 8A3).

*[Revoke on trick twelve]*

- C.
1. Even if established, a revoke on the twelfth trick must be corrected if it is discovered before all four hands have been returned to the board.
  2. If he has a choice between two cards in different suits following correction of a revoke on the twelfth trick, offender's partner may not select the play that could possibly have been assisted by sight of partner's revoke card.

*(Footnote: " bear in mind possible failure to play a missing card — see Law 18G2)*

*(Footnote: \*\* this option applies when the player has played a card to a trick which his partner appeared to be winning until he corrected his revoke but which this player can now win.)*

LAW 45

*[Establishing a revoke]*

A.: A revoke becomes established:

1. when the offender or his partner makes a lead or play to the following trick (any such play, legal or illegal, establishes the revoke).
2. when the offender or his partner designates a card to be played to the following trick (any such designation, legal or illegal, establishes the revoke).
3. when a member of the offending side makes or acquiesces in a claim or concession in any fashion (see Law 47).

B. When a player draws attention illegally to his partner's revoke before it is established the player shall pick up the card (which if he is a defender is then a major penalty card) and substitute a legal card. At the end of the play of the hand Law 46 applies as if the revoke had been established.

- C.
1. An established revoke may not be corrected except as provided in Law 44C.
  2. The trick on which an established revoke has occurred stands as played except as Law 44C provides.

- A. Subject to the later provisions of this Law, upon completion of the play of the hand, if one or more revokes has/have occurred,
1. if a player's revokes are confined to a single suit one trick is transferred from the offending side to the non-offending side.
  2. if there have been revokes by the same player in more than one suit, one trick is transferred from the offending side to the non-offending side in respect of each suit in which that player has revoked.
  3. (a) The only tricks that may be transferred as in 1 or 2 are tricks won by the offending side after the revoke. The trick on which the revoke occurs is a trick after the revoke.  
(b) tricks are transferred to the extent that they are available for transfer; if no trick qualifies to be transferred then the result from the play stands unaltered. In this event a procedural penalty is applied (which, unless otherwise specified by the Regulating Authority, is 10% of the matchpoints on the board or 3 imps).
- B. No transfer occurs of a trick as in A (and no procedural penalty such as A3(b) provides)
1. if the revoke was a failure to play a card that was faced on the table; or
  2. if it is in respect of a revoke that occurred on the twelfth trick; or
  3. if attention was first drawn to the revoke after a player of the non-offending side had called on a subsequent board; or
  4. if attention was first drawn to the revoke after the round had ended.
  5. in respect of a revoke to which an opponent has drawn attention illegally - see Law 43C3(b).
- C. When, after any established revoke including one to which B above refers, the Director deems this law does not sufficiently compensate the non-offending side, which side would have obtained a better result had the revoke not occurred, the Director awards an adjusted score.

S2 notes- Law 47.

*'Regulator' not present in this law.*

*47B - removal as requested of 'within the hearing' etc. Also in 47C.*

*Joan has a note that 'claimant faces his cards' - he usually does so but not necessarily so, and not at this stage as a requirement of law. See Law 49B and the footnote to 47.*

*There is no reference to subsequent unlawful play being void. Removal of this provision is preparatory to the Law 49 provision admitting the evidence from any unlawfully continued play. The wording in regard to play ceasing is also modified into a softer statement; it is incorrect procedure but not normally to be punished (since the path adopted in Istanbul leads in Law 49 to a probable award of the result they obtained!).*

*tidy up 47B*

## LAW 47

### *[Claim or concession of tricks]*

- A. For a statement or action to constitute a claim or concession of tricks under these Laws it must refer to tricks other than the one currently in progress. If the statement or action pertains only to the winning or losing of the current trick play continues regularly; cards exposed by a defender do not become penalty cards but Law 8C may apply (and see also Law 3982).

### *[Definition of Claim]*

- B. Any statement made by a player prior to the completion of the play of a deal to the effect that his side will win a specific number of tricks is a claim of those tricks. A player also claims when he suggests that play be curtailed or when he shows his cards (unless the Director is wholly satisfied that the player did not intend to claim.)

### *[Concession defined]*

- C. Any statement made by a player prior to completion of the play of a deal to the effect that the player's side will lose a given number of tricks, is a concession of those tricks; a claim of some tricks is a concession of the remainder, if any. A player concedes all the remaining tricks when he abandons his hand. Regardless of the foregoing, if a defender attempts to concede one or more tricks and his partner immediately objects\* no concession (and no claim) has occurred; Law 8C may apply and the Director must be summoned before play continues.

### *[Clarification of claim]*

- D. After any claim or concession play ceases. The claimer must forthwith clarify his claim by stating what trumps, if any, are to be drawn and the precise order in which subsequent to that the remaining cards will be played. A player who makes no statement is deemed to claim that his side will win all of the remaining tricks. A player who fails to state what trumps are to be drawn may not draw any.

### *[Acquiescence or not]*

- E. If the other players at the table acquiesce in the claim or concession Law 48A applies. If any of the players (dummy included) questions the claim or concession the Director must be summoned and no further action taken until he arrives. The Director applies, as relevant, Law 49 or 50 (but see C preceding if a defender's partner has objected to his concession).

(Footnote: \*see Law 39B. Defenders should take care when offering to concede tricks that they do not expose or designate any card. If partner objects to the concession any card the defender has revealed becomes a penalty card.)

**XA notes- Law 48**

*There is no use of Regulator'.*

*I have covered Joan's note regarding 48B. Otherwise this is a straightforward law with no inherent problems.*

**LAW 48**

*[Acquiescence in claim or concession]*

A. Acquiescence occurs when a side assents to an opponent's claim or concession and makes no objection to it before a player of that side makes a call on a subsequent board or before the round ends. The board is scored as though the tricks claimed or conceded had been won or lost in play.

*[Acquiescence in claim withdrawn]*

B. Within the period established in accordance with Law 12A1 (as and if varied by regulation) a side may withdraw acquiescence in an opponent's claim, but only if there has been acquiescence in the loss of a trick actually won or in the toss of a trick that could not be lost by any play of the remaining cards excluding any play that would be absurd. If that fact is verified to the Director's satisfaction the board is scored with that trick awarded to the side that had acquiesced in its toss. Otherwise the recorded score is not changed.

*XA notes - Law 49.*

*'Regulating Authority' has been used in fresh text at 49F.*

*The exercise in redrafting Law 49 has been complex. In compliance with Joan's notes the central section on the basic procedure has been rewritten to revert to the procedure under the previous Law 70. The conditions that were tightened in the XPM draft in sections A, B1, B2, and B5, have been retained, as also the use of evidence from unlawful play after the claim.*

*The whole of the Law has been re-ordered and renumbered. On looking at it again I realize that in 49D the sections (a), (b) and (c) should be numbered instead as 1, 2, 3.*

*Following Joan's notes, I have inserted reference to 'inferior or careless' The wording of 49E allows that the Director may accept an absurd play proposed by the claimer but may not institute one of his own volition.*

*Instead of requiring in the law that suits be played by default from the top down I have opened this developing practice to regulation - see 49F.*

*Detailed study will show that this draft of Law 49 retains the procedures in the old Law 70 without losing the key additions. I am hopeful that it will satisfy the demand to make changes post-Maastricht whilst continuing to accommodate the justified extreme reluctance of the subcommittee to allow any play after the claim to be lawful.*

*In Aylesbury we used in 49C2(a) wording from the 1997 Law 70D and in 49D we used wording taken from 1997 Law 70E.*

LAW 49

*[Claim disputed]*

When a claim is contested the Director must be summoned immediately. The Director adjudicates the claim in the following manner:

- A. The Director first has the player repeat his statement of claim.
- B. He then requires all four players to place their remaining cards in front of them on the table, face up, and hears the opponents' objections to the claim.
- C. 1. The Director adjudicates the claim as equitably as possible to both sides.
  - 2. (a) The Director shall not accept from the claimer a successful line of play not embraced in his original statement of claim if there is an alternative normal line of play (see E following) that would be less successful. Any doubtful point(s) shall be decided against the claimer, but see (b).
    - (b) In accordance with Law 47D, play should have ceased. But if any play has occurred after the claim, this may provide evidence to be deemed part of the clarification of the claim. The Director may accept it as evidence of the players' probable plays subsequent to the claim and/or of the accuracy or inaccuracy of the claim.
  - 3. If a trump remains in an opponent's hand and
    - (a) the claimer has made no statement about it,
    - and (b) it is at all likely the claimer was unaware of it,
    - and (c) the issue is not resolved by evidence of which 2(b) allows,
    - and (d) a trick could be lost to that trump by any normal play, then a trick or tricks shall be awarded to the opponents.
  - 4. The Director does not accept any part of a defender's claim that calls for exercise of judgement by his partner.
- D. The Director shall not accept from claimer any unstated line of play the success of which depends upon finding one opponent rather than the other with a particular card unless
  - 1. an opponent failed to follow to the suit of that card before the claim was made,
  - or 2. an opponent would fail to follow to that suit prior to the choice on any normal line of play,
  - or 3. failure to adopt the successful line of play would be evidently absurd.
- E. 'Normal' play includes inferior or careless play. The Director shall not accept or introduce illegal plays. He shall not introduce absurd plays.
- F. The Regulating Authority may specify an order (e.g. 'from the top down') in which the Director shall deem a suit to be played if this is not clarified in the claimer's statement and D does not apply.

*XA notes - Law 50 'Regulator' is not present.*

*I have changed 'legal' to 'normal' in 50A2 - this is the basis of a Ton/Kojak discussion. If the player has to act absurdly to lose a trick he should not be held to the concession of it.*

*Subcommittee members are aware that the Laws Committee changed the interpretation of the 1997 Law 71 so that a single time limit applied in it throughout; this is the position in the new Law 50 as now drafted.*

*I was required to avoid any duplication in this law, so I have deleted what was 'C' since this is redundant in view of the foregoing.*

**LAW 50**

*[Concession cancelled]*

- A. Within the time limit set under Law 12A1 the Director shall cancel a concession if he is satisfied that any one of the following statements is true:
  - 1. A player has conceded a trick his side had in fact won.
  - 2. A player has conceded a trick his side could not have lost by any normal\* play of the remaining cards.
  - 3. Declarer has conceded defeat of a contract he had already fulfilled.
  - 4. Defender has conceded fulfilment of a contract his side had already defeated.
  
- B. In any of the circumstances in A the Director rectifies the score, transferring any trick or tricks as appropriate.
  
- C. Except only as this Law permits, once made (see Law 47C) any concession stands and may not be cancelled.

*[footnote: \*see Law 49E]*

*XA notes- Law 51*

*'Regulator' changed to `Regulating Authority in two places.*

*In deference to views put to me at the meeting in New York I have taken out the reference to `a single board from what was 51A1 and is now in the Introduction. The move meets the wish in Joan's note. 51A is renumbered in consequence of the move.*

*The remainder of this law is simple and the only other desire for change has been accommodated by moving 51G to be part of 51C.*

LAW 51

*(Methods of scoring)*

- A.
  1. At the end of the play the number of tricks won and lost should be agreed upon before any hand is disturbed or returned to the board.
  2. If a disagreement arises the Director must be called. No increase in score need be granted unless the Director is called before the round ends; if called before the round ends, or otherwise, a Director who cannot wholly satisfy himself as to the facts may decrease the score of one side without increasing the score of the other side.
  3. A player must not knowingly accept either the score for a trick that his side did not win or the concession of a trick that his opponents could not lose.
  
- B.
  1. The score on a deal is assessed by reference to the values and criteria set out in Law 52. For ease of computation a schedule to Law 52 tabulates the calculated total point scores for numbers of tricks won and lost.

*(Matchpoint scoring)*

- C.
  1. In matchpoint scoring each contestant is awarded, for total point scores made by different contestants who have played the same board and whose scores are compared with his, two scoring units (matchpoints or half matchpoints) for each score inferior to his, one scoring unit for each score equal to his, and zero scoring units for each score superior to his.

*(Fouled Boards)*

- 2. A board is considered 'fouled' if the Director determines that contestants who should have had a direct score comparison did not play the board in identical form. If there was a difference, however slight, the board was fouled.
  3. In scoring a fouled board the Director segregates the contestants into groups according to the form in which they played the board. He then assesses the scores for each group separately by a method laid down in the regulations for the tournament.

4. In default of a regulation such as 2 requires, the Director shall determine the method of scoring the groups using his Law 3B2(l) authority.

determine the comment

C4 'as 2' 3?

*(International Matchpoint Scoring) D.*

[ Here quote the factual table of the conversion from total point scoring to International Match Point Scoring]

*(Total Point Scoring)*

- E. In total point scoring the net total point score of all boards played is the score for each contestant.

*(Other Scoring Methods)*

- F. If approved by the Regulating Authority other scoring methods, including conversions to Victory Points, may be adopted. In consultation with the Regulating Authority, the Tournament Organizer should publish Conditions of Contest in advance of a tournament or contest, detailing conditions of entry, methods of scoring, determination of winners, breaking of ties, and making known to contestants any special arrangements affecting them.

**XA notes - Law 52 and Schedule.**

**Factual tables - the subcommittee will probably spend its time more usefully on other things.**

*(Total Point scoring values) LAW 52*

To be placed here in new text and format, the scoring arrangements factually recorded in the 1997 law book as Law 77 and also in various other published matter.

**LAW 52 (Schedule)**

*(Rapid calculator for total points)*

**Place here convergence table showing score calculations as described in Law 51B.**