

Detailed Notes on the 2017 Laws

Updated 1st August 2017

Those seeking accreditation as QBA Club Directors require a good understanding of the commonly used laws and the ability to interpret the less common laws.

Those seeking accreditation as QBA Congress Directors require a thorough understanding of all the laws with particular reference to the more difficult areas. The standard required will be higher than that for club directors.

In these notes, cosmetic changes to the 2007 Laws, for example sentence construction and cross references, have not been highlighted. There will be changes to the suggested applications as usage of the new laws becomes established and clarifications filter down from the WBF Laws Committee. Please check for further updates.

The Introduction and Definitions form part of the Laws and contain information not necessarily found in the main body of the laws and give fundamental guidance on application.

There will be gremlins in this document. Please bring them to the attention of the author.

INTRODUCTION TO THE 2017 LAWS OF DUPLICATE BRIDGE

Duplicate Bridge is continually evolving and changing which is why the World Bridge Federation has charged its Laws Committee with the task of “at least once each decade making a comprehensive study and updating of the entire laws structure.”

This latest review, begun some five years ago, is the most comprehensive to date. Suggestions and comments were sought from interested individuals and National Bridge Organisations and Zones.

After these were all collated they were considered by the Committee in depth with the relevant law, which then was either amended or left alone. The discussions occurred at a number of WBF Championships and some thousands of emails were exchanged over a five year period.

The purpose of the Laws remains unchanged. They are designed to define correct procedure and to provide an adequate remedy for when something goes wrong. They are designed not to punish irregularities but rather to rectify situations where non-offenders may otherwise be damaged. Players should be ready to accept graciously any rectification, penalty, or ruling.

The trend, begun in 2007, to give Tournament Directors more discretion in enforcing the Law has been continued and attempts have been made to clarify interpretations. The Commentary at the end, an innovation, gives examples to help in this respect.

Established usage has been retained in regard to “may” do (failure to do it is not wrong), “does” (establishes procedure without suggesting that violation be penalised) “should” do (failure to do it is an infraction jeopardising the infractor’s rights but not often penalised), “shall” do (a violation will incur a penalty more often than not) “must” do (the strongest word, a serious matter indeed). Again “must not” is the strongest prohibition, “shall not” is strong but “may not” is stronger – just short of “must not”.

For the avoidance of doubt, this Introduction and the Definitions that follow form part of the Laws.

Finally, unless the context clearly dictates otherwise, the singular includes the plural, the masculine includes the feminine, and vice versa.

DEFINITIONS

Adjusted Score	A score awarded by the Director (see Law 12). It is either “artificial” or “assigned”.
Alert	A notification, whose form may be specified by the Regulating Authority, to the effect that opponents may be in need of an explanation.
Artificial call	1. A bid, double, or redouble that conveys information (not being information taken for granted by players generally) other than (or in addition to) a willingness to play in the denomination named or last named. 2. A pass that promises more than a specified amount of strength. 3. A pass that promises or denies values other than in the last suit named.
Auction	1. The process of determining the contract by means of successive calls. It begins when the first call is made. 2. The aggregate of calls made (see Law 17).
Bid	an undertaking to win at least a specified number of odd tricks (tricks in excess of six) in a specified denomination.
Board	1. A duplicate board as described in Law 2. 2. The four hands as originally dealt and placed in a duplicate board for play during a session (also referred to as a ‘deal’).
Call	Any bid, double, redouble or pass.
Cancelled	see “Withdrawn”.
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 22)
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 54A when the opening lead is made out of turn).
Defender	an opponent of (presumed) declarer.
Denomination	the suit or no trump specified in a bid.
Double	a call over an opponent’s bid increasing the scoring value of fulfilled or defeated contracts (see Laws 19A and 77).
Dummy	1. Declarer’s partner. He becomes dummy when the opening lead is faced and ceases to be dummy when play ends. 2. Declarer’s partner’s cards, once they are spread on the table after the opening lead.
Event	a contest of one or more sessions (synonym for ‘Tournament’).
Extraneous	not part of the lawful procedures of the game.
Follow Suit	Play a card of the suit that has been led.
Game	100 or more trick points scored on one deal (see Law 77).

Hand	the cards originally dealt to a player, or the remaining portion thereof.
Honour	any Ace, King, Queen, Jack or 10.
Infraction	a player's breach of Law or of Lawful regulation.

Minutes WBF Laws Committee, Sao Paulo 8th September 2009. The committee noted dictionary definitions as follows:

- 'infract' - to violate or break (a law etc.), to infringe
- 'infringe' - to violate (esp. a law), to neglect to obey

International	a unit of scoring awarded according to a schedule established in Law 78B
Matchpoint (IMP)	
Irregularity	a deviation from correct procedure inclusive of, but not limited to, those which involve an infraction by a player.
Lead	the first card played to a trick.
LHO	Left-hand opponent.
Matchpoint	a unit of scoring awarded to a contestant as a result of comparison with one or more other scores. See Law 78A.

Misinformation the failure of a side to accurately disclose partnership method or understanding, as and when required by law or regulation.

Misinformation includes the failure to alert and alerting when no alert is required as per the QBA Regulations.

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 is played.
Partner	the player with whom one plays as a side against the other two players at the table.
Partscore	90 or fewer trick points scored on one deal (see Law 77).
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 91), and
procedural	penalties (additional to any rectification) assessed at the Director's discretion in cases of procedural irregularities (see Law 90).
Penalty card	a card subject to disposition under Law 50.
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. 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 ends when the cards are removed from their slots on the subsequent board (or when the last board of a round is quitted).
Premium Points	any points earned other than trick points (see Law 77).
Presumed Declarer	the player, who in the absence of an irregularity, would become declarer.
Psychic call (commonly 'psych[e]' or 'psychic')	a deliberate and gross misstatement of honour strength and/or of suit length
Rectification	the remedial provisions to be applied when an irregularity has come to the Director's attention.
Redouble	a call over an opponent's double, increasing the scoring value of fulfilled or defeated contracts (see Laws 19B and 77).
Retracted	see "Withdrawn".
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 recommended to be dealt.
Round	a part of a session played without progression of players.
Session	an extended period of play during which a number of boards, specified by the Tournament Organizer, is scheduled to be played. (May have different meanings as between Laws 4, 12C2 and 91.)
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).
Sorted deck	a pack of cards not randomized from its prior condition.
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).
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 77).
Trump	each card of the denomination named in a suit contract.
Tournament	a contest of one or more sessions (synonym for 'Event').
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 77).
Unintended	involuntary; not under control of the will; not the intention of the player at the moment of his action.

Visible Card	a card held such that its face may be seen by either an opponent or by partner.
Vulnerability	the conditions for assigning premiums and undertrick penalties (see Law 77).
Withdrawn	actions said to be 'withdrawn' include actions that are 'cancelled' and cards that are 'retracted'.

LAW 1 - THE PACK

A. Rank of Cards and Suits

Duplicate Bridge is played with a pack of 52 cards, consisting of 13 cards in each of four suits. The suits rank downward in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The Cards of each suit rank downward in the order Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

B. The Face of the Cards

The Regulating Authority may require the face of each card to be symmetrical.

At this time there is no QBA Regulation requiring this.

Using cards with symmetrical faces and backs aims to stop information being conveyed by presenting a particular part of the card to the top or to the bottom.

C. The Backs of the Cards

The backs of all 52 cards in a deck should be identical. They may incorporate words, a logo or a pictorial design but the image used should possess a centre of symmetry.

A "should do" is milder than a "must do". Clubs are not required to discard perfectly good cards say, for example, with one directional pictures on them. This law should be kept in mind when new cards are purchased.

Discovering during a hand that a red backed card is in an otherwise blue pack is not usually a problem, the first time. It only becomes a problem when it happens session after session and some players learn what the stray card is. If possible, replace the card when first discovered to avoid numerous calls.

Finding a red card together with 52 blue backed cards could be an indication that the red card has been held up in the hopper of the dealing machine. Consider checking the previously dealt board in case a card is missing.

LAW 2 - THE DUPLICATE BOARDS

A duplicate board containing a pack is provided for each deal to be played during a session. Each board is numbered and has four pockets to hold the four hands, designated North, East, South and West. The dealer and vulnerability are designated 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 Vulnerable	Boards	1	8	11	14
North-South Vulnerable	Boards	2	5	12	15
East-West Vulnerable	Boards	3	6	9	16
Both Sides Vulnerable	Boards	4	7	10	13

The same sequence is repeated for Boards 17-32 and for each subsequent group of 16 boards.

No board that fails to conform to these conditions should be used. If such board is used, however, the conditions marked on it apply for that session.

If a board with incorrect markings is found during a session there is no problem as long as everyone whose scores are to be compared plays that board in that condition.

Note that when increasing the size of a set of boards, using random boards and changing their numbers is likely to be incorrect. If adding, say, 37-40 to a set of 1-36 the extra boards require the markings of boards 5-8 respectively.

LAW 3 - ARRANGEMENT OF TABLES

Four players play at each table, and tables are numbered in a sequence established by the Director. He designates one direction as North; other compass directions assume the normal relationship to North.

LAW 4 - PARTNERSHIPS

The four players at each table constitute two partnerships or sides, North-South against East-West. In pair or team events the contestants enter as pairs or teams respectively and retain the same partnerships throughout a session (except as authorized by the Director). In individual events each player enters separately, and partnerships change during a session.

LAW 5 - ASSIGNMENT OF SEATS

A. Initial Position

The Director assigns an initial position to each contestant (individual, pair or team) at the start of a session. Unless otherwise directed, the members of each pair or team may select seats among those assigned to them by mutual agreement. Having once selected a compass direction, a player may change it within a session only upon instruction or with permission of the Director.

Changing direction during a session would usually be for cause rather than whim. Perhaps a player needs the better lighting or less bright sunlight to be found in partner's seat.

B. Change of Direction or Table

Players change their initial compass direction or proceed to another table in accordance with the Director's instructions. The Director is responsible for clear announcement of instructions; each player is responsible for moving when and as directed and for occupying the correct seat after each change.

LAW 6 -THE SHUFFLE AND DEAL

A. The Shuffle

Before play starts, each pack is thoroughly shuffled. There is a cut if either opponent so requests.

Shuffling by hand must be done well. That computer dealt hands are sometimes seen as being different from hand dealt ones might not be the fault of reliable software but of inadequate shuffling when done by hand.

B. The Deal

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. **No two adjacent cards from the deck shall be dealt into the same hand.** The recommended procedure is that the cards be dealt in rotation, clockwise.

Dealing into 5 piles back and forth 1 2 3 4 5 4 3 2 1 2 3 4 5 (and then combining 1st and 5th) is acceptable but not goulashing nor back and forth in 4 piles 1 2 3 4 4 3 2 1 1 2 3 4.

C. Representation of Both Pairs

A member of each side should be present during the shuffle and deal unless the Director instructs otherwise.

D. New Shuffle and Re-deal

1. If it is ascertained before the auction first begins on a board that the cards have been incorrectly dealt or that during the shuffle and deal a player could have seen the face of a card belonging to another player there shall be a new shuffle and deal. Thereafter Law 16D applies to the accidental sighting of a card belonging to another player's hand before completion of the play of the board (but see Law 24).

2. Unless the purpose of the tournament is the replay of past deals no result may stand if the cards are dealt without shuffle from a sorted deck¹ or if the deal has been imported from a different session. (These provisions shall not prevent arrangements, where desired, for exchange of boards between tables.)

¹ A 'sorted deck' is a pack of cards not randomized from its prior condition.

That hands will be totally random, however dealt, is enshrined. Events designed for the replaying of past deals are excluded from this requirement.

The use of "deck" for "pack" has no significance.

3. The Director may require a new shuffle and a redeal for any reason compatible with the Laws (but see Law 22B and Law 86A).

A board that is passed in the first time it is played (in a duplicate pairs event for example) is not re-dealt. Just because the first table passed the board in does not mean every table will do so.

E. Director's Option on Shuffling and Dealing

1. The Director may instruct that the shuffle and deal be performed at each table immediately before play starts.

2. The Director may himself perform the shuffle and deal in advance.

3. The Director may have his assistants or other appointed agents perform the shuffle and deal in advance.

4. The Director may require a different method of dealing or pre-dealing to produce the same wholly random expectations as from A and B above.

6E4 allows computer dealing to be used and specifically precludes special settings to, for example, exclude very shapely hands and worthless hands or to equalize the number of points held by each side or direction.

F. Duplication of Board

If required by the conditions of play, one or more exact copies of each original deal may be made under the Director's instructions. When he so instructs there shall normally be no redeal of a board (although the Director has powers to order it).

If scores are to be compared across a number of sections as with Aggregate and Across the Field Scoring then clearly reshuffling a board in one section is not going to be a success.

LAW 7 - CONTROL OF BOARD AND CARDS

A. Placement of Board

When a board is to be played it is placed in the centre of the table **where it shall remain, correctly oriented**, until play is completed.

Players are entitled to see the vulnerability at any time. The 2017 Laws emphasise that the board remains correctly oriented. This is one of the many laws that sets correct procedure. Common sense indicates that players with an impairment may need, for example, the board repositioned to the side of the table so that the dummy may be placed closer to them. Players should not establish the habit of automatically pulling the board to one side at the end of the auction.

Turning a board or allowing the board to swivel can lead to the board being fouled. It may mislead players about the vulnerability or Dealer as well as leading to players taking out the wrong hands.

B. Removal of Cards from Board

1. Each player takes a hand from the pocket corresponding to his compass position.
2. Each player counts his cards face down to be sure he has exactly thirteen; after that, and before making a call, he must inspect the faces of his cards.

The counting of cards, before looking at them, should be automatic to all players and be instilled in beginners from Lesson 1. "But I did count them," is not a defence. Correct procedure is to make sure the hand holds exactly 13 cards.

3. During play each player retains possession of his own cards, not permitting them to be mixed with those of any other player. No player shall touch any cards other than his own (but declarer may play dummy's cards in accordance with Law 45) during or after play except by permission of **an opponent or** the Director.

Players can become agitated when their personal space is invaded by others reaching over and touching their cards.

When called to a revoke, try to stop this happening. Hackles rise and the order of cards can be disturbed which all makes it harder to sort out problems.

Notice that a player may now give permission for an opponent to touch his cards. This could be proffered or be in response to a request.

C. Returning Cards to Board

After play has finished, each player should shuffle his original thirteen cards, after which he restores them to the pocket corresponding to his compass position. Thereafter no hand shall be removed from the board unless a member of each side, or the Director, is present.

Players should shuffle their cards before returning them to the board. This is to remove any information as to what order the cards were played to the contract.

Common sense suggests that sorting cards into suits for the next player who has difficulty doing so would still be OK, regardless of whether instructed to do so by the director or done out of consideration for one's fellow man.

Routinely sorting cards into suits is not the same as shuffling and should not be done.

There is no requirement to count cards before returning them to the board though this is clearly sensible if, for example, they have been spilled on the floor. There is no point to counting 13 cards if some of them belong to another player hence "original thirteen cards".

D. Responsibility for Procedures

Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.

QBA Regulations make North in charge of the table (unless EW are stationary) and responsible for maintaining proper conditions of play at the table. This is particularly relevant to Swiss Pairs events where pairs are seldom stationary.

This does not mean that North must do all the work. Discourage the notion that East West are not permitted to pick up boards, turn over bidding slips etc. Helping with the chores is sensible and saves time. North is simply responsible for seeing that everything is done properly.

LAW 8 - SEQUENCE OF ROUNDS

A. Movement of Boards and Players

- 1. The Director instructs the players as to the proper movement of boards and progression of contestants.**
- 2. Unless the Director instructs otherwise, the North player at each table is responsible for moving the boards just completed at his table to the proper table for the following round.**

Note that although North is responsible for moving the boards the laws don't say that North must do the moving. Instil in players a sensitivity that caution is needed if someone from the next table comes to get the boards. A board still in play could be sighted or results overheard.

It is good to encourage players to wait until the round is called before moving boards. Moving boards early can irritate others, create UI and it has been known for tables to play a board in error from the newly arrived set.

B. End of Round

- 1. In general, a round ends when the Director gives the signal for the start of the following round; but if any table has not completed play by that time, the round continues for that table until there has been a progression of players.**

2. When the Director exercises his authority to postpone play of a board, for that board the round does not end for the players concerned until the board has been played and the score agreed and recorded or the Director has cancelled the play of the board.

C. End of Last Round and End of Session

The last round of a session, and the session itself, ends for each table when play of all boards scheduled at that table has been completed, and when all scores have been entered without objection.

LAW 9 - PROCEDURE FOLLOWING AN IRREGULARITY

A. Drawing Attention to an Irregularity

1. Unless prohibited by Law, any player may draw attention to an irregularity during the auction period, whether or not it is his turn to call.

2. Unless prohibited by Law, declarer or either defender may draw attention to an irregularity that occurs during the play period. For an incorrectly pointed card see Law 65B3.

Law 65B3 sets out the procedure for quitted tricks pointed the wrong way.

3. Any player, including dummy, may attempt to prevent an irregularity (but for dummy subject to Laws 42 and 43).

There are limitations on dummy should he have lost his qualified rights.

***** 75B2 Changed 2017 *****

Ton Kooijman + Laurie Kelso: Dummy will now be permitted to prevent any player (previously it was just declarer) from committing an irregularity.

Dummy must still not take part in play. Electing to try to stop an irregularity only when it might harm his side is taking part in the play. Likewise opting to do nothing when an impending infraction is likely to aid declarer is also taking part in play. This is probably undetectable.

4. Dummy may not call attention to an irregularity until play of the hand is concluded (but see Law 20F5 for correction of declarer's apparently mistaken explanation).

5. There is no obligation to draw attention to an infraction of law committed by one's own side (but see Law 20F5 for correction of partner's apparently mistaken explanation).

B. After Attention Is Drawn to an Irregularity

1. (a) The Director should be summoned at once when attention is drawn to an irregularity.

Failure to observe a "should do" is an infraction, jeopardizing the infractor's rights, but will not often be penalised.

(b) Any player, including dummy, may summon the Director after attention has been drawn to an irregularity.

(c) Summoning the Director does not cause a player to forfeit any rights to which he might otherwise be entitled.

(d) The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.

2. No player shall take any action until the Director has explained all matters in regard to rectification.

C. Premature Correction of an Irregularity

Any premature correction of an irregularity by the offender may subject him to a further rectification (see the lead restrictions in Law 26B).

LAW 10 - ASSESSMENT OF RECTIFICATION

A. Right to Determine Rectification

The Director alone has the right to determine rectifications when applicable. Players do not have the right to determine (or waive – see Law 81C5) rectifications on their own initiative.

Players may not tell an opponent to put a penalty card back into his hand and not bother to call the director. A player may not decide to leave a faced card on the table as a penalty card (perhaps to correct a non-established revoke) without calling the director. A director who arrives at a table to find a penalty card which he knows nothing about needs to enquire about how it got there.

Asking for rectifications to be waived should be for cause and not because players want to be nice or kind. Perhaps a player felt he contributed to the infringement by distracting the opponent with a comment.

B. Cancellation of Enforcement or Waiver of Rectification

The Director may allow or cancel any enforcement or waiver of a rectification made by the players without his instructions.

In the case of penalty cards created without the director's knowledge, if events are according to the laws then it would be normal to allow the rectification made by the players without his instructions albeit with some censure.

C. Choice after Irregularity

1. When these Laws provide an option after an irregularity, the Director shall explain all the options available.

A player must be able to make an informed choice from the available options.

Sometimes complete rulings are a bit of a mouthful. It is important for directors to practise their presentation. If a director finds that he often needs to repeat his rulings perhaps they are coming across garbled. Adapt. Practise in the bathtub. Visualise serenely made, correct and clear rulings.

It is risky, and poor practice, to assume players know all their rights. There are celebrated cases of players claiming Director Error (Law 82C) because the director didn't dot every "i" and cross every "t" during his ruling.

Sometimes a player will indicate that he doesn't want the director to continue his ruling. This should be noted. Say something appropriate so that the table understands your ruling is being curtailed by request. Sometimes it will be important for the opponents to hear the ruling in full even though the player needing to make a decision doesn't want to hear it.

3. If a player has an option after an irregularity, he must make his selection without consulting partner.

Any indications from partner as to the best selection are, of course, unauthorised information.

4. When these Laws provide the innocent side with an option after an irregularity committed by an opponent, it is appropriate to select the most advantageous action.

5. Subject to Law 16C2, after rectification of an infraction it is appropriate for the offenders to make any call or play advantageous to their side, even though they thereby appear to profit through their own infraction (but see Laws 27 and 72C).

LAW 11 - FORFEITURE OF THE RIGHT TO RECTIFICATION

A. Action by Non-Offending Side

The right to rectification of an irregularity may be forfeited if either member of the non-offending side takes any action before summoning the Director. **If a side has gained through subsequent action taken by an opponent in ignorance of the relevant provisions of the law, the Director adjusts only that side's score by taking away any accrued advantage. The other side retains the score achieved at the table.**

Law 11A now emphasises that only the non-offending side in the original irregularity has its score adjusted should they have gained.

This situation might involve a more dominant pair playing against an inexperienced pair. Examples for situations other than those where the director should have been called are hard to find.

The side that committed the original irregularity keeps its table score. The onus to call the director when attention is drawn to an irregularity lies equally with them.

11A's purpose is not so much for failure to call the director when attention is drawn to an irregularity but to stop the use of superior knowledge of the laws in a way that is unfair.

An inexperienced defender fails to follow suit then plays a legal card after being told by opponents to, "Just leave the first card on the table". Play continues until some later time when partner is on lead and the director is called to impose lead restrictions. The defenders could have minimised the effect of the major penalty card and lost one less trick. Partner need not have won the trick that put him on lead and the more knowledgeable opponents waited for the most opportune time to call the director. The inexperienced pair keep the table result. The experienced pair have their score reduced by the one trick they gained. As per 6 below, there may be a penalty in addition to the adjustment.

6. Penalty after Forfeiture of the Right to Rectification

Even after the right to rectification has been forfeited under this Law, the Director may assess a procedural penalty (see Law 90).

LAW 12 - DIRECTOR'S DISCRETIONARY POWERS

A. Power to Award an Adjusted Score

On the application of a player within the period established under Law 92B or on his own initiative the Director may award an adjusted score when these Laws empower him to do so (in team play see Law 86B). This includes:

1. The Director may award an adjusted score in favour of a non-offending contestant when he judges that these Laws do not prescribe a rectification for the particular type of violation committed.

2. The Director awards an artificial adjusted score if no rectification can be made that will permit normal play of the board (see C2 below).

Directors should strive to find ways under the Laws to allow boards to be played. They should take some time, if necessary, to look up various laws to find a rectification. Some laws require boards to be played even though there is a likelihood that the result will need adjusting. Awarding an artificial adjusted score should be the “last resort” not the first or easiest solution. Getting a table score whenever possible provides a fall-back position (in case of appeal) not available if play is cancelled too soon. A rectification that later proves less than perfect may be repaired later, preferably with an assigned score. An assigned score should be awarded whenever possible.

3. The Director may award an adjusted score if there has been an incorrect rectification of an irregularity.

B. Objectives of Score Adjustment

1. The objective of score adjustment is to redress damage to a non-offending side and to take away any advantage gained by an offending side through its infraction. Damage exists when, because of an infraction, an innocent side obtains a table result less favourable than would have been the expectation had the infraction not occurred.
2. The Director may not award an adjusted score on the grounds that the rectification provided in these Laws is either unduly severe or advantageous to either side.

It may be that after the automatic trick adjustment for an established revoke the revoking side is worse off than had there been no revoke. This may not be changed. Offending sides do not have scores adjusted upwards.

C. Awarding an Adjusted Score

1. (a) When after an irregularity the Director is empowered by these laws to adjust a score and is able to award an assigned adjusted score, he does so. Such a score replaces the score obtained in play.

(b) The Director in awarding an assigned adjusted score should seek to recover as nearly as possible the probable outcome of the board had the infraction not occurred.

(c) An assigned adjusted score may be weighted to reflect the probabilities of a number of potential results, but only outcomes that could have been achieved in a legal manner may be included.

An assigned adjusted score is a real bridge score or it may be a weighting of two or more real bridge scores. It may be a split score or even a split and weighted score. A split score may result from both sides being treated as non-offending (perhaps after a director error), from both sides being treated as offending and from non-offenders having their redress of damage reduced.

Example 1: EW play in 4S after bidding over NS's 4H and easily make 10 tricks for EW 420. NS claim damage suggesting that West may have used unauthorised information from a withdrawn call. The director polls players of whom none would have bid 4S in an untainted auction. He assigns an adjusted score of 4HN making 10 tricks to both sides +/- 620. Making 10 tricks is clear cut.

Example 2: EW play in 4S making 9 tricks for EW -50. After polling, the director rules EW could have used unauthorised information to reach 4S and believes that 4H by North would have been the contract without the EW infraction. However, it is unclear as to how many tricks North would have won. The director adjusts the score to, say, 50% of the score for making 10 tricks and 50% of the score for 9 tricks. It may be that the director may need to conduct a second poll to make his decision about the weighting. The result of 4S-1 does not feature in the weighting because it was obtained illegally. There may be occasions when the cancelled result could be reached lawfully, and could be used, but this is uncommon.

Weightings that lean in favour of the non-offending side (sympathetic weightings) are not precluded by the laws.

WBF Laws Committee, Philadelphia 12th October 2010: A so-called 'Reveley' score adjustment is one in which for equity a weighted score [*old law reference deleted*] includes a percentage of results obtained via use of the call that was actually made at the table. There are anxieties that such adjustments may encourage players to infract the law by allowing them some proportion of their infractive result. For this reason such adjustments should in general be avoided.

Weighted Scores

Frequency tables are the basis of computer scoring. First tabulate the number of times each score occurs. These are usually tabulated from the highest score down to the lowest.

Frequency	Score	Matchpoints
2	480	61
13	450	46
8	420	25
4 (e)	170	13 (f)
2 (c)	110	7 (d)
3 (a)	-50	2 (b)

Calculate the matchpoints for lowest score by taking 1 from the number of frequencies (a) - 1 = (b)
3-1=2

Add these matchpoints to the number of frequencies for the lowest score and to the number of frequencies for the next lowest score to find the matchpoints for the second lowest score. (b) + (a) + (c) = (d) 2+3+5=7

Then (d) + (c) + (e) = (f) 7+2+4=13 and so on.

The following advice concerning weighted scores is from the Zone 2 Laws Commission for 2007 Laws:

Directors are permitted to award a single weighted score that endeavours to restore the balance of equity on the hand in the instant prior to the infraction. The calculation of the weightings relates to the expected outcomes from that point forward in an auction unaffected by any irregularity. Any residual doubt that exists in the assessment of the relative weightings should be resolved in favour of the non-offending side.

Example: As a result of misinformation a NS pair defends 4HX. If they had been correctly informed they will certainly bid game in spades and possibly slam, making eleven or twelve tricks depending on declarer's line of play.

The Director may conclude that damage will be restored by substituting a single weighted score as follows:

	30% of the matchpoints for +1430	(6S =)
Plus	40% of the matchpoints for +680	(4S +2)

Plus 20% of the matchpoints for +650 (4S +1)
 Plus 10% of the matchpoints for -100 (6S -1)

At Pairs: With 12 Tables, the frequency table would look something like this:

Frequency	Score	Matchpoints
2.3	+1430	20.7
5.4	+680	13.0
2.2	+650	5.4
2.1	- 100	1.1

The weighted score would be:

$$(0.3*20.7) + (0.4*13.0) + (0.2*5.4) + (0.1*1.1) = +12.6 \text{ rounded to 1 decimal place.}$$

A single score of N/S +12.6 would be entered.

At Teams: Assume the score in the other room was N/S +650

<u>Net Score</u>	<u>IMPs</u>	<u>Weight</u>	<u>Adjust</u>
+1430 – 650 = +780	+13	30%	3.9
+ 680 – 650 = +30	+1	40%	0.4
+ 650 – 650 = 0	0	20%	0.0
- 100 – 650 = -750	-13	10%	-1.3
Total			3.0

The IMP total is rounded to the nearest whole number if necessary. In the above example, +3 is awarded to the non-offending side and -3 imp to the offending side.

Alternative Manual Calculation Method for Pairs Tournaments Scored by Computer

Clearly to make one of these weighted adjustments for Matchpoint scoring without the aid of computer software would be tedious and time consuming, particularly in large fields. Many software packages do not currently cater for this type of adjustment. Until a software modification is implemented the following procedure shall, by regulation, be deemed the correct one:

Score the board with each of the scores to be used in the weighting. Calculate the weighted score using the match-points assigned by the software (a board print out will provide this).

In the above example the following results will be obtained:

Score	Matchpoints
+1430	20
+680	13
+650	6
- 100	2

$$\text{The weighted score would be: } (0.3*20) + (0.4*13) + (0.2*6) + (0.1*2) = +12.6.$$

Score the board assigning an average score to both sides.

Finally correct the match-points for both sides, rounded to two decimal places, using the adjusted score routine. Since the average on the board is 11 and has already been assigned, the director will add 1.6 match-points to N/S and deduct 1.6 match-points from E/W.

(d) If the possibilities are numerous or not obvious, the Director may award an artificial adjusted score (see C2 below).

12C1(d) should not be used as an easy alternative to applying sufficient time and thought to a 12C1(a), (b) or (c) ruling. It will be up to the director to decide what constitutes “numerous or not obvious”. More than four possibilities could be reason enough to consider awarding and artificial adjusted score.

(e) If, subsequent to the irregularity, the non-offending side has contributed to its own damage by an extremely serious error (unrelated to the infraction) or by a gambling action, which if unsuccessful it might have hoped to recover through rectification, then:

(i) The offending side is awarded the score it would have been allotted as the consequence of rectifying its infraction.

(ii) The non-offending side does not receive relief for such part of its damage as is self-inflicted.

“Wild” has been removed. “Gambling” is essentially a double shot. The error is now “extremely serious”.

WBF Laws Committee, Veldhoven 20th October 2011: The law requires the Director at times to determine whether one action was or was not subsequent to another. For example, the question may be whether an action by the non-offending side was subsequent to the infraction so that the non-offending side caused damage to itself, in which case the non-offending side does not receive redress for that damage. The Director must determine the fact one way or the other. The timing of the action is a simple factual question, yes or no, and there can be no weighting in applying that law.

WBF Laws Committee, Philadelphia 12th October 2010: An ACBL example was cited of a contract of 6 Spades reached after a slow signoff by the partner. The contract should go one light but defender revokes allowing it to make, an example of a serious error unrelated to the infraction. It is decided to adjust the score. The defending side will bear the consequence of its serious error and be awarded –980. The declaring will be put back to the five level and as to the number of tricks to be awarded the Director will assess what would have happened in that contract. (At the lower level it may be that Declarer and/or defender would have reason to play differently.)

WBF Laws Committee, Sao Paulo 8th September 2009: What is commonly termed a ‘double shot’ is a gambling action within the meaning of Law 12C1(b) [2017 Law 12C1(e)] – as previously affirmed in the minutes of 30th August 1998. In reference to this same law, the standard for judging a ‘serious error’ must be extremely high and the calibre of the player is also relevant. These considerations arise after an adjusted score has been awarded when the Director is thinking of a split score, taking away the adjustment (wholly or in part) from the non-offending side.

WBF Laws Committee, Beijing 10th October 2008: In Law 12, “serious error” should be judged according to the calibre of player.

Consequent and Subsequent Damage:

EW reach 4H. North feels quite sure that the score for 4H will be adjusted back to 3S for an EW infraction so he decides on a “double shot”. North bids 4S with a very poor hand, having

already stretched to bid 2S and again to bid 3S, perhaps thinking nothing will be lost if 4S fails and it just might make. He is doubled and NS go down 3 tricks non-vulnerable for NS -500.

Say, 3S goes down 2 tricks undoubled and
4H goes down 1 trick undoubled non-vulnerable

Instead of -100 for playing in 3S, NS would have received +50 for defending 4H. As 3S is merely unsound rather than gambling, the score is adjusted for both sides to 3S making 7 tricks.

Say, 3S goes down 2 tricks undoubled and
4H makes 10 tricks on a lucky lie of the cards

Now NS have been damaged. Instead of -100 they would have received -420.

Back to our original problem:

3S goes down 2 tricks undoubled and
4H makes an easy 10 tricks undoubled vulnerable and
4SX (the gambling action) goes down 3 tricks non-vulnerable

All possibilities need to be scored.

*3SN (7)	-100	6	6 4 2 0 Without East's Infraction NS earn 6 matchpoints. EW get 0 matchpoints
3HE (10)	-170	4	
1NTXW (7)	-180	2	
4HE (10)	-420	0	

*4HW (10)	-420	1	6 4 2 0 After East's Infraction NS earn 1 matchpoint.
3HE (10)	-170	6	
1NTXW (7)	-180	4	
4HE (10)	-420	1	

The damage caused by the infraction is 5 matchpoints

*4SNX (7)	-500	0	6 4 2 0 After North's Gambling Action NS earn 0 matchpoints. Add back the damage of 5 so NS get 5 matchpoints.
3HE (10)	-170	6	
1NTXW (7)	-180	4	
4HE (10)	-420	2	

2. (a) When owing to an irregularity no result can be obtained [see also C1(d)] the Director awards an artificial adjusted score according to responsibility for the irregularity: average minus (at most 40% of the available matchpoints in pairs) to a contestant

directly at fault, average (50% in pairs) to a contestant only partly at fault, and average plus (at least 60% in pairs) to a contestant in no way at fault.

WBF Laws Committee, Beijing 10th October 2008: Law 12 When the Director is empowered elsewhere in the laws simply to “award an adjusted score” he refers to Law 12 to determine whether this will be an assigned or an artificial adjusted score. Law 12 intends that whenever he is able to award an assigned adjusted score he does so; if Law 12C1(d) or Law 12 C2(a) applies the adjusted score is artificial. Note that 12C2(a) does not say “no result has been obtained” but “no result can be obtained”, so that if a board is incomplete but has reached a stage when completion of the board can be foreseen an assigned score is appropriate.

Remember, award assigned score whenever possible.

(b) When the Director chooses to award an artificial adjusted score of average plus or average minus at IMP play, that score is plus 3 IMPs or minus 3 IMPs respectively. Subject to approval by the Regulating Authority, this may be varied by the Tournament Organizer as provided for by Laws 78D, 86B3 and (d) hereunder.

For teams scoring, there is no authority to change +/- 3 imps for average plus / average minus. Law 78D allows this to be varied by Regulating Authorities for methods such as Butler and Cross Imps.

(c) The foregoing is modified for a non-offending contestant that obtains a session score exceeding 60% of the available matchpoints or for an offending contestant that obtains a session score that is less than 40% of the available matchpoints (or the equivalent in IMPs). Such contestants are awarded the percentage obtained (or the equivalent in IMPs) on the other boards of that session.

If the non-offenders average 64% on the other boards in the session then they get 64% on the problem board.

If the offenders average 38% on the other boards then they get 38%.

Say the nett imp difference for a match is + 28 imps to the non-offending side on the other 7 boards ie an average of 4 imp per board (which is more than 3 imp). They will move to +32 imp and their opponents will move to -24 imp. In a close match, it may even be that awarding artificial adjusted scores will result in both teams getting VPs for a win or perhaps there will be win/draw draw/loss situations.

(d) The Regulating Authority may provide for circumstances where a contestant fails to obtain a result on multiple boards during the same session. The scores assigned for each subsequent board may be varied by regulation from those prescribed in (a) and (b) above.

See QBA Regulations Section D for Teams.

3. In individual events the Director enforces the rectifications in these Laws, and the provisions requiring the award of adjusted scores, equally against both members of the offending side even though only one of them may be responsible for the irregularity.

But the Director shall not award a procedural penalty against the offender's partner if of the opinion that he is in no way to blame.

4. When the Director awards non-balancing adjusted scores in knockout play, each contestant's score on the board is calculated separately and the average of them is assigned to each.

LAW 13 - INCORRECT NUMBER OF CARDS²

²This Law applies when one or more hands are found to contain more than 13 cards. See Law 14 for cases involving a deficient deck

A. No Call Made

If no player with an incorrect number of cards has made a call, then:

1. The Director shall correct the discrepancy and, if no player has seen another's card, he shall require that the board be played normally.
2. When the Director determines that one or more pockets of the board contained an incorrect number of cards and a player has seen one or more cards of another player's hand, the Director allows the board to be played and scored. If he then considers the extraneous information has affected the outcome of the board the Director shall adjust the score [see Law 12C1(b)] and may penalize an offender.

Note that such boards must now be played. The reference to 12C1(b) includes relevant clauses that follow (b).

When not the first round, check if the board was played in its correct form at the preceding table(s). It is not unknown for boards with incorrect hands to move through several tables without being noticed.

B. Discovered during the Auction or Play

When the Director determines that a player's hand originally contained more than 13 cards with another player holding fewer, and a player with an incorrect hand has made a call:

1. If the Director judges that the deal can be corrected and played, then the deal may be so played with no change of call. At the end of play the Director may award an adjusted score.
2. Otherwise when a call has been made with an incorrect number of cards, the Director shall award an adjusted score [see Law 12C1(b)] and may penalize an offender.

13B1 aims to allow bridge to be played if at all possible. Even the sighting of an honour card from another player's hand does not mean that play may not continue.

Suppose East has a King from South's hand and has seen it. Perhaps East will be dummy or South's hand will be on the table as the dummy. Perhaps the bidding, play or defence of the hand is so obvious that the knowledge proves immaterial.

In other situations the director may adjust the score later and a table result is available if needed for any later reference.

C. Surplus Card

Any surplus card not part of the deal is removed if found. The auction and play continue without further rectification. No adjusted score may be awarded unless such a card is found to have been played to a quitted trick.

WBF Laws Committee, Beijing 10th October 2008: It is inappropriate to refer any case to Law 67. Note also that when the surplus card is found to have been played and an adjusted score is awarded any player who was dealt a correct number of cards, with no two cards identical, is in no way at fault.

D. Play Completed

When it is determined after play ends that a player's hand originally contained more than 13 cards with another player holding fewer, the result must be cancelled and an adjusted score awarded (Law 86B may apply). An offending contestant is liable to a procedural penalty.

LAW 14 - MISSING CARD

A. Hand Found Deficient before Play Commences

When one or more hands are found to contain fewer than 13 cards, with no hand having more than 13, before the opening lead is faced, the Director makes a search for any missing card, and:

- 1. if the card is found, it is restored to the deficient hand.**
- 2. if the card cannot be found, the Director reconstructs the deal by substituting another pack.**
- 3. the auction and play continue normally without alteration of any of the calls made, the restored hand being deemed to have contained all of its cards continuously throughout.**

B. Hand Found Deficient Afterwards

When one or more hands are found to contain fewer than 13 cards, with no hand having more than 13, at any time after the opening lead is faced (until the end of the Correction Period), the Director makes a search for any missing card, and:

- 1. if the card is found among the played cards, Law 67 applies.**
- 2. if the card is found elsewhere, it is restored to the deficient hand. Rectification and/or penalties may apply (see B4 following).**
- 3. if the card cannot be found, the deal is reconstructed using another pack. Rectification and/or penalties may apply (see B4 following).**
- 4. a card restored to a hand under the provisions of Section B of this Law is deemed to have belonged continuously to the deficient hand. It may become a penalty card, and failure to have played it may constitute a revoke.**

C. Information from Replacement of a Card

Knowledge of the replacement of a card is unauthorized for the partner of a player whose hand contained an incorrect number of cards.

LAW 15 - WRONG BOARD OR HAND

A. Cards from Wrong Board

1. A call is cancelled **(together with any subsequent call)** if it is made by a player **holding cards that he has picked up from a wrong board.**

*** 15A Changed 2017 ***

The old Law 17D has moved here but essentially retains the same meaning. There is a very small window of opportunity to try to save this board when the offender has made a call holding the wrong hand - only if partner has not subsequently called.

The most common situation is for a player to be found holding his cards from the previous board with his correct hand still sitting in the current board.

It may even be that the dummy is displayed before the error is noticed, often because a player holds a card of the same suit and rank as one in the dummy.

2. (a) **If the offender's partner has subsequently called, the Director shall award an adjusted score.**

Once partner has called nothing can be done to salvage this board. It cannot be played. An artificial adjusted score is awarded. Average Minus/Average Plus

- (b) **Otherwise, after looking at the correct hand the offender calls again and the auction continues normally from that point.**

South opens 1H before he realizes he still has his cards from the previous board. 1H is cancelled. South takes out the correct hand and makes the call of his choice and the auction proceeds normally from there. The bid of 1H simply has no meaning relevant to the current hand.

South opens 1H and West overcalls 1S before South realizes he still has his cards from the previous board. 1H and 1S are cancelled. South takes out the correct hand. A new auction starts. The withdrawn 1S is authorised to advance but unauthorised to the offending side.

South opens 1H, West overcalls 1S and North bids 1NT before South realizes he still has his cards from the previous board. The board cannot be played.

- (c) **Law 16C applies to any call withdrawn or cancelled.**

The offender's withdrawn call will not normally carry information related to the current board.

If the offender's LHO had called then his withdrawn call is AI to his partner and UI to the offending side.

3. **If the offender subsequently repeats his call on the board from which he mistakenly drew his cards the Director may allow that board to be played normally, but the Director shall award an adjusted score when offender's call differs³ from his original cancelled call.**

³ A substituted call differs if its meaning is much different or if it is psychic

It will be a less common situation for the offender's incorrect cards to be from a board he is yet to play. The director must remain or return to monitor that board's auction. Particular problems may arise from the offender being in a different position relative to the dealer and different vulnerability will be a factor.

South opens 1NT as Dealer showing 15-17 Balanced with the cards he has taken from the *next* board. The auction on the next board is 1H (Pass) 1S before it reaches South. 1NT now shows a weakfish hand with 5/5 in the minors so an artificial adjusted score is awarded.

4. A procedural penalty (Law 90) may be assessed in addition to the rectifications above.

B. Wrong Board Discovered During Auction or Play Period⁴

⁴ This law only applies to pair and individual events – see Law 86B for team events.

If, after the commencement of the auction period, the Director discovers that a contestant is playing a board not designated for him to play in the current round, then:

- 1. if one or more players at the table have previously played the board, with the correct opponents or otherwise, the board is cancelled for both his side and his opponents.**

Note the new footnote.

A and B start to play the wrong board. A has already played the board. The board is cancelled. B is scheduled to play the board against C later. It is cancelled against B and C as well.

- 2. if none of the four players have previously played the board the Director shall require the auction and play to be completed. He allows the score to stand and may require both pairs to play the correct board against one another later.**
- 3. the Director shall award an artificial adjusted score [see Law 12C2(a)] to any contestant deprived of the opportunity to earn a valid score.**

LAW 16 - AUTHORIZED AND UNAUTHORIZED INFORMATION

A. Players' Use of Information

- 1. A player may use information in the auction or play if:**
 - (a) it derives from the legal calls and plays of the current board (including illegal calls and plays that are accepted) and is unaffected by unauthorized information from another source; or**
 - (b) it is authorized information from a withdrawn action (see C); or**
 - (c) it is information specified in any law or regulation to be authorized or, when not otherwise specified, arising from the legal procedures authorized in these laws and in regulations (but see B1 following); or**
 - (d) it is information that the player possessed before he took his hand from the board (Law 7B) and the Laws do not preclude his use of this information.**

WBF Laws Committee, Beijing 10th October 2008: 16A1(d) allows the player use of his memory of information in the laws and regulations. It does not authorize him to look during the auction and play at the printed regulations, the law book, or anyone's scorecard or the backs of bidding cards etc. as (Law 40C3(a)) [see 2017 Law 40B2(d)] an aid to memory. For system card and notes see Law 20G2 [see 2017 Law 20G3].

Nor does 78D authorize players to consult during the auction and play printed copies of the information given them under this law.

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- 2. Players may also take account of their estimate of their own score, of the traits of their opponents, and any requirement of the tournament regulations.**

B. Extraneous Information from Partner

- 1. Any extraneous information from partner that might suggest a call or play is unauthorized. This includes remarks, questions, replies to questions, unexpected alerts or failures to alert, unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism.**

Extraneous information from partner is not necessarily unauthorised. Only that which might suggest a call or play.

(a) A player may not choose a call or play that is demonstrably suggested over another by unauthorized information if the other call or play is a logical alternative.

(b) A logical alternative is an action that a significant proportion of the class of players in question, using the methods of the partnership, would seriously consider, and some might select.

- 2. When a player considers that an opponent has made such information available and that damage could well result he may announce, unless prohibited by the Regulating Authority (which may require that the Director be called), that he reserves the right to summon the Director later (the opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed).**
- 3. When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an **action suggested** by such information, he should summon the Director when play ends⁵. The Director shall assign an adjusted score (see Law 12C1) if he considers that an infraction of law has resulted in an advantage for the offender.**

⁵ It is not an infraction to call the Director earlier or later.

When assessing possible damage be aware that players may make self-serving statements. Such statements aren't necessarily ignored. Look for separate substantiation.

It is definitely not an infraction to hesitate. It is recognised that some sequences require thought eg (1C) 4H..... The director needs to determine what information any hesitation suggests.

Ideally, players call the director when they have some evidence that an action could have been based on UI *and* they have been damaged. At the end of the hand is a likely time.

Players, having UI, might claim that "this is how we always bid in this sequence". They need to be able to produce some evidence that this is so. Otherwise the action will be measured against what most of the players in the event would do using the partnership's documented methods.

WBF Laws Committee, Philadelphia 8th October 2010: There was a discussion of the definition of a 'logical alternative'. It was agreed that the call actually chosen by a player is normally considered to be among the logical alternatives with respect to the application of Law 16B1. An exception may arise in the case of a call that it would be impossible to contemplate in the particular circumstances.

When players have a substantial reason to believe an opponent has used extraneous (unauthorised) information from partner they are encouraged to call the director when play ends though it will not be an infraction to call the director earlier or later. There is little the director can do until play is complete so there doesn't seem much point to calling sooner, especially as there may be no damage.

C. Information from Withdrawn Calls and Plays

When a call or play has been withdrawn as these laws provide:

1. For a non-offending side, all information arising from a withdrawn action is authorized, whether the action be its own or its opponents'.
2. For an offending side, information arising from its own withdrawn action and from withdrawn actions of the non-offending side is unauthorized. A player of an offending side may not choose a call or play that is demonstrably suggested over another by unauthorized information if the other call or play is a logical alternative.
3. The Director shall assign an adjusted score (see Law 12C1) if he considers that a violation of C2 has damaged the non-offending side.

Get the board played if at all possible, even if it means an adjusted score is found to be necessary later. Award assigned adjusted scores rather than artificial adjusted scores whenever possible.

D. Extraneous Information from Other Sources

1. When a player accidentally receives extraneous information about a board he is playing or has yet to play, as by looking at the wrong hand; by overhearing calls, results or remarks; by seeing cards at another table; or by seeing a card belonging to another player at his own table before the auction begins (see also Law 13A), the Director should be notified forthwith, preferably by the recipient of the information.

Extraneous information from other sources is treated differently from that in 16B and 16C. "Accidentally" means the player is considered innocent of any wrong doing.

2. If the Director considers that the information would likely interfere with normal play he may, before any call has been made:
 - (a) adjust the players' positions at the table, if the type of contest and scoring permit, so that the player with information about one hand will hold that hand;
 - (b) if the form of competition allows of it order the board redealt for those contestants;
 - (c) allow completion of the play of the board standing ready to award an adjusted score if he judges that the extraneous information affected the result;
 - (d) award an adjusted score (for team play see Law 86B).

3. If such **extraneous** information is received after the first call in the auction has been made and before completion of the play of the board the Director proceeds as in 2(c) **or 2(d) above.**

LAW 17 - THE AUCTION PERIOD

A. Auction Period Starts

The auction period on a deal begins for a side when either partner withdraws his cards from the board.

B. The First Call

The player designated by the board as dealer makes the first call.

C. Successive Calls

The player to dealer's left makes the second call, and thereafter each player calls in turn in a clockwise rotation.

D. End of Auction Period

1. The auction period ends when, subsequent to the end of the auction as in Law 22A, either defender faces an opening lead. (If the lead is out of turn then see Law 54.) The interval between the end of the auction and the end of the auction period is designated the Clarification Period.

Should the presumed declarer or the presumed dummy face a card in an attempt to make the opening lead then the auction period has not ended. If the auction itself has not ended see Law 24.

2. If no player bids (see Law 22B) the auction period ends when all four hands have been returned to the board.
3. When a call has been followed by three passes the auction does not end if any of those passes was out of rotation, depriving a player of his right to call. When this occurs the auction reverts to the player who missed his turn, all subsequent passes are cancelled and the auction proceeds normally. Law 16C applies to the cancelled calls, any player who has passed out of rotation being an offender.

WBF Laws Committee, Beijing 10th October 2008: Passes following the first pass out of rotation are cancelled and only the first pass out of rotation is an infringement.

L17D3 is a specific law concerning only one particular exceptional case and as such must out rank any general law for example Law 29A that might be thought to apply to the same situation.

N	E	S	W
1H	1S	2S	4S
.....	Pass	Pass	Pass

All three passes are cancelled. East is the offender. South has every right to accept the pass out of rotation and likewise West is entitled to pass. However, North retains the right to participate in the auction following 4S. Only East is an offender. All the passes are authorised information to NS. Partner's pass and South's pass are unauthorised information to East and West.

Law 34 also touches on this subject.

LAW 18 - BIDS

A. Proper Form

A bid designates a number of odd tricks (tricks in excess of six), from one to seven, and a denomination. (Pass, double and redouble are calls but not bids.)

B. To Supersede a Bid

A bid supersedes a previous bid if it designates either the same number of odd tricks in a higher-ranking denomination or a greater number of odd tricks in any denomination.

C. Sufficient Bid

A bid that supersedes the last preceding bid is a sufficient bid.

D. Insufficient Bid

A bid that fails to supersede the last preceding bid is an insufficient bid. **It is an infraction to make an insufficient bid (see Law 27 for rectification).**

E. Rank of the Denominations

The rank of the denominations in descending order is: no trump, spades, hearts, diamonds, clubs.

F. Different Methods

Regulating Authorities may authorize different methods of making calls.

LAW 19 - DOUBLES AND REDOUBLES

A. Doubles

1. A player may double only the last preceding bid. That bid must have been made by an opponent; calls other than pass must not have intervened.
2. In doubling, a player should not state the number of odd tricks or the denomination. The only correct form is the single word "Double".
3. If a player, in doubling, incorrectly states the bid, or the number of odd tricks or the denomination, he is deemed to have doubled the bid as it was made. (Law 16 Unauthorized Information may apply.)

B. Redoubles

1. A player may redouble only the last preceding double. That double must have been made by an opponent; calls other than pass must not have intervened.
2. In redoubling, a player should not state the number of odd tricks or the denomination. The only correct form is the single word "Redouble".
3. If a player, in redoubling, incorrectly states the doubled bid, or the number of odd tricks or the denomination, he is deemed to have redoubled the bid as it was made. (Law 16 Unauthorized Information may apply.)

C. Double or Redouble Superseded

Any double or redouble is superseded by a subsequent legal bid.

D. Scoring a Doubled or Redoubled Contract

If a doubled or redoubled bid is not followed by a subsequent legal bid, scoring values are increased as provided in Law 77.

See Law 32 for a double or redouble out of rotation and see Law 36 for inadmissible doubles and redoubles.

LAW 20 - REVIEW AND EXPLANATION OF CALLS

A. Call Not Clearly Recognized

A player may require clarification forthwith if he is in doubt what call has been made.

B. Review of Auction during Auction Period

During the auction period, a player is entitled to have all previous calls restated when it is his turn to call, unless he is required by law to pass. Alerts should be included when responding to the request. A player may not ask for a partial review of previous calls and may not halt the review before it is completed.

Every player is entitled to know what has happened up to the time at which he must make a call. Clearly, a player required to pass as part of a rectification has nothing to consider and therefore may not ask at that time.

With written bidding and bidding boxes the player usually just looks again at the auction to date.

Although there is usually no person responding with written bidding and bidding boxes the footnote suggests that each side is responsible for making sure their bids are not obscured for example a call from a bidding box slipping under a system card. Perhaps the careless circling of an alertable bid has made a previous pass look like a double. Rectification may be necessary via Law 12C1.

C. Review after Final Pass

1. After the final pass either defender has the right to ask if it is his opening lead (see Laws 47E and 41).

This question ought to be more than rhetorical. Asking, "Is it my lead," as the card is faced does nothing to reduce Law 54 rectifications.

2. Declarer⁶ or either defender may, at his first turn to play, require all previous calls to be restated. (See Laws 41B and 41C). As in B the player may not ask for only a partial restatement or halt the review.

⁶ Declarer's first turn to play is from dummy unless accepting an opening lead out of turn.

Locally, "having calls restated" equates to looking at the written bidding or looking at the slips from the bidding box laid out on the table. The footnote confirms that declarer's usual "first turn to play" is from the dummy.

Dummy conceals the bidding slip when third hand has played to the first trick (QBA Regulations). This is not some silly whim but a requirement by regulation to equate as closely as possible to Law 20C2. One way is to place the board on top of the bidding pad.

ABF Regulations say that when screens are not in use, all the bidding cards should remain on the table until after the opening lead has been faced. Player still have until their first turn to request a review of the auction.

D. Who May Review the Auction

A request to have calls restated shall be responded to only by an opponent.

E. Correction of Error in Review

All players, including dummy or a player required by law to pass, are responsible for prompt correction of errors in restatement (see Law 12C1 when an uncorrected review causes damage).

F. Explanation of Calls

1. During the auction and before the final pass any player may request⁷, at his own turn to call, an explanation of the opponents' auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and **about 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. The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Law 16 may apply and the Regulating Authority may establish regulations for written explanations.

⁷ Unless that player is required by law to pass.

WBF Laws Committee, Beijing 10th October 2008: 20F1 defines the manner in which, during the auction and play, a player may request and receive an explanation of the opponents' prior auction. At this time he is entitled to an explanation only of calls actually made, relevant available alternative calls not made, and any partnership understanding as to inferences from the choice of action among the foregoing. (An "alternative" call is not the same call with another meaning – for example, if the reply to an opponent is that "5D shows diamonds preference", any reply to a further question "what would it mean if 4NT were Blackwood ?" is given voluntarily and not as a requirement of Law 20F1.)

The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Say East asks a question at his turn and is given an explanation. If West wants to know more then he must wait until it is his turn to call before asking.

The right to ask questions does not extend to the exploration of hypothetical situations not related to the partnership understandings applicable in the current auction.

If a player has no idea which of a number of possible meanings is incorrect then he is not required to guess and indeed it is an infraction to provide an agreement if there is none.

2. After the final pass and throughout the play period, either defender at his own turn to play may request an explanation of the opposing auction. At his turn to play from his hand or from dummy declarer may request an explanation of a defender's call or card play understandings. Explanations should be given on a like basis to 1 and by the partner of the player whose action is explained.

Players of sufficient expertise to identify when something is obviously wrong are expected to protect themselves from an opponent's failure to alert and other misinformation. Bridge judgement has to be used in deciding that the player had good evidence that something was wrong.

3. Under 1 and 2 above a player may ask concerning a single call but Law 16B1 may apply.

The mention of Law 16B1 warns players about the risk of conveying unauthorised information because of the problems partner may have when in receipt of that unauthorised information.

4. (a) If a player realizes during the auction that his own explanation was erroneous or incomplete, he must summon the Director before the end of the Clarification Period and correct the misexplanation. He may elect to call the Director sooner, but he is under no obligation to do so. (For a correction during the play period, see Law 75B2.)

*** Law 20F4 Changed 2017 ***

Ton Kooijman + Laurie Kelso: When a player has given wrong information about a partnership agreement and becomes aware of it during the auction, he is no longer obliged to rectify it immediately, but may wait till the auction is completed.

This change places players on the same level. During the auction, a player is no longer required to correct immediately a wrong explanation that he himself has given. The obligation has moved to the end of the auction, before the opening lead is faced. Some number of players will prefer to call the director immediately than risk an unfavourable adjustment. Those who realise their mistake between LHO asking a question and RHO asking a supplementary question must summon the director then and not repeat his misexplanation. Failure to alert is deemed to be misinformation.

Players may decide not to let the opponents discover during the auction that there has been a systemic misunderstanding, perhaps avoiding their use of both the correct and incorrect information to find a penalty double. The risk of a sizeable score adjustment remains.

(b) The Director when summoned applies Law 21B or Law 40B3.

5. (a) A player whose partner has given a mistaken explanation may not correct the error during the auction, nor may he indicate in any manner that a mistake has been made. 'Mistaken explanation' here includes failure to alert or announce as regulations require or an alert (or an announcement) that regulations do not require.

WBF Laws Committee, Beijing 10/10/08: Law 20 There is no infraction when a correct explanation discloses that partner's prior explanation was mistaken. The words "nor may he indicate in any manner that a mistake has been made" (in Law 20F5(a)) do not refer to compliance with the overriding requirement of the laws always to respond to enquiries under Law 20F with correct explanations of the partnership understandings.

(b) The player must call the Director and inform his opponents that, in his opinion, his partner's explanation was erroneous (see Law 75B) but only at his first legal opportunity, which is:

(i) for a defender, at the end of the play.

(ii) for declarer or dummy, after the final pass of the auction.

6. If the Director judges that a player has based an action on misinformation given to him by an opponent see, as appropriate, Law 21 or Law 47E.

G. Incorrect Procedure

1. A player may not ask a question if his sole purpose is to benefit partner.

2. A player may not ask a question if his sole purpose is to elicit an incorrect response from an opponent.

An anti-fishing law.

3. Except as the Regulating Authority allows, a player may not consult his own system card and notes during the auction period and play [but see Law 40B2(b)].

If a player knows something about partner's call because of his greater knowledge and experience then the opponents are entitled to that information even if their bridge knowledge and experience is considerably less.

WBF Laws Committee, Philadelphia 8th October 2010: The committee agreed that if a player infers from information given that opponents have had a misunderstanding he is entitled to use that inference at his own risk. Opponents are entitled only to correct explanations of opponents' partnership agreements. A player who hears partner give an explanation that does not conform with the partnership understanding is required to offer the correct explanation at the due time stated in Law 20F5(b). However if he is uncertain as to what is the correct partnership understanding he is under no obligation to speak immediately, the matter then being one to refer for resolution to the Director at the end of the play under Law 20F6.

A player who genuinely realises that partner's explanation of the agreed system is correct and his own understanding is incorrect has no obligation to draw attention to his misunderstanding but must not base actions on the unauthorised information. He is deemed to have been woken up by partner's explanation or alert or failure to alert whatever.

LAW 21 - MISINFORMATION

A. Call or Play Based on Player's Own Misunderstanding

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

B. Call Based on Misinformation from an Opponent

1.(a) Until the end of the auction period (see Law 17D) and provided that his partner has not subsequently called, a player may change a call without other rectification for his side when the Director judges that the decision to make the call could well have been influenced by misinformation given to the player by an opponent. Failure to alert promptly where an alert is required by the Regulating Authority is deemed misinformation.

WBF Laws Committee, Sao Paulo 8th September 2009: Law 21B1 applies in respect of a call that has been made; the Director is required to judge whether the call "could well have been influenced by misinformation given to the player". Unless he judges that in possession of the correct information (only) the player could well have made a different call no change of call under Law 21B1 is allowed nor is an adjusted score under Law 21B3. When under Law 20F4 an explanation is corrected before the auction has closed the Director is pointed to Law 21B. This law does not indicate how the Director should then proceed* but it was agreed that the player may use both the misexplanation and the correct information. [*Secretary's note: in these circumstances a 1998 minute indicates that the Regulating Authority may give guidance.*]

(b) The Director is to presume Mistaken Explanation rather than Mistaken Call in the absence of evidence to the contrary.

A player claiming to be damaged must convince the director that this is the case. The quality of the contract is not a consideration.

2. When a player elects to change a call because of misinformation (as in 1 preceding), his LHO may then in turn change any subsequent call he may have made, but Law 16C applies.

When a player elects not to change a call because of misinformation, Law 16C will still apply. The situation is analogous to the withdrawal of an original call followed by the subsequent replacement of the same call. Information arising from inferences that only become available because of the correction of misinformation is authorized to the non-offending side, but unauthorized to the offending side.

3. When it is too late to change a call and the Director judges that the offending side gained an advantage from the irregularity he awards an adjusted score.

LAW 22 – END OF AUCTION

The auction ends when:

- A. one or more players having bid, there are three consecutive passes in rotation subsequent to the last bid. The last bid becomes the contract (but see Law 19D).**
- B. all four players pass (but see Law 25). The hands are returned to the board without play. There shall not be a redeal.**

It is incorrect to assume that everyone will pass in the board. Quite often someone else will open the auction and get a good or bad result by doing so.

See Definitions for Start of the Auction: It begins when the first call is made.

See Law 17 for End of Auction Period.

LAW 23 – COMPARABLE CALL

The old Law 23 Awareness of Potential Damage has moved to Law 72C.

*** Major Change Law 23 2017 ***

Ton Kooijman + Laurie Kelso: We have introduced the concept of a 'comparable call'. If a player replaces his illegal call with a comparable call, then the consequences will be less severe than in the present laws. We embarked upon this approach with insufficient bids in 2007 and have now extended it to calls out of rotation. An important benefit of this is that in most cases partner is no longer silenced for the entire auction, which in turn removes the need to select a unilateral (gambling) final action.

This also will reduce the frequency of when a lead penalty applies and we have taken this opportunity to also make Law 26 less complicated.

Comparable – similar, close, near, approximate, akin, equivalent, corresponding, analogous, matching, in the same ball park etc.

Calls need to satisfy only one of the following categories to be considered comparable.

A. Definition

A call that replaces a withdrawn call is a comparable call, if it:

1. has the same or similar meaning as that attributable to the withdrawn call, or

Neither the withdrawn call nor the replacement call is required to be natural. 4 card suits and 5 card suits might be considered similar. Point counts need not be exactly the same. Suits shown need to be the same suits. An unknown suit remains an unknown suit. "Spades and a minor" cannot change to "spades and clubs" to be comparable under A1 but see A2.

West	North	East	South
4H			1S
2H			

2H looks comparable. It may only show 10-15 but is similar to an opening hand.

West	North	East	South
		4H	
	1D	1H	

1H does not look comparable. 1H could be as little as 7 hcp so is not similar to an opening hand.

2. defines a subset of the possible meanings attributable to the withdrawn call, or

Replacement calls that have "a more precise meaning" that may have satisfied requirements of the 2007 Insufficient Bid Law 27B1(b) are likely to satisfy this test for comparable call.

- A set of hands with 5+ hearts and 10-20 hcp might have as subsets:
 - Hands with 6 hearts 16-20 hcp;
 - Hands with 5 hearts and 4 clubs 10-15 hcp;
 - Hands with 5 hearts and a 5 card minor suit 10-15 hcp, as just a few samples.

Hands with a 6 card suit and 6-10 hcp will not be a subset. 6-10 is outside the 10-20 range. Hands with 4 hearts are not a subset of hands with 5 hearts.

West	North	East	South
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If it is a single card of honour rank or is any card prematurely led, offender's partner must pass when next it is his turn to call (see Law 72C when a pass damages the non-offending side).

C. Two or More Cards Are Exposed

If two or more cards are so exposed offender's partner must pass when next it is his turn to call (see Law 72C when a pass damages the non-offending side).

D. Declaring side

If the offender becomes declarer or dummy the cards are picked up and returned to the hand.

E. Defenders

If at the conclusion of the auction the offender is to become a defender, every such card becomes a penalty card (see Laws 50 and 51).

LAW 25 - LEGAL AND ILLEGAL CHANGES OF CALL

Law 25 has been rewritten without changing its application.

See Definitions for "Unintended" - involuntary; not under control of the will; not the intention of the player at the moment of his action.

A. Unintended Call

1. If a player discovers that he has not made the call he intended to make, he may, until his partner makes a call, substitute the call he intended for the unintended call. The second (intended) call stands and is subject to the appropriate Law, but the lead restrictions in Law 26 do not apply.
2. If the player's original intent was to make the call selected or voiced, that call stands. A change of call may be allowed because of a mechanical error or a slip of the tongue, but not because of a loss of concentration regarding the intent of the action.

Losing sight of where one is in the auction does not make a call unintended. The lapse needs to be after the call is chosen, not before. As an example, a player has passed partner's Bergen raise, cue raise, fit showing jump or control bid. While he may not have thought, "I want to play in partner's artificial bid," he could have become confused as to where the auction stood and thought, "We are high enough, I will pass." Pass is an intended call. Players are allowed to make mistakes.

1H 4C; 4D 4S; 5C 6S

6S looks like the player simply forgot what their suit was so would be a mistake and not an unintended call. 6S would not be changed. He decided to write 6S. 6S is the intended call.

3. A player is allowed to replace an unintended call if the conditions described in A1 above are met, no matter how he may have become aware of his error.
4. No substitution of call may be made when his partner has made a subsequent call.
5. If the auction ends before it reaches the player's partner no substitution may occur after the end of the auction period (see Law 17D).

- 6. If a substitution is allowed the LHO may withdraw any call he made over the first call. Information from the withdrawn call is authorized to his side and unauthorized to the opponents.**

WBF Laws Committee, Veldhoven 20th October 2011: When under Law 25A the Director allows a call to be changed the call withdrawn is deemed never to have happened. No unauthorized information is conveyed by it. Law 16 does not apply to the change of an unintended call. If the Director allows a call that should not be allowed under this Law it is a Director's error and Law 82C applies.

B. Call Intended

- 1. A substituted call not permitted by A may be accepted by the offender's LHO. (It is accepted if LHO calls intentionally over it.) The first call is then withdrawn, the second call stands and the auction continues (Law 26 may apply).**
- 2. Except as in B1, a substitution not permitted by A is cancelled. The original call stands and the auction continues (Law 26 may apply).**
- 3. Law 16C applies to any call withdrawn or cancelled.**

Unintended calls happen when a player decides to make a particular call but for some unconscious reason he makes a different call.

Listen to the player's story away from the table. Ask him to leave his cards face down on the table. Directors are advised not to look at the hand. What was in the player's mind when he made the call is all that is relevant. Looking at the hand puts the director in a position where he might be seen to be making a judgement as to a player's honesty. This is something directors simply do not do.

Looking at the hand before making a decision may give information to other players. For example, looking at a hand before allowing a 1S call to be changed suggests a shortage in spades. This is not information the table is entitled to, though it may be deduced correctly or otherwise.

An unintended call will not have been under consideration. Perhaps ask, "Why did you bid 1NT if you decided to bid 1S?"

If a player says "I should have bid 1S because I have 5 spades," then he has changed his mind.

"I was trying to decide whether to bid 1NT or 1S and decided to bid 1S but wrote 1NT instead." This should not be ruled unintended because 1NT was under consideration. The director cannot be sure that the player wasn't still thinking 1NT when he wrote 1NT.

"I hadn't decided what to write." This is not an unintended call. There needs to be an intended call before there can be an unintended call.

Try enquiring whether systems played with other partners support the call made. Perhaps the player suddenly realized he was using the wrong system.

The actual speed, or whether the pencil leaves the paper, has no relevance in deciding whether the call is unintended. A thought takes almost no time at all. On the other hand a player may not even realize that he has made an unintended call until some time has passed for example when partner alerts the call or when an opponent asks a question.

"Table Feel" may also play a part in deciding a player's intentions. The director may find some degree of shock or bewilderment on the part of the player, unable to understand how he could have written something so different from what he thought he had written.

Note that an unintended call may be changed during the Clarification Period i.e. between the end of the auction and when the opening lead is faced, providing of course that partner has not called subsequently.

There should be an immediate reaction once the player realizes his slip.

WBF Laws Committee, Veldhoven 20th October 2011: A determination as between the application of Law 25A and the application of Law 25B is a matter for the Director. The first condition for application of 25A is that partner must not have called subsequently; this is a question of fact for the Director. Where they apply, bidding box regulations may contain a relevant statement and should be read.

WBF Laws Committee, Veldhoven 20th October 2011: The committee discussed what is understood by a “mechanical error” in using a bidding box. The term applies to the case where the player intends to call ‘x’ and thinks ‘x’ but his fingers inadvertently pull out ‘y’ from the bidding box. As an example:

North East South West

1H P 2C P where 2C shows Hearts support and is invitational.

P This Pass by North was most probably intentional (i.e. not mechanical) and so cannot be changed.

When bidding boxes are in use, the proximity of the supposedly intended and unintended cards could be considered.

The director will sometimes arrive at a table to find a player has already changed his call.

Should the director rule that the first call was intended i.e. Law 25A cannot be applied, LHO is still given the option to accept the second call if he so wishes.

If LHO does accept the second call then the first call is withdrawn.

If LHO doesn’t accept, the second call is withdrawn.

In both cases the auction continues with information from the withdrawn call unauthorized to the offending side and authorized to the non-offenders. There may also be lead restrictions should the offending side become the defenders.

LAW 26 – CALL WITHDRAWN, LEAD RESTRICTIONS

A. No Lead Restrictions

When an offending player’s call is withdrawn and it is replaced by a comparable call (see Law 23A), then if he becomes a defender there are no lead restrictions for his side. Law 16C does not apply, but see Law 23C.

Initial consideration is whether the offender’s legal call at the turn of his infraction is comparable to the withdrawn call. Comparable calls made later do not negate the application of Law 26B though will contribute to the calls specified in the legal auction.

Some doubles may specify a suit: (1C)1D (1H) X may show 4 spades.

Doubles showing “this or that or some other” do not specify suits. No suit is known for certain. However, a legal call that also said “this or that or some other” would be comparable.

1D (1H) X may initially suggest 4 spades however it may simply be temporising before showing a strong club holding on the next round, without spades. Be cautious about allowing doubles without careful thought.

B. Lead Restrictions

When an offending player's call is withdrawn and it is not replaced by a comparable call, then if he becomes a defender declarer may, at the offender's partner's first turn to lead (which may be the opening lead) prohibit offender's partner from leading any (one) suit which has not been specified in the legal auction by the offender. Such prohibition continues for as long as the offender's partner retains the lead.

This is the rewritten version of Law 26B.

LAW 27 – INSUFFICIENT BID

A. Acceptance of Insufficient Bid

1. Any insufficient bid may be accepted (treated as legal) at the option of offender's LHO. It is accepted if that player calls.

An insufficient bid will very occasionally be an unintended call so that Law 25A will apply and not Law 27. The player needs to speak up about his bid being unintended. The director is not required to have a crystal ball so the director will simply start applying Law 27 if nothing is said otherwise. Law 25A must not be used to escape rectification available under Law 27. Law 27 deals with insufficient intended bids (intentionally insufficient bids would also infringe Law 72B1).

When the director first arrives at a table, he should take a few seconds to check what has happened. Sometimes it is not immediately clear that LHO has already called thereby accepting the insufficient bid.

It is important to start by asking the offender's LHO if he wishes to accept the insufficient bid. This right to accept irregularities comes into force after a number of infractions and failure to offer acceptance is a director error.

The insufficient bid is not cancelled when accepted. It is deemed to be sufficient and therefore deemed the highest bid to date and everyone at the table is authorised to deduce what the insufficient bid might be showing.

Some directors may wish to take the offender away from the table straight away. However, there is less intrusion if the director first finds out whether LHO wishes to accept the insufficient bid.

LHO needs to be able to make an informed decision (see Law 10C1) so needs to be told what will happen if he does, or does not, accept the insufficient bid. Over time each director will find the patter that works best for him to explain the options.

Mary, you may accept 2H if you like and the auction will continue with 2H deemed to be the highest call to date. If you don't accept, John must make a legal call. He has three options for doing this.

- He may make a bid at the cheapest level that specifies the same denomination(s) as specified by 2H.
- He may make a call comparable to a meaning attributable to 2H.

In both these cases partner may call without restriction. Unauthorised information and lead restrictions will not apply.

- He may make some other sufficient bid or pass but then partner must pass for the rest of the auction and lead restrictions may apply should they become defenders.

Mary isn't entitled to be told what John intended 2H to mean however, she is permitted to ask what 2H would mean in certain relevant sequences.

If the insufficient bid is not accepted, the director may suggest that he and John talk away from the table to make sure John understands his options and so the director understands the system.

If John makes a 27B1(a) or 27B1(b) correction the table needs to be told that UI does not apply and that should John's side get a better score than could be obtained in a normal auction then there may be a need to adjust the score (under Law 27D).

2. If a player makes an insufficient bid out of rotation Law 31 applies.

27A2 stresses that a non-accepted insufficient bid out of rotation is treated under the out of rotation laws.

B. Insufficient Bid not Accepted

If an insufficient bid in rotation is not accepted (see A) it must be corrected by the substitution of a legal call (but see 3 following). Then:

- 1. (a) if the insufficient bid is corrected by the lowest sufficient bid which specifies the same denomination(s) as that specified by the withdrawn call, the auction proceeds without further rectification. Laws 26B and 16C do not apply but see D following.**

27B1(a) no longer requires the insufficient bid and/or the sufficient bid to be natural.

(1S) 1H, not accepted, could be corrected to a natural 2H bid. A comparable call is not required here, merely a lowest sufficient bid (not a jump) that specifies hearts. The point count may be different.

(2S) 1NT perhaps corrected to (2S) 2NT provided that NT is natural in both cases.

2NT (both minors 8-11) withdrawn as an attempt to open the auction. (1H) Pass (1S) 1NT showing both minors 8-11 shows the same denominations. If 1NT shows a big balanced hand then it would not be comparable.

There may be times when a better score is obtained that could not have been obtained without the assistance of the insufficient bid and the director may need to adjust the score. The director applies Law 27D.

The purpose of Law 27B1 is to get as many sensible auctions as are possible rather than having the offender punt on the best place.

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- (b) except as in (a), if the insufficient bid is corrected with a comparable call (see Law 23A) the auction proceeds without further rectification. Law 16C does not apply but see D following.**
-

"Same meaning as, or a more precise meaning than" is superseded by "comparable call".

A common cause of insufficient artificial bids is that the offender did not see the prior bid or that he saw it but thought it was at a lower level. It may be that he thought out his responses to an asking bid at a level too low eg 5NT (King Ask) 5D (One King). This situation is usually a clear cut opportunity to use a comparable call even with subtle differences. The purpose may be the same.

- 2. except as provided in B1 above, if the insufficient bid is corrected by a sufficient bid or by a pass, the offender's partner must pass whenever it is his turn to call. The lead restrictions in Law 26B may apply, and see Law 72C.**

This option is available whether or not a correction is possible under B1 though usually it will be used when no correction is possible under B1.

Law 72C may then become relevant. Could the player have been aware at the time of his insufficient bid that partner being forced to pass could damage the opponents?

- **3. except as provided in B1(b) above, if the offender attempts to substitute a double or a redouble for his insufficient bid the attempted call is cancelled. The offender must replace it as the foregoing allows and his partner must then pass whenever it is his turn to call. The lead restrictions in Law 26B may apply, and see Law 72C.**

Note there will be two withdrawn calls to consider for possible lead restrictions. The initial insufficient bid and the withdrawn double or redouble. Law 26B is now a single application. Forbid the lead of any one suit not specified by the offender in the legal auction.

- **4. if the offender attempts to replace the one insufficient bid with another insufficient bid the Director rules as in 3 if the LHO does not accept the substituted insufficient bid as A1 allows.**

Having declined to accept the first insufficient bid, LHO is given another opportunity to accept the second insufficient bid. If not accepted, Law 23B3 is applied.

Sometimes the offender will advise the whole table what he intended to mean by his insufficient bid before the director can stop him doing so. This information is unauthorised to partner and the director should aim to warn the offender to say nothing and to get him away from the table before any discussion.

The director is not interested in what cards are in the hand. What the offender thought the auction was to date is not information that the other players are entitled to be given. The director must be very careful not to impart information about the hand by the way he makes his ruling. The director should avoid situations leading to the creation of unauthorised information that could lead to further damage to the auction and play.

The director will need to know the systemic agreements of the offending side. This could be by looking at the system card and/or talking with the offender away from the table. While systemic methods could be discussed at the table in a limited way the offender must not be allowed to ask, "May I bid this, may I bid that?" in front of partner. If a 27B1 ruling is to be made the director will need to be satisfied that the replacement call is the lowest call specifying the same denomination(s) or a comparable call and this can really only be done away from the table.

Zone 7 advice under the 2007 Laws was that directors should strive to allow 27B1(b) corrections if at all possible at the risk of there being some small amount of residual information that is, not exactly a subset.

- The director does not approve or authorise the new call. The offender may want to know what law the director would apply after a particular replacement call is made and the director would advise the offender accordingly.
- With 27B1(b) available it is likely to be rare to rule that the insufficient bidder could have been aware that his insufficient bid could well damage the opponents perhaps by stopping partner's rush to a higher level. It may also be that the insufficient bid is accepted more often because offender has several ways to recover.

- Partner is entitled to correctly deduce what the offender's hand holds and use that information to reach a good contract providing it is a good contract that could have been reached without the assistance of the insufficient bid. Otherwise, the director may need to award an adjusted score under Law 27D.

Partner is not obligated to push on to game or slam because the new bid under 27B1(a) systemically shows a stronger hand. Partner may correctly deduce that the insufficient bidder has a weaker hand however a good score must be one that was possible without the assistance of the insufficient bid or the score may be adjusted. Likewise, he may bid on and find a lucky good score not found at other tables. It is common bridge knowledge that the offender will strive to find a call that does not bar partner.

Some examples: In all cases, the insufficient bid is not accepted by LHO.

1.... 1S (2C) 1NT

Suppose responder did not see the 2C call and had been trying to show 6-9 hcp and a willingness to play in No Trump. The director would allow a 27B1(a) correction to 2NT which systemically shows 10-12 hcp with a club stopper and a willingness to play in No Trump.

Opener does not have to push on to game with 15 hcp and may pass because he is entitled to deduce correctly that partner has only 6-9.

However, can this partnership find the excellent 2NT contract making 8 tricks without the insufficient bid? Maybe, maybe not. The director will need to check and if he believes not then an adjusted score will be awarded under Law 27D.

Perhaps a normal auction would be 1S (2C) X showing 4 hearts, 3+ diamonds and 6+ hcp or some long suit and 11+hcp and the next hand passes. Opener would rebid 2NT with a balanced 12-14 hcp, 2 only hearts and a club stopper. All Pass. Score stands. It's a normal sort of result for that system and in no way assisted by the insufficient bid.

Another pair might not play negative doubles or negative free bids and have no systemic call to describe responder's fairly ordinary hand. Perhaps 2C is passed out and makes 8 tricks. Perhaps opener now bids 2S for 8 tricks. Either way, the offending side cannot get to the better contract of 2NT without the assistance of the insufficient bid so the score is adjusted.

2.... (1S) 1H

Suppose the offender corrects to 2H under 27B1(a) and the auction continues (1S) 2H (3S) 4H making 10 tricks for a good result. Advancer has guessed a successful contract that wasn't found at other tables or perhaps intended to sacrifice yet 4H turned out to be a making contract.

(i) The insufficient bidder had a very ordinary 10 point 1H overall of what he thought was a 1C opening but 10 tricks make on the lucky position of the opponents' honour cards. The score stands. There was no assistance from the insufficient bid.

(ii) The insufficient bidder has a good opening hand with 5 hearts but didn't see the 1S opening. A normal auction (without the insufficient bid) using their methods would also have been (1S) 2H (3S) 4H so again, score stands. The insufficient bid has not helped the offending side to get a good score.

3.... 1H (P) 1H Corrected to 2H under 27B1(a) then a 4th seat (P) and
 3C* (P) 3S** (P)
 4H (P) P (P) Making 10 tricks.

* Are you maximum? Can you help with potential club losers?

** Yes, a maximum hand. Cannot help with your club losers but I have useful spades.

Responder thought he was dealer and hadn't even noticed the first two calls. Opener has 19 hcp and responder has an opening hand 5+ hearts and a small singleton diamond. Their normal auction would have been

1H (P) 4D splinter (P)

4S* (P) 5H** All Pass. Making 10 tricks.

* First round control in spades

** Denies diamond void and denies first round club control.

With these big hands every pair in the event pushed on towards slam and even stopping in 5H was unsuccessful because of the club problem and an unlucky lie of the cards.

This pair was assisted by the insufficient bid in being able to locate the club losers at a lower level. They got a better result via the insufficient bid than they would have had in a normal auction. The score is adjusted to 5H-1.

4.... (2NT) 2S Not accepted by LHO

2NT is 21-22 hcp balanced. Suppose the offender thought the opening bid was 1NT 15-18 hcp and had been trying to show a two suiter in spades and a minor suit with 10+ hcp.

If there is a legal bid that says "spades and a minor" then 27B1(a) is satisfied even if the points are different.

If there is a call that is more precise, perhaps "spades and clubs" with about the same point range then 27B1(b) is satisfied.

5.... (2NT*) 2H 2NT is alerted promptly and shows both minors.

Say "6-10 with 5+ hearts" defines a set of the possible meanings attributable to the withdrawn 2H bid (because the offender did not see 2NT).

- (i) 3H systemically shows 5+ hearts and a 12-15 opening hand
- (ii) 3H shows an invitational hand with hearts
- (iii) 3C (Unusual Over Unusual) shows a big hand with 5+ hearts

Both 3H and 3C would be 27B1(a) corrections as they are lowest sufficient bids showing hearts. The points shown may not be the same but the withdrawn "hearts" has been replaced at the cheapest level by "hearts".

Perhaps there is a call over 2NT that shows Hearts and a minor 8-11. This would satisfy 27B1(b). Very close to a subset of hands with 5+ hearts 6-10.

Say "5 hearts and a 5 card minor" defines a set of the possible meanings attributable to the withdrawn 2H bid (because the bidder thought 1NT had been bid).

A bid at the cheapest level that showed "5 hearts and 5 clubs" would satisfy 27B1(b).

6.... 1D (P) 1C Not accepted

An intended 1C can only be a 1C opening. Say this pair plays a Standard American style system in which 1C shows a 2+ card suit and 10-20 hcp. A 27B1(a) correction is not possible because the insufficient 1C bid does not specify a suit.

Had they played 1C as being a 3+ card suit then a bid of 2C would satisfy 27B1(a) - a lowest sufficient bid that shows the same denomination.

7.... 1C (P) 1C Corrected to 1D, 1H, 1S or 1NT

None of these replacements are comparable to a 1C opening bid so 27B2 applies.

1C (P) 1C (3+ suit) corrected to 5C? If 5C shows an opening hand with clubs then has a similar meaning to 1C. If 5C is played as weak pre-emptive then it will be a 27B2 correction.

1C (P) 1C corrected to 2NT, game values, no 4 card major, club support - looks comparable.

8.... (1H) 1H Not accepted.

A 27B1(a) replacement of 2H (natural) is not an option as the pair play Michael's Cuebids. Such a bid of 2H would bar partner and Law 72C might come into play.

9.... 1H (P) 1H Not accepted.

This time a 4 card major system is being played and the offender would like to correct under 27B1(b) and not 27B1(a). He wants to use a replacement call that shows an opening hand and 4+ hearts so opener

Some possibilities: A strong forcing 3H showing 4 hearts if that is their system

Jacoby 2NT showing 4 hearts and an opening hand without a biddable singleton or void

3S, 4C, 4D showing a singleton or void with 4+ hearts and an opening hand

Say a correction to 2H is made under Law 27B1(a). Opener uses Blackwood and the pair reach slam. Providing they can reach the slam in a normal auction then the result stands. Opener is entitled to know that partner will try to make a call that does not force opener to pass. UI does not apply.

10... (1C) 1C Not accepted.

The offending side plays Precision. 16+ HCP any shape may be attributable to the insufficient 1C.

A double shows 13+ which is not comparable to 16+.

Suppose the 1NT overcall shows 16-18 HCP balanced with a club stopper, 2+ clubs and no 5 card major. 16-18 hcp balanced hands are a subset of hands that would be opened with a Precision 1C bid.

What if the offender doesn't have a club stopper or does have a 5 card major? This is not a problem. The director considers systemic meanings only and his job is to advise what is permitted by the laws. The director doesn't approve or authorise the new call. If the offender regularly corrects insufficient bids with inaccurate calls then the problem becomes more a matter of an illegal understanding.

11.... 1C* (1H) 1D**

* Precision

** Negative 0-7 HCP without the 1H overcall.

0-7 may be attributable to the insufficient bid. This pair's system uses Pass after a 1H overcall to say 0-7 so a Pass sounds a comparable call.

Perhaps another pair uses 1C (1H) Pass as 0-4 and 1C (1H) X as 5-7. Pass and double are comparable. 0-4 and 5-7 are subsets 0-7. If you had all the 0-7 hands in a basket then the 0-4 hands and the 5-7 hands would be in the basket.

12.... 1H (P) 3H (P)

4NT (5C) 5C (no keycards) Not accepted.

A meaning that may be attributable to the insufficient 5C is 0-3 Keycards. Luckily for this pair they play the DOPI convention where a double after the interfering 5C also says "0-3 Keycards" so a correction to a double would be a comparable call.

13.... 1H (P) 3H (P)
4NT (P) 5D (P)
5NT (P) 5D (1 king) Not accepted

"1 king" is attributable to the insufficient 5D bid so 6D saying "1 king" is a comparable call under 27B1(b).

14.... 2NT (P) 2C Not accepted

"Stayman" is attributable to 2C. Here we have some grey areas. Every hand that would support 3C Stayman would not be strong enough to support 2C Stayman after a 1NT opening. Also, 2C might be Extended Stayman while 3C is Simple Stayman or Baron. Despite this, 3C has the same purpose so is acceptable as a comparable call. It is making some sort of enquiry about the 2NT hand. The aim is to get real results as often as possible.

15.... 1NT (2H) 2H Not accepted

Here the offender was trying to transfer to spades. If they play "system on" then 3H is going to be ok. Otherwise, 2S would specify the same denomination at the cheapest level. 3S might be a subset of hands that would transfer over 1NT (all hands with 5+ spades) though if 3S shows a 6+ spade suit then 3S is no longer a subset.

Directors who allow replacement calls in the hope that they will achieve normal bridge results are protected by the possibility of recourse to Law 27D at the end of the play.

116.... 1S (P) 2S (4D)
4C replaced with 4NT

4C asks for aces while 4NT asks for Keycards. Not exactly the same but both are moves towards slam and ask for similar information.

C. Premature Replacement

If the offender replaces his insufficient bid before the Director has ruled on rectification the substitution, if legal, stands unless the insufficient bid is accepted as A1 allows (but see B3 above). The Director applies the relevant foregoing section to the substitution.

If the sufficient bid is not accepted then the director rules as though he had been at the table and had explained all the options to the offender and the offender made his choice.

D. Non-offending Side Damaged

If following the application of B1 the Director judges at the end of the play that without assistance gained through the infraction the outcome of the board could well have been different, and in consequence the non-offending side is damaged (see Law 12B1), he shall award an adjusted score. In his adjustment he should seek to recover as nearly as possible the probable outcome of the board had the insufficient bid not occurred.

The offending side may well land in a good spot and get a good score and that's fine providing there was no assistance from the insufficient bid. Lucky guesses and deductions are not adjusted. One reason for score adjustment is when crucial information is obtainable more cheaply (lower in the auction) after an insufficient bid and the offending side is able to stay out of a higher and less favourable contract.

There may be times when the director allows a 27B1 correction and later realizes that, with the benefit of hindsight, he should not have done so. This is not classed as a director error and an adjustment may be made using Law 27D.

LAW 28 - CALLS CONSIDERED TO BE IN ROTATION

A. RHO Required to Pass

A call is considered to be in rotation when it is made by a player at his RHO's turn to call if that opponent is required by law to pass.

B. Call by Correct Player Cancelling Call Out of Rotation

A call is considered to be in rotation when made by a player whose turn it was to call before rectification has been assessed for a call out of rotation by an opponent. Making such a call forfeits the right to rectification for the call out of rotation. The auction proceeds as though the opponent had not called at that turn. Law 26 does not apply, but see Law 16C2.

South is dealer however East opens the auction with 1H. South now bids 1S. If the director is called he needs to determine whether South was accepting East's bid out of rotation or whether South was wanting to open the auction with 1S, perhaps not having noticed East's bid.

South is dealer however East opens the auction with 1S. South now passes. If the director is called he needs to determine if South was accepting East's bid out of rotation or whether South was trying to open the auction by passing.

East is dealer however South calls. East may have his turn as dealer and South's call is cancelled. UI remains but lead restrictions do not apply.

LAW 29 - PROCEDURE AFTER A CALL OUT OF ROTATION

A. Forfeiture of Right to Rectification

Following a call out of rotation offender's LHO may elect to call thereby forfeiting the right to any rectification.

LHO may call immediately if he wishes to accept the call out of rotation. If LHO has not called when the director arrives the director must explain what will happen if the player does, or does not condone the call out of rotation.

Law 29A does not prevail over Law 28B. If the opponent whose turn it was to call wants to make his call then his partner may not insist on accepting the call.

B. Out-of-Rotation Call Cancelled

Unless A applies, a call out of rotation is cancelled and the auction reverts to the player whose turn it was to call. The offending side is subject to the provisions of Law 30, 31 or 32.

C. Call Out of Rotation Is Artificial

If a call out of rotation is artificial, the provisions of Laws 30, 31 and 32 apply to the denomination(s) specified, rather than the denomination named.

LAW 30 - PASS OUT OF ROTATION

*** Major Changes to Calls out of Rotation 2017 ***

When a player has passed out of rotation and the call is cancelled, the option in Law 29A not having been exercised, the following provisions apply (if the pass is artificial see C):

A. RHO's Turn to Call

When a pass out of rotation is made at offender's RHO's turn to call, the offender must pass when next it is his turn to call and Law 72C may apply.

Whether or not another player has bid is no longer relevant. All those attempted opening passes when not the dealer will require more attention. Law 72C is the "could have been aware law".

B. Partner's or LHO's Turn to Call

1. When the offender has passed at his partner's turn to call, or at his LHO's turn to call if the offender has not previously called, then:

(a) Offender's partner may make any legal call at his proper turn, but Law 16C2 applies.

There are no restrictions on legal doubles or redoubles other than being subject to unauthorised information from the withdrawn call. Some advice around is for the offender's partner to make his normal call. Should the offender not be able to make a comparable call he is then better placed to make a sound decision for his side. Of course, directors do not advise players.

(b) Offender may make any legal call at his correct turn and:

(i) When the call is a comparable call (see Law 23A), there is no further rectification. Law 26B does not apply, but see Law 23C.

NS are playing Standard American. North is Dealer however South passes. West does not accept South's Pass.

North opens 1H and East passes.

South could pass. Being the same call there is no further rectification. South might bid 1NT showing 6-9 hcp. Hands with 6-9 hcp sound like a subset of hands with which South would pass as dealer so 1NT satisfies the comparable call test. 2H that shows 6-9 tp, 2S/3C as weak jump shifts would show a subset of hands on which dealer would pass.

(ii) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.

NS are playing Standard American. North is Dealer however South passes. West does not accept South's Pass.

North opens 1H and East passes.

Perhaps South bids 1S showing 6+ points and 4+ spades. This is not a comparable call as the open ended hcp range is not below that of a hand on which South would pass as dealer. North must now pass at his next turn.

1H (1S) 2S. If the cue raise shows an invitational hand *or better* then 2S is not a comparable call and North must pass at his next turn. Systemically, South could have an opening hand so 2S is not a comparable call to Pass

- 2. If the offender has previously called, a pass out of rotation at offender's LHO's turn to call is treated as a change of call. Law 25 applies.**

This is sometimes difficult to grasp. If it is a player's LHO's turn to call then it means that the player himself has just called. If he now calls again he has made two calls at that turn hence, a change of call.

C. When Pass Is Artificial

When a pass out of rotation is artificial or is a pass of an artificial call, Law 31, not Law 30, applies.

LAW 31 - BID OUT OF ROTATION

When a player has bid out of rotation, has passed artificially or has passed partner's artificial call (see Law 30C) and the call is cancelled, the option in Law 29A not having been exercised, the following provisions apply:

A. RHO's Turn to Call

When the offender has called at his RHO's turn to call, then:

- 1. If that opponent passes, offender must repeat the call out of rotation, and when that call is legal there is no rectification.**

An insufficient bid out of rotation would be repeated. Law 27 is then applied.

- 2. If that opponent makes a legal⁸ bid, double or redouble, offender may make any legal call:**

(a) When the call is a comparable call (see Law 23A), there is no further rectification. Law 26B does not apply, but see Law 23C.

(b) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.

There is a consistent treatment over a number of laws dealing with calls out of rotation. If the offender makes a comparable call then the auction continues. If the new call is not comparable then partner passes at his next turn.

B. Partner's or LHO's Turn to Call

When the offender has bid at his partner's turn to call, or at his LHO's turn to call if the offender has not previously called, then:

1. Offender's partner may make any legal call at his proper turn, but Law 16C2 applies.
2. Offender may make any legal call at his correct turn and the Director rules as in A2(a) or A2(b) above.

South opens 1S when North is Dealer. Not accepted. North now opens 1S. Jacoby 2NT or a splinter showing 4+ hearts and opening values should be ok. A 4 card suit is probably close enough to a 5 card suit. If these bids may be made with a 3 card suit then they are getting out of comparable range. A weak pre-emptive bid of 4S would not be comparable. South would not have opened 1S with such a hand.

C. Later Bids at LHO's Turn to Call

Later bids at LHO's turn to call are treated as changes of call and Law 25 applies.

⁸ An illegal call by RHO is rectified as usual.

LAW 32 - DOUBLE OR REDOUBLE OUT OF ROTATION

A double or redouble out of rotation may be accepted at the option of the opponent next in rotation (see Law 29A), except that an inadmissible double or redouble (see Law 36) may never be accepted. If the call out of rotation is not accepted it is cancelled and:

Legal doubles and redoubles out of rotation may be accepted by LHO opponents just like bids and passes out of rotation.

(1S) ----- (-----) X may be accepted.

(1S) ----- (X) may not be accepted because the double is inadmissible. See also Law 36C for when an inadmissible double or redouble is not noticed until after the opening lead has been faced.

A. RHO's Turn to Call

If a double or redouble out of rotation has been made at offender's RHO's turn to call, then:

1. If offender's RHO passes, offender must repeat his out-of-rotation double or redouble and there is no rectification unless the double or redouble is inadmissible, in which case Law 36 applies.
2. If offender's RHO bids, doubles or redoubles, the offender may in turn make any legal call:

If the offender's double or redouble is admissible then there is no situation where RHO could make a legal double or redouble so only a bid needs to be considered here.

(a) When the call is a comparable call (see Law 23A), there is no further rectification. Law 26B does not apply, but see Law 23C.

(b) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.

The consideration of comparable call extends here. Offender's partner is no longer required automatically to pass throughout and more auctions may be sensible. Whether or not the offender must pass at all depends on whether the offender's call at that turn is comparable to the withdrawn double or redouble.

B. Offender's Partner's Turn to Call

If a double or redouble out of rotation has been made when it was the offender's partner's turn to call, then:

- 1. Offender's partner may make any legal call, but Law 16C2 applies.**
- 2. Offender may make any legal call at his proper turn and the Director rules as in A2(a) or A2(b) above.**

C. Later Calls at LHO's Turn to Call

Later calls at LHO's turn to call are treated as changes of call and Law 25 applies.

LAW 33 - SIMULTANEOUS CALLS

A call made simultaneously with one made by the player whose turn it was to call is deemed to be a subsequent call.

LAW 34 - RETENTION OF RIGHT TO CALL

When following a call there have been three consecutive passes, one or more being out of rotation, Law 17D3 applies.

An uncommon situation.
North East South West
1H (-----) Pass Pass
Pass

East still has the right to make the call of his choice so the auction reverts to him without rectification. Only the first player who passed out of rotation is an offender.

West has exercised his Law 29A right to accept South's pass out of rotation so cannot be classed as an offender. North South are the offending side for the application of Law 16C.

LAW 35 - INADMISSIBLE CALLS

The following calls are inadmissible:

- A. A double or redouble not permitted by Law 19. Law 36 applies.
- B. A bid, double or redouble by a player required to pass. Law 37 applies.
- C. A bid of more than seven. Law 38 applies.
- D. A call after the final pass of the auction. Law 39 applies.

LAW 36 - INADMISSIBLE DOUBLES AND REDOUBLES

A. Offender's LHO Calls before Rectification

If offender's LHO calls before rectification of an inadmissible double or redouble the inadmissible call and all subsequent calls are cancelled. The auction reverts to the player whose turn it was to call and proceeds as though there had been no irregularity. The lead restrictions in Law 26B do not apply.

Although lead restrictions do not apply to the withdrawn calls Law 16 has not been excluded.

B. Offender's LHO does not Call before Rectification

When A does not apply:

1. any double or redouble not permitted by Law 19 is cancelled.
2. the offender must substitute a legal call, the auction continues, and the offender's partner must pass whenever it is his turn to call.
3. Law 72C may apply. The lead restrictions in Law 26B may apply.
4. if the call is out of turn the auction reverts to the player whose turn it was to call, the offender may make any legal call at his turn, and his partner must pass whenever it is his turn to call. Law 72C may apply. The lead restrictions in Law 26B may apply.

C. Irregularity Discovered after the Auction Period

When attention is drawn to an inadmissible double or redouble only after the opening lead has been faced, the final contract is scored as if the inadmissible call had not been made.

1NT (Pass) X (Pass)

Pass (Pass)

The opening lead is faced, or perhaps the hand played out, before the players realise the double is inadmissible. The contract reverts to 1NT.

The inadmissible double or redouble may have occurred during the auction rather than at the end.

1C 1H 1S X

Pass XX Pass 3H All Pass.

A clarification from the WBF Laws Commission is anticipated about the application of Law 36C when the inadmissible double or double is in the middle of the auction. In the meantime, scoring the final contract as 3H appears to be what this law requires.

LAW 37 - ACTION VIOLATING OBLIGATION TO PASS

A. Offender's LHO Calls before Rectification

If the inadmissible call was a bid or a double or redouble by a player required by law to pass (but not an action contrary to Law 19A1 or Law 19B1) and offender's LHO calls before the Director has ruled on rectification, that call and all subsequent calls stand. If the offender was required to pass for the remainder of the auction he must still pass at subsequent turns. The lead restrictions in Law 26B do not apply.

Suppose a player, who should have passed as rectification, bids, doubles or redoubles. Any double or redouble needs to be an otherwise legal call. LHO makes a call before the director has made his ruling. The auction continues and an offender who was required to pass for the rest of the auction must pass at all future turns.

Although the improper call is one that should not have occurred, lead restrictions are not required should the offending side defend.

B. Offender's LHO does not Call before Rectification

When A does not apply:

1. any bid, double or redouble, by a player required by law to pass is cancelled.
2. a pass is substituted, the auction continues and each member of the offending side must pass whenever it is his turn to call. Law 72C may apply. The lead restrictions in Law 26B may apply.

LAW 38 - BID OF MORE THAN SEVEN

A. No Play Permissible

No play of a contract of more than seven is ever permissible.

B. Bid and Subsequent Calls Cancelled

A bid of more than seven is cancelled together with any subsequent calls.

C. Offending Side Must Pass

A pass must be substituted; the auction continues unless completed and each member of the offending side must pass whenever it is his turn to call.

D. Possible Lack of Recourse to Laws 26B and 72C

Law 72C may apply and the lead restrictions in Law 26B may apply, except that if the offender's LHO had called subsequent to the infraction and before rectification there is no recourse to these Laws.

LAW 39 - CALL AFTER THE FINAL PASS

A. Calls Cancelled

All calls after the final pass of the auction are cancelled.

B. Pass by Defender or Any Call by Declaring Side

If offender's LHO calls before rectification, or if the infraction is a pass by a defender or any call by the future declarer or dummy, then there is no further rectification.

C. Other Action by Defender

If offender's LHO has not called subsequent to the infraction and the infraction is a bid, double or redouble by a defender, then the lead restrictions in Law 26B may apply.

LAW 40 - PARTNERSHIP UNDERSTANDINGS

A. Players' Systemic Agreements

1. (a) 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 players.

A partnership understanding requires the two partners to have a common point of reference. This may be an explicit agreement, a mutual experience, or a source of guidance of which they are mutually aware. At the point when both partners are guided by such source, a partnership understanding exists and disclosure is required.

While "not discussed" and "no agreement" may be true, "no understanding" is not necessarily true.

"No agreement" or "no understanding" says a player is relying on what is general bridge knowledge. This is "knowledge and experience of matters generally known to bridge players" as mentioned in Law 40B5(a). Further explanation is unnecessary, although the Director may sometimes rule that the degree of understanding does not fall within that category.

- (b) Each partnership has a duty to make its partnership understandings available to its opponents. The Regulating Authority specifies the manner in which this is done.

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 use information specified elsewhere in these laws to be authorized. (See Law 73C.)

No violation of law occurs if a player, responding as the law requires to a question asked, conveys UI to partner as a by-product of his compliance with law.

3. A player may make any call or play without prior announcement provided that such call or play is not based on an undisclosed partnership understanding (see Law 40C1).

Players may make a mistake or deliberately deviate from an agreed system. However when such mistakes or deviations are so frequent that partner is aware that calls may not be systemic then a partnership understanding exists.

4. The agreed meaning of a call or play shall not alter by reference to the member of the partnership by whom it is made (this requirement does not restrict style and judgement, only method).

Transfers, for example, may not be made only from the weaker player to the stronger player in a partnership. This does not prevent either player deciding not to transfer to protect the opening lead, for example.

B. Special Partnership Understandings

1. (a) An agreement between partners, whether explicit or implicit, is a partnership understanding.

(b) 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 players in the tournament.

(c) Unless the Regulating Authority decides otherwise, any call that has an artificial meaning constitutes a special partnership understanding.

2. (a) The Regulating Authority:

(i) is empowered without restriction to allow, disallow, or allow conditionally, any special partnership understanding.

(ii) may prescribe a System Card, with or without supplementary sheets, for the prior listing of a partnership's understandings, and regulate its use.

(iii) may prescribe alerting procedures and/or other methods of disclosure of a partnership's methods.

(iv) may disallow prior agreement by a partnership to vary its understandings during the auction or play following an irregularity committed by the opponents.

QBA Regulations for the 2007 Laws (which may differ for the 2017 Laws) do not disallow said prior agreement, by saying this: "Prior agreements by a partnership to vary its understanding during the auction or play following a question asked, a response to a question or an irregularity committed by its own side is prohibited."

40B2(iv) A pair is not allowed to vary its understandings during the auction or play consequent on a question asked by either side. A pair is allowed to vary its understandings during the auction or play by prior agreement consequent on a response by opponents to a question asked by this pair, but not consequent on a response by this pair to a question by opponents.

A pair is allowed by prior agreement to vary its understandings during the auction or play consequent on an irregularity by the opponents. Perhaps there may be an agreement as to what accepting or not accepting an insufficient bid implies.

(v) may restrict the use of psychic artificial calls.

The QBA System Regulations prohibit the psyching of conventional opening bids that are forcing and made by agreement on strong hands (eg a Game Forcing 2 clubs or a Precision 1 club).

(b) Unless the Regulating Authority provides otherwise a player may not consult his own system card between the commencement of the auction period and the end of play, except that players of the declaring side (only) may consult their own system card during the Clarification Period.

WBF Laws Committee, Sao Paulo 8th September 2009: With regard to 'play period' it is considered that Law 40B2(b) specifically allows a player to consult his system card or an aide memoire in the interval between quitting one board and commencing another. Any relevant regulation should also be taken into account.

(c) Unless the Regulating Authority provides otherwise a player may consult his opponent's system card:

- (i) prior to the commencement of the auction,**
- (ii) during the Clarification Period,**
- (iii) during the auction and during the play but only at his turn to call or play, and**
- (iv) following an opponent's request for an explanation, pursuant to Law 20F, for the purpose of correctly explaining the significance of his partner's call or play.**

QBA has not yet published its Regulating Authority provisions. All of (c) will be subject to such provisions.

*** Change Law 40B2(c)(iv) 2017 ***

2S (Alerted) 3D

Next player asks about the 3D bid. In the normal sequence of events, the player being asked may not enquire about the meaning of 2S until it is his turn to call however, he needs to know what 2S means before he can explain what 3D means. He is permitted to look at the opponent's system card at this time – or in practice it might be that he simply asks what 2S means.

(d) Unless the Regulating Authority provides otherwise a player is not entitled to any aids to his memory, calculation or technique during the auction period and play.

- 3. (a) A side that is damaged as a consequence of its opponents' failure to provide disclosure of the meaning of a call or play, as these laws require, is entitled to rectification through the award of an adjusted score.**
- (b) Repeated violations of requirements to disclose partnership understandings may be penalized.**
- 4. 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 may be subject to a procedural penalty.**
- 5. (a) When explaining the significance of partner's call or play in reply to an opponent's enquiry (see Law 20) a player shall disclose all special information conveyed to him through partnership agreement or partnership experience but he need not disclose inferences drawn from his knowledge and experience of matters generally known to bridge players.**

See QBA Regulations. The principle is to disclose, not as little as the player must, but as much as the player can, and as comprehensibly as the player can.

(b) The Director adjusts the score if information not given in an explanation is crucial for an opponent's choice of action and the opponent is thereby damaged.

C. Deviation from System and Psychic Action

- 1. A player may deviate from his side's announced understandings, provided that his partner has no more reason than the opponents to be aware of the deviation [but see B2(a)(v) above]. Repeated deviations 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. If the Director judges there is**

undisclosed knowledge that has damaged the opponents he shall adjust the score and may assess a procedural penalty.

Secret partnership understandings develop very quickly when one or both players regularly deviate from the system. Should it occur to one player that partner may have "psyched" again then an understanding exists. It must be disclosed to the opponents and may lead to a different system classification.

Pass Pass 1S (not alerted)

If it occurs to dealer that partner may have psyched again then there is an understanding that the opponents are entitled to be told about. If the 1S bidder often bids here with very few spades and fewer than 8 points then not only is there a secret understanding but a yellow system is being played.

1H X 1S

If opener knows that partner may not have spades, because he often bids 1S is this situation without spades, then the bid requires an alert. Otherwise a secret partnership understanding exists.

-
- 2. Other than in C1 above, no player is obliged to disclose to the opponents that he has deviated from his announced methods.**

LAW 41 - COMMENCEMENT OF PLAY

A. Face-down Opening Lead

After a bid, double or redouble has been followed by three passes in rotation, the defender on presumed declarer's left makes the opening lead face down⁹. The face-down lead may be withdrawn only upon instruction of the Director after an irregularity (see Laws 47E and 54); the withdrawn card must be returned to the defender's hand.

The card is not placed down fleetingly. It is placed face down so that partner and the presumed declarer may review the auction or ask questions. See 41B. Players should wait for approval before facing the card.

B. Review of Auction and Questions

Before the opening lead is faced, the leader's partner and the presumed declarer (but not the presumed dummy) each may require a review of the auction, or request explanation of an opponent's call (see Law 20F2 and 20F3). Declarer¹⁰ or either defender may, at his first turn to play a card, require a review of the auction; this right expires when he plays a card. The defenders (subject to Law 16) and the declarer retain the right to request explanations throughout the play period, each at his own¹¹ turn to play.

The QBA and ABF regulation requiring concealment of the bidding sheet when third hand plays to the first trick is based on this law. Players no longer have the right from that point to review the auction. For written bidding, they may not look at the bidding sheet. The best way to achieve this is to hide the sheet from view. Placing the board on top of the sheet is one way to do this.

C. Opening Lead Faced

Following this Clarification Period, the opening lead is faced, the play period begins irrevocably, and dummy's hand is spread (but see Law 54A for a faced opening lead out of turn). After it is too late to have previous calls restated (see B), declarer or either defender, at his own¹¹ turn to play, is entitled to be informed as to what the contract is and whether, but not by whom, it was doubled or redoubled.

D. Dummy's Hand

After the opening lead is faced, dummy spreads his hand in front of him on the table, face up, sorted into suits, the cards in order of rank with lowest ranking cards towards declarer, and in separate columns pointing lengthwise towards declarer. Trumps are placed to dummy's right. Declarer plays both his hand and that of dummy.

⁹ Regulating Authorities may specify that opening leads be made face up.

¹⁰ Declarer's first turn to play is from dummy unless accepting an opening lead out of turn.

¹¹ Declarer may enquire at his turn to play from dummy or from his own hand.

Law 41D sets out correct procedure so no one other than dummy has responsibility for making sure that the dummy is correctly displayed with all 13 cards visible. Hidden cards may lead to damage and occasionally procedural penalties.

West leads the ♣A against a spade contract but does not cash his ♣K because the dummy appears to be now void in clubs. Later, when another small club appears from under the diamonds, declarer is able to discard it. If the defenders are damaged then the score is adjusted.

It may be that there is a revoke from dummy because a card is hidden. No one other than dummy is responsible. Law 64C would be applied.

LAW 42 - DUMMY'S RIGHTS

A. Absolute Rights

1. Dummy is entitled to give information, in the Director's presence, as to fact or law.
2. He may keep count of tricks won and lost.
3. He plays the cards of the dummy as declarer's agent as directed **and ensures that dummy follows suit** (see Law 45F if dummy suggests a play).

Now there is a specific law that requires dummy to make sure that declarer follows suit when naming a card to be played from the dummy.

B. Qualified Rights

Dummy may exercise other rights subject to the limitations stated in Law 43.

1. Dummy may ask declarer (but not a defender) when he has failed to follow suit to a trick whether he has a card of the suit led.
2. He may try to prevent **any irregularity.**
3. He may draw attention to any irregularity, but only after play of the hand is concluded.

LAW 43 - DUMMY'S LIMITATIONS

Except as Law 42 allows:

A. Limitations on Dummy

1. (a) Dummy may not initiate a call for the Director during play unless another player has drawn attention to an irregularity.
- (b) Dummy may not call attention to an irregularity during play.
- (c) Dummy must not participate in the play, nor may he communicate anything about the play to declarer.
2. (a) Dummy may not exchange hands with declarer.
- (b) Dummy may not leave his seat to watch declarer's play of the hand.
- (c) Dummy may **not look** at the face of a card in either defender's hand.

Dummy may ask a defender to conceal his hand from view if dummy is in the uncomfortable position of not being able to reasonably avoid seeing it.

3. A defender may not show dummy his hand.

Dummy still must not look at an opponent's hand even if illegally given the opportunity.

B. If Violation Occurs

1. Dummy is liable to penalty under Law 90 for any violation of the limitations listed in A1 and A2.
2. If dummy, after his violation of the limitations listed in A2:
 - (a) warns declarer not to lead from the wrong hand, either defender may choose the hand from which declarer shall lead.
 - (b) is the first to ask declarer if a play from declarer's hand constitutes a revoke, declarer must substitute a correct card if his play was illegal, and the provisions of Law 64 then apply as if the revoke had been established.

The trick has to be corrected. The legal card determines ownership and is subsequent to the (deemed established) revoke therefore a 2 trick rectification is possible.

3. If dummy after his violation of the limitations listed in A2 is the first to draw attention to a defender's irregularity, there is no immediate rectification. Play continues as though no irregularity had occurred. At the end of play if the defending side has gained through its irregularity the Director adjusts only its score, taking away that advantage. The declaring side retains the score achieved at the table.

Dummy cannot lose his absolute rights under Law 42A. His qualified rights under Law 42B are subject to his not having breached Law 43A2. Essentially if he has breached Law 43A2 then he may no longer do the things allowed in Law 42B without consequences.

If, having lost his qualified rights, dummy has drawn attention to a defender's revoke during the play, there is no automatic trick adjustment. Only the defenders have their score adjusted if they gained from the established revoke leading to a split score.

A non-established revoke would be corrected as usual however the incorrect card would be returned to hand and not be a major penalty card.

LAW 44 - SEQUENCE AND PROCEDURE OF PLAY

A. Lead to a Trick

The player who leads to a trick may play any card in his hand (unless he is subject to restriction after an irregularity committed by his side).

B. Subsequent Plays to a Trick

After the lead, each other player in turn plays a card, and the four cards so played constitute a trick. (For the method of playing cards and arranging tricks see Laws 45 and 65 respectively.)

C. Requirement to Follow Suit

In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws.

D. Inability to Follow Suit

If unable to follow suit, a player may play any card (unless he is subject to restriction after an irregularity committed by his side).

E. Tricks Containing Trumps

A trick containing a trump is won by the player who has contributed to it the highest trump.

F. Tricks Not Containing Trumps

A trick that does not contain a trump is won by the player who has contributed to it the highest card of the suit led.

G. Lead to Tricks Subsequent to First Trick

The lead to the next trick is from the hand in which the last trick was won.

LAW 45 - CARD PLAYED

A. Play of Card from a Hand

Each player except dummy plays a card by detaching it from his hand and facing¹² it on the table immediately before him.

B. Play of Card from Dummy

Declarer plays a card from dummy by naming the card, after which dummy picks up the card and faces it on the table. In playing from dummy's hand declarer may, if necessary, pick up the desired card himself.

¹² The opening lead is first made face down unless the Regulating Authority directs otherwise.

To a void dispute, should declarer want to rearrange cards in dummy, it is a good idea to explain that he is arranging the cards and not picking up a card to be played. See also Law 45C3.

Players need to be trained not to help themselves to cards as dummy, before instructed.

Declarers should be encouraged to name cards properly. It saves much time in sorting things out after incorrect terminology like "low" and "high" has been used.

C. **Card Deemed to be Played**

1. A defender's card held so that it is possible for his partner to see its face is deemed played to the current trick (if the defender has already made a legal play to the current trick, see Law 45E)

That declarer has seen the card is immaterial. Declarer sometimes tells a defender, "You have to play that card. I've seen it. It's the ♠A." Dummy may even illegally announce that he has seen it. If partner could not have seen the face of the card had he been looking then the card is not deemed to be played. The ♠A is authorised information to the other defender because declarer chose to announce it.

2. Declarer is deemed to have played a card from his hand if it is:

- (a) held face up, touching or nearly touching the table; or**
- (b) maintained in such a position as to indicate that it has been played.**

Players sometimes think, incorrectly, that declarer may change a card played or designated "because he is declarer". Perhaps it comes from declarer not being able to have a penalty card and they've seen cards being returned to declarer's hand.

Some declarer's have a habit of displaying their played cards a long way above the table. If that is their bad habit then that is the standard for deciding a card is played. When the card is not face up, touching or nearly touching the table, then it is declarer's attitude that indicates, "I am playing this card."

There is no redress for anyone for pulling the wrong card from one's own hand and playing it (providing the card may be legally played).

- 3. A card in the dummy is played if it has been deliberately touched by declarer except for the purpose either of arranging dummy's cards, or of reaching a card above or below the card or cards touched.**

See also Law 45B.

- 4. (a) A card is played if a player names or otherwise designates it as the card he proposes to play (but see Law 47).**
- (b) Declarer may correct an unintended designation of a card from dummy until he next plays a card from either his own hand or from dummy. A change of designation may be allowed after a slip of the tongue, but not after a loss of concentration or a reconsideration of action. If an opponent has, in turn, played a card that was legal before the change in designation, that opponent may withdraw the card so played, return it to his hand, and substitute another (see Laws 47D and 16C1).**

This law has changed to cater for only declarer being able to change an unintended designation because other situations are so very rare. The timing has also been made clearer. The director will normally find out Declarer's game plan as part of the process of deciding whether declarer's play was ever under consideration.

- i. Declarer's plan is to cash his clubs and then lead a diamond to his own hand. Designating a diamond before cashing all his clubs is not unintended. Declarer simply made a mistake and got ahead of his plan.
- ii. Declarer leads a small heart towards the AQ in the dummy. LHO plays the king and declarer calls for the queen. This is not ruled an unintended designation. Declarer may not have seen the king or may not have processed the information from LHO playing the king. This is equally valid for lower finesses eg leading towards the 1097 and calling for the 7 to go under LHO's 8.

5. A penalty card, major or minor, may have to be played (see Law 50).

D. Dummy Picks up a Non-designated Card

1. If dummy places 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 next trick, and a defender may withdraw and return to his hand a card played after the error but before attention was drawn to it; if declarer's RHO changes his play, declarer may withdraw a card he had subsequently played to that trick. (See Law 16C.)

2. When it is too late to change dummy's wrongly placed card (see above), the play continues normally without alteration of the cards played to this or any subsequent trick. If the wrongly placed card was the first card of the trick, then the failure to follow suit to that card may now constitute a revoke (see Laws 64A, 64B7 and 64C). If the wrongly placed card was contributed to a trick already in progress and dummy thereby has revoked, see Laws 64B3 and 64C.

*** Major Change 2017 Law 45D2 ***

Declarer calls for the HK from the dummy however dummy picks up the DK. Declarer and both defenders "follow" with small hearts. The trick is quitted and both sides have played to one or more tricks before declarer notices the DK is missing. Declarer and both defenders have established revokes on the same board, if they held diamonds, so Law 64B7 and 64C2(b) apply. There are variations of course. Perhaps one or more players played a diamond or legally discarded some other suit, even legally discarded a heart.

E. Fifth Card Played to Trick

1. A fifth card contributed to a trick by a defender becomes a penalty card, subject to Law 50, unless the Director deems that it was led, in which case Law 53 or 56 applies.
2. When declarer contributes a fifth card to a trick from his own hand or dummy, it is returned to the hand without further rectification unless the Director deems that it was led, in which case Law 55 applies.

F. Dummy Indicates Card

After dummy's hand is faced, dummy may not touch or indicate any card (except for purpose of arrangement) without instruction from declarer. If he does so the Director should be summoned forthwith and informed of the action. Play continues. At the end of the play the Director shall award an adjusted score if he considers dummy suggested a play to declarer and the defenders were damaged by the play suggested.

The Director should not adjust the score if declarer would have played the indicated card anyway. Dummy is liable to a procedural penalty.

G. Turning the Trick

No player should turn his card face down until all four players have played to the trick.

LAW 46 – INCOMPLETE OR INVALID DESIGNATION OF A CARD FROM DUMMY

A. Proper Form for Designating Dummy's Card

When calling for a card to be played from dummy declarer should clearly state both the suit and the rank of the desired card.

B. Incomplete or **Invalid Designation**

In the case of an incomplete or **invalid designation**, the following restrictions apply (except when declarer's different intention is incontrovertible):

1. (a) If declarer in playing from dummy calls 'high', or words of like meaning, he is deemed to have called the highest card of the suit led.
- (b) If he directs dummy to 'win' the trick, he is deemed to have called the lowest card that it is known will win the trick.
- (c) If he calls 'low', or words of like meaning, he is deemed to have called the lowest card of the suit led.

Do not overlook the bracketed words above, "except when declarer's different intention is incontrovertible".

An instruction like "Run the Diamonds" is to be deplored yet is interpreted to mean, "Run the Diamonds until I tell you to stop". When declarer wants to stop, a card from the dummy is considered played if Dummy's LHO has followed.

WBF Laws Committee, Bermuda 12th January 2000: Being aware that declarers sometimes give an instruction to Dummy to run a suit and then leave him to do this without giving, as is procedurally correct, a separate instruction for each card, a question can arise as to when the second, or a later, card is played from dummy, since the Declarer is not able to stop play of the card once it is played. The committee ruled that the card is deemed to be played when Declarer's RHO follows to the trick. However, the committee deprecates instructions given to Dummy in this irregular manner.

2. If declarer designates a suit but not a rank he is deemed to have called the lowest card of the suit indicated.
3. If declarer designates a rank but not a suit:
 - (a) In leading, declarer is deemed to have continued the suit with which dummy won the preceding trick provided there is a card of the designated rank in that suit.
 - (b) In all other cases declarer must play a card from dummy of the designated rank if he can legally do so; but if there are two or more such cards that can be legally played declarer must designate which is intended.
4. If declarer calls for a card that is not in dummy the call is **invalid** and declarer may designate any legal card.
5. If declarer indicates a play without designating either a suit or a rank (as by saying 'play anything' or words of like meaning) either defender may designate the play from dummy.

LAW 47 - RETRACTION OF CARD PLAYED

A. In Course of Rectification

A card once played may be withdrawn when required by rectification following an irregularity (but a defender's withdrawn card may become a penalty card, see Law 49).

B. To Correct an Illegal Play

A played card may be withdrawn to correct an illegal play (for defenders, except as this Law provides, see Law 49 - penalty card). For simultaneous play see Law 58.

C. To Change an Unintended Designation

A played card may be withdrawn and returned to the hand without further rectification after a change of designation permitted by Law 45C4(b).

D. Following Opponent's Change of Play

After an opponent's change of play a played card may be withdrawn and returned to the hand without further rectification and another card may be substituted. (Laws 16C and 62C2 may apply.)

E. Change of Play Based on Misinformation

1. A lead out of turn (or play of a card) is retracted without further rectification if the player was mistakenly informed by an opponent that it was his turn to lead or play (see Law 16C). A lead or play may not be accepted by his LHO in these circumstances and Law 63A1 does not apply.
2. (a) A player may retract the card he has played because of a mistaken explanation of an opponent's call or play and before a corrected explanation, without further rectification, but only if no card was subsequently played (see Law 16C). An opening lead may not be retracted after dummy has faced any card.

(b) When it is too late to correct a play under (a) the Director may award an adjusted score.

F. Other Retraction

1. A card may be withdrawn as Law 53B provides.
2. Except as this Law specifies, a card once played may not be withdrawn.

LAW 48 - EXPOSURE OF DECLARER'S CARDS

A. Declarer Exposes a Card

Declarer is not subject to restriction for exposing a card (but see Law 45C2), and no card of declarer's or dummy's hand ever becomes a penalty card. Declarer is not required to play any card dropped accidentally.

B. Declarer Faces Cards

1. When declarer faces his cards after an opening lead out of turn, Law 54 applies.
2. When declarer faces his cards at any time other than immediately after an opening lead out of turn, he may be deemed to have made a claim or concession of tricks (unless he demonstrably did not intend to claim), and Law 68 then applies.

LAW 49 - EXPOSURE OF A DEFENDER'S CARDS

Except in the normal course of play or application of law (see for example Law 47E), when a defender's card is in a position in which his partner could possibly see its face, or when a defender names a card as being in his hand, each such card becomes a penalty card (Law 50); but see Law 68 when a defender has made a statement concerning an uncompleted trick currently in progress, and see Law 68B2 when partner objects to a defender's concession.

When the director arrives at a table where there is an exposed card he first must find out how it got there. Was it led? Was it exposed accidentally or deliberately? Have the players made their own prior ruling?

LAW 50 - DISPOSITION OF PENALTY CARD

A card prematurely exposed (but not led, see Law 57) by a defender is a penalty card unless the Director designates otherwise (see Law 49 and Law 72C may apply).

WBF Laws Committee, Philadelphia 8th October 2010: The committee took note of a discussion on BLML concerning cards exposed when a spectator “pushing past” a table stumbles into a player. Observation was made that in such a circumstance the Director is empowered by Law 50 to designate that the exposed cards are not penalty cards.

A. Penalty Card Remains Exposed

A penalty card must be left face up on the table immediately before the player to whom it belongs, until a rectification has been selected.

B. Major or Minor Penalty Card

A single card below the rank of an honour exposed unintentionally (as in playing two cards to a trick, or in dropping a card accidentally) becomes a minor penalty card. Any card of honour rank, or any card exposed through deliberate play (for example in leading out of turn, or in revoking and then correcting), becomes a major penalty card; when one defender has two or more penalty cards, all such cards become major penalty cards.

C. Disposition of Minor Penalty Card

When a defender has a minor penalty card, he may not play any other card of the same suit below the rank of an honour until he has first played the penalty card, but he is entitled to play an honour card instead. Offender’s partner is not subject to lead restriction, but see E following.

Small trump may also be minor penalty cards.

D. Disposition of Major Penalty Card

When a defender has a major penalty card, both the offender and his partner may be subject to restriction, the offender whenever he is to play, the partner whenever he is to lead.

- 1. (a) Except as provided in (b) below, a major penalty card must be played at the first legal opportunity, whether in leading, following suit, discarding or trumping. If a defender has two or more penalty cards that can legally be played, declarer designates which is to be played.**
 - (b) The obligation to follow suit, or to comply with a lead or play restriction, takes precedence over the obligation to play a major penalty card, but the penalty card must still be left face up on the table and played at the next legal opportunity.**
- 2. When a defender has the lead while his partner has a major penalty card, he may not lead until declarer has stated which of the options below is selected (if the defender leads prematurely, he is subject to rectification under Law 49). Declarer may choose:**
 - (a) to require¹³ the defender to lead the suit of the penalty card, or to prohibit¹³ him from leading that suit for as long as he retains the lead (for two or more penalty cards, see Law 51); if declarer exercises either of these options, the card is no longer a penalty card and is picked up.**

- (b) not to require or prohibit a lead, in which case the defender may lead any card and the penalty card remains on the table as a penalty card¹⁴. If this option is selected Law 50D continues to apply for as long as the penalty card remains.

The director remains at the table to give declarer his lead restriction options each time a defender must lead while partner has a penalty card.

¹³ If the player is unable to lead as required see Law 59.
¹⁴ If the partner of the defender with the penalty card retains the lead, and the penalty card has not yet been played, then all the requirements and options of Law 50D2 apply again at the following trick.

WBF Laws Committee, Philadelphia 12th October 2010: The committee recorded that reference to 'any card' in Law 50D is subject to the provisions of Law 50E.

E. Information from a Penalty Card

1. Information derived from a penalty card and the requirements for playing that penalty card are authorized for all players for as long as the penalty card remains on the table.

*** 50E1 Changed 2017 ***

Ton Kooijman + Laurie Kelso: When a player has a penalty card, information related to that card is authorized for his partner as long as that card stays on the table. It becomes unauthorized when that card is played or taken back into the hand.

Beijing 10th October 2008: Law 50E - A distinction must be made between the requirement that the player must play this card and information that the player has the card. Initially the underlead from K Q J x to partner's A x is allowed, but subsequently the Director may decide that 50E3 {now 50E4} applies. The player must convince the Director that he has not gained from the information that the player possesses the card.

2. Information derived from a penalty card that has been returned to hand [as per Law 50D2(a)] is unauthorized for the partner of the player who had the penalty card (see Law 16C), but authorized for declarer.
3. Once a penalty card has been played, information derived from the circumstances under which it was created is unauthorized for the partner of the player who had the card. (For a penalty card which has not yet been played, see E1 above.)
4. If following the application of E1 the Director judges at the end of play that without the assistance gained through the exposed card the outcome of the board could well have been different, and in consequence the non-offending side is damaged (see Law 12B1), he shall award an adjusted score. In his adjustment he should seek to recover as nearly as possible the probable outcome of the board without the effect of the penalty card(s).

LAW 51 - TWO OR MORE PENALTY CARDS

A. Offender to Play

If it is a defender's turn to play and that defender has two or more penalty cards that can legally be played, declarer designates which is to be played at that turn.

B. Offender's Partner to Lead

1. (a) When a defender has two or more penalty cards in one suit, and declarer requires¹³ the defender's partner to lead that suit, the cards of that suit are no longer penalty cards and are picked up; the defender may make any legal play to the trick.

(b) When a defender has two or more penalty cards in one suit, and declarer prohibits¹³ the defender's partner from leading that suit, the defender picks up every penalty card in that suit and may make any legal play to the trick. The prohibition continues until the player loses the lead.

2. (a) When a defender has penalty cards in more than one suit [see Law 50D2(a)] and his partner is to lead, declarer may require¹⁵ the defender's partner to lead a specified suit in which the defender has a penalty card [but B1(a) preceding then applies].

¹⁵ If the player is unable to lead as required see Law 59.

(b) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may prohibit¹⁵ the defender's partner from leading one or more of such suits; the defender then picks up every penalty card in every suit prohibited by declarer and makes any legal play to the trick. The prohibition continues until the player loses the lead.

(c) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may elect not to require or prohibit a lead, in which case the defender's partner may lead any card and the penalty cards remain on the table as penalty cards¹⁶. If this option is selected Laws 50 and 51 continue to apply for as long as the penalty cards remain.

¹⁶ If the partner of the defender with the penalty cards retains the lead, then all the requirements and options of Law 51B2 apply again at the following trick.

LAW 52 - FAILURE TO LEAD OR PLAY A PENALTY CARD

A. Defender Fails to Play Penalty Card

When a defender fails to lead or play a penalty card as required by Law 50 or Law 51, he may not, on his own initiative, withdraw any other card he has played.

B. Defender Plays Another Card

1. (a) 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.

(b) Declarer must accept such lead or play if he has thereafter played from his own hand or dummy.

(c) If the played card is accepted under either (a) or (b) any unplayed penalty card remains a penalty card.

2. If declarer does not accept the card illegally played or led the defender must substitute the penalty card for the card illegally played or led. Every card illegally led or played by the defender in the course of committing the irregularity becomes a major penalty card.

LAW 53 - LEAD OUT OF TURN ACCEPTED

A. Lead Out of Turn Treated as Correct Lead

Prior to the thirteenth trick¹⁷, any lead faced out of turn may be treated as a correct lead (but see Law 47E1). It becomes a correct lead if declarer or either defender, as the case may be, accepts it by making a statement to that effect, or if a play is made from the hand next in rotation to the irregular lead (but see B). If there is no such acceptance or play, the Director will require that the lead be made from the correct hand (and see Law 47B).

¹⁷ A lead out of turn at trick thirteen must be retracted.

Players can get a bit slack at trick thirteen and it may be suggested that a player led out of turn rather than simply displaying the card that he knows must be contributed to the last trick. Excluding the thirteenth trick removes the option of any dubious claim for redress.

B. Proper Lead Made Subsequent to Irregular Lead

Subject to Law 53A, if it was properly the turn to lead of an opponent of the player who led out of turn, that opponent may make his proper lead to the trick of the infraction without his card being deemed played to the irregular lead. When this occurs, the proper lead stands and all cards played in error to this trick may be withdrawn, but Law 16C applies.

53B specifically allows the correct lead to be made even though an opponent has led. East has won a trick however South leads to the next trick. East may have his lead if he wishes and that decision takes precedence over any attempt by West to accept South's lead.

East has won a trick however South leads to the next trick and West follows. East makes his lead. The circular reference from 53B to 53A and back to 53B is confusing. The use of "all cards played in error" plural, suggests that East may have his lead even if West has followed, otherwise there is only one card to withdraw. Law 60A2 reinforces this.

Common usage is that East is not offered his lead when the director arrives at the table and only uses Law 53B when East has already made his lead. Clarification is awaited from the WBF Laws Committee.

West wins a trick but South leads and West now plays a card. The director needs to determine whether West was trying to make his lead or was accepting South's irregular lead.

C. Wrong Defender Plays Card to Declarer's Irregular Lead

If declarer leads out of turn from either his own hand or from dummy, and the defender to the right of the irregular lead plays a card (but see B), the lead stands and Law 57 applies.

LAW 54 - FACED OPENING LEAD OUT OF TURN

When an opening lead out of turn is faced and offender's partner leads face down, the Director requires the face down lead to be retracted. Also:

A. Declarer Spreads His Hand

After a faced opening lead out of turn, declarer may spread his hand; he becomes dummy. If declarer begins to spread his hand, and in doing so exposes one or more cards, he must spread his entire hand. Dummy becomes declarer.

B. Declarer Accepts Lead

When a defender faces the opening lead out of turn declarer may accept the irregular lead as provided in Law 53, and dummy is spread in accordance with Law 41.

1. The second card to the trick is played from declarer's hand.
2. If declarer plays the second card to the trick from dummy, dummy's card may not be withdrawn except to correct a revoke.

C. Declarer Must Accept Lead

If declarer could have seen any of dummy's cards (except cards that dummy may have exposed during the auction and that were subject to Law 24), he must accept the lead and the presumed declarer then becomes declarer.

Modified so that there is no option for the presumed declarer to become dummy.

There is no reference to cards seen prior to the start of the auction and between the end of the auction and the end of the Clarification Period. To be clarified. In the meantime excluding them along with Law 24 cards seems reasonable.

D. Declarer Refuses Opening Lead

Declarer may require a defender to retract his faced opening lead out of turn. The withdrawn card becomes a major penalty card and Law 50D applies.

E. Opening Lead by Wrong Side

If a player of the declaring side attempts to make an opening lead Law 24 applies.

LAW 55 - DECLARER'S LEAD OUT OF TURN

A. Declarer's Lead Accepted

If declarer has led out of turn from his or dummy's hand then either defender may accept the lead as provided in Law 53 or require its retraction (after misinformation, see Law 47E1). If the defenders choose differently then the option expressed by the player next in turn to the irregular lead shall prevail.

WBF Laws Committee, Philadelphia 8th October 2010: The words "next in turn" in Law 55A were considered. The chairman had informed an enquirer that the 'next in turn' refers to the LHO of the offending hand and this had been disputed. The committee confirmed that the LHO of the offending hand is meant. Observation was made that Law 53A has the effect of moving the turn to the left of the lead out of turn and it remains there unless and until that lead is rejected.

B. Declarer Required to Retract Lead

1. If declarer has led from his or dummy's hand when it was a defender's turn to lead, and has been required to retract such lead per Law 55A, declarer restores the card led in error to the proper hand. No further rectification applies.

2. If declarer has led from the wrong hand when it was his turn to lead from his hand or dummy's, and has been required to retract the lead per Law 55A, he withdraws the card led in error. He must lead from the correct hand.

C. Declarer Might Obtain Information

When declarer adopts a line of play that could have been based on information obtained through his infraction, Law 16 applies.

For example, declarer may not use information based on which defender protested about the

LAW 56 - DEFENDER'S LEAD OUT OF TURN

When a lead out of turn is faced, declarer may:

- A. Accept the irregular lead as provided in Law 53, or
- B. Require the defender to retract his faced lead out of turn. The withdrawn card becomes a major penalty card and Law 50D applies.

LAW 57 - PREMATURE LEAD OR PLAY

This Law should not be confused with Law 56 dealing with defenders leading out of turn.

A. Premature Play or Lead to Next Trick

When a defender leads to the next trick before his partner has played to the current trick, or plays out of turn before his partner has played, the card so led or played becomes a major penalty card, and declarer selects one of the following options. He may:

1. require offender's partner to play the highest card he holds of the suit led, or
2. require offender's partner to play the lowest card he holds of the suit led, or
3. require offender's partner to play a card of another suit specified by declarer, or
4. forbid offender's partner to play a card of another suit specified by declarer.

*** Major Change Law 57A3 2017 ***

There is now a fourth option: require offender's partner to play a card of another suit specified by declarer.

Exam candidates get tangled up with these options when a lead to the next trick has been made. It is the current trick that needs to be completed with the above options, not the new lead. The card played prematurely remains on the table and becomes a major penalty card if it cannot be legally contributed to the trick.

B. Offender's Partner Cannot Comply with Rectification

When offender's partner is unable to comply with the rectification selected by declarer (see A above) he may play any card, as provided in Law 59.

C. Declarer or Dummy Has Played

1. A defender is not subject to rectification for playing before his partner if declarer has played from both hands. However a card is not considered to be played from dummy until declarer has instructed (or otherwise indicated¹⁸) the play.

¹⁸ as by a gesture or nod

A singleton is not considered automatically played.

2. A defender is not subject to rectification for playing before his partner if dummy has of his own volition prematurely selected a card before his RHO or has illegally suggested that one be played.
3. A premature play (not a lead) by declarer from either hand is a played card and **if legal** may not be withdrawn.

D. Premature Play at RHO's Turn

When a defender attempts to play (not lead) to a trick at his RHO's turn, Law 16 may apply. If his card can be legally played to the trick, it must be played at his proper turn: otherwise, it becomes a major penalty card.

This is an added clause but not a change in application.

LAW 58 - SIMULTANEOUS LEADS OR PLAYS

A. Simultaneous Plays by Two Players

A lead or play made simultaneously with another player's legal lead or play is deemed to be subsequent to it.

B. Simultaneous Cards from One Hand

If a player leads or plays two or more cards simultaneously:

1. If the face of only one card is visible, that card is played; all other cards are picked up and there is no further rectification (see Law 47F).
2. If the face of more than one card is visible, the offending player designates the card he proposes to play; when he is a defender, each other card exposed becomes a penalty card (see Law 50).

There is no requirement to play the card he originally intended to play. Suppose a defender intended to play the 3 however he pulled out the 10 and the 3. He may now play the 10 perhaps to avoid having a major penalty card. The 3 would be a minor penalty card.

Suppose the defender announces that he had been going to play the 3 before playing the 10. The 3 would then be a major penalty card because meaning may be attributed to it. It ceases to be a card accidentally exposed.

3. After an offending player withdraws a visible card, an opponent who subsequently played to that trick may withdraw his play and substitute another card without further rectification (but see Law 16C).
4. If the simultaneous play remains undiscovered until both sides have played to the next trick, Law 67 applies.

LAW 59 - INABILITY TO LEAD OR PLAY AS REQUIRED

A player may play any otherwise legal card if he is unable to lead or play as required to comply with a rectification, whether because he holds no card of the required suit, or because he has only cards of a suit he is prohibited from leading, or because he is obliged to follow suit.

LAW 60 - PLAY AFTER AN ILLEGAL PLAY

A. Play of Card after Irregularity

- 1. A play by a member of the non-offending side after his RHO has led or played out of turn or prematurely, and before rectification has been assessed, forfeits the right to rectification of that offence.**
- 2. Once the right to rectification has been forfeited, the illegal play is treated as though it were in turn (except when Law 53B applies).**

60A2 clarifies the circular references in Law 53.

- 3. If the offending side has a previous obligation to play a penalty card, or to comply with a lead or play restriction, the obligation remains at future turns.**

B. Defender Plays before Required Lead by Declarer

When a defender plays a card after declarer has been required to retract his lead out of turn from either hand, but before declarer has led from the correct hand, the defender's card becomes a major penalty card (Law 50).

C. Play by Offending Side before Assessment of Rectification

A play by a member of the offending side before rectification has been assessed does not affect the rights of the opponents, and may itself be subject to rectification.

LAW 61 - FAILURE TO FOLLOW SUIT - INQUIRIES CONCERNING A REVOKE

A. Definition of Revoke

Failure to follow suit in accordance with Law 44 or failure to lead or play, when able, a card or suit required by law or specified by an opponent when exercising an option in rectification of an irregularity, constitutes a revoke. (When unable to comply see Law 59.)

Failure to play a card when it is one specified as rectification is a revoke for example declarer requires a diamond lead but a defender leads a club claiming to have no diamonds. If the hand does indeed have one or more diamonds - perhaps hidden behind other cards - then a revoke has occurred.

B. Right to Inquire about a Possible Revoke

- 1. Declarer may ask a defender who has failed to follow suit whether he has a card of the suit led.**
- 2. (a) Dummy may ask declarer [but see Law 43B2(b)].**
(b) Dummy may not ask a defender and Law 16B may apply.

3. Defenders may ask declarer and one another (at the risk of creating unauthorized information).

C. Right to Inspect Tricks

A claim of a revoke does not automatically warrant inspection of quitted tricks (see Law 66C).

61C3 Players may not inspect quitted tricks just because a revoke is suspected. Law 66C says,
“ Thereafter, until play ceases, the cards of quitted tricks may not be inspected (except at the Director’s specific instruction; for example, if necessary to verify a claim of a revoke).”

All too often, players try to prove that a revoke has occurred while the play of the hand is still in progress. The director arrives at the table to find some number of quitted tricks face up. This should be discouraged.

LAW 62 - CORRECTION OF A REVOKE

A. Revoke Must Be Corrected

A player must correct his revoke **if attention is drawn to the irregularity** before it becomes established.

*** Major Change 2017 Law 62A ***

A player has no obligation to draw attention to his own non-established revoke should he become aware of it. This places players on the same footing. Those who, under 2007 Laws, would have carried out their obligations to draw attention are treated the same as those who might have become aware, yet kept quiet.

B. Correcting a Revoke

To correct a revoke the offender withdraws the card he played and substitutes a legal card.

1. A card so withdrawn becomes a major penalty card (Law 50) if it was played from a defender’s unfaced hand.
2. The card may be replaced without further rectification if it was played from declarer’s [subject to Law 43B2(b)] or dummy’s hand, or if it was a defender’s faced card.

C. Subsequent Cards Played

1. Each member of the non-offending side may withdraw and return to his hand any card he may have played after the revoke but before attention was drawn to it (see Law 16C).
2. After a non-offender so withdraws a card, the player of the offending side next in rotation may withdraw his played card, which becomes a penalty card if the player is a defender (see Law 16C).
3. **If both sides revoke on the same trick and only one side has played to the subsequent trick, then both revokes must be corrected (see Law 16C2). Every card withdrawn by the defending side becomes a penalty card.**

***Law 63C2 Added 2017 ***

Ton Kooijman + Laurie Kelso: When both sides have revoked on the same trick and only one side has played to the next trick; both revokes must now be corrected.

D. Revoke on Trick Twelve

1. On the twelfth trick, a revoke, even if established, must be corrected if discovered before all four hands have been returned to the board.
2. If a defender revokes on the twelfth trick before his partner's turn to play to the trick, Law 16C applies.

LAW 63 - ESTABLISHMENT OF A REVOKE

A. Revoke Becomes Established

A revoke becomes established:

1. when the offender or his partner leads or plays to the following trick (any such play, legal or illegal, establishes the revoke).
2. when the offender or his partner names or otherwise designates a card to be played to the following trick.
3. when a member of the offending side makes a claim or concession of tricks orally or by facing his hand or in any other way.
4. when agreement is established (as per Law 69A) to an opponent's claim or concession; the offending side having raised no objection to it before the end of the round, or before making a call on a subsequent board.

63A4 If a defender revokes and then disputes declarer's claim or concession there is no agreement. The revoke is not established by the disputed claim.

WBF Laws Committee, Philadelphia 8th October 2010: Having in mind a case of a disputed Declarer's claim and an admission by an opponent that he had revoked on the last trick played, the revoke not being established, the Chief Tournament Director suggested it had been an oversight not to include the WBF minute of 12th January 2000 in the 2007 laws. With a slight amendment the committee confirmed that the minute is still valid. It now reads: "If a defender revokes and Declarer then claims, whereupon a defender disputes the claim so that there is no acquiescence, the revoke has not been established. The Director must allow correction of the revoke and then determine the claim as equitably as possible, adjudicating any doubtful point against the revoker."

B. Revoke May Not Be Corrected

Once a revoke is established, it may no longer be corrected (except as provided in Law 62D for a revoke on the twelfth trick or as in Law 62C3), and the trick on which the revoke occurred stands as played.

Law 62C3 deals with both sides having revoked on the same trick. If the revoke is not established for the second revoking side then the earlier revoke on that same trick by the other side is not established either.

LAW 64 - PROCEDURE AFTER ESTABLISHMENT OF A REVOKE

A. Automatic Trick Adjustment

When a revoke is established:

1. and the trick on which the revoke occurred was won by the offending player¹⁹, at the end of the play the trick on which the revoke occurred is transferred to the non-offending side together with one of any subsequent tricks won by the offending side.
2. and the trick on which the revoke occurred was not won by the offending playerError! Bookmark not defined. then, if the offending side won that or any subsequent trick, after play ends one trick is transferred to the non-offending side.

¹⁹ A trick won in dummy is not won by declarer for the purposes of this Law.

B. No Automatic Trick Adjustment

There is no automatic trick adjustment following an established revoke (but see Law 64C) if:

1. the offending side did not win either the revoke trick or any subsequent trick.
2. it is a subsequent revoke in the same suit by the same player, the first revoke having been established.
3. the revoke was made in failing to play a penalty card or any card belonging to dummy.
4. attention was first drawn to the revoke after a member of the non-offending side has made a call on the subsequent deal.
5. attention was first drawn to the revoke after the round has ended.
6. it is a revoke on the twelfth trick.
7. both sides have revoked on the same board and both revokes have become established.
8. the revoke has been corrected as per Law 62C3.

C. Redress of Damage

1. When, after any established revoke, including those not subject to trick adjustment, the Director deems that the non-offending side is insufficiently compensated by this Law for the damage caused, he shall assign an adjusted score.

In applying Law 64C the director needs to establish what has happened up to the instant immediately before the revoke to understand the likely outcome from that point forward.

It is not a matter of what tricks should have been won or lost (perhaps as suggested by the hand record). The whole point is to work out what tricks were going to be won or lost due to the game plans of the players at this table.

Example:

♠ Q632
♥ K1098
♦ J
♣ AQJ9

♠ J87
♥ QJ76
♦ KQ5
♣ K102

♠ AK10
♥ 53
♦ 10942
♣ 8764

♠ 954
♥ A42
♦ A8763
♣ 53

North is declarer in a 3♥ contract.

The play starts:

♠A	♠4	♠7	♠2
♠K	♠5	♠8	♠3
♦10	♦A	♦5	♦J
♣5	♣2	♣J	♣4
♥8	♥3	♥A	♥J
♣3	♣10	♣Q	♣6
♥K	♥5	♥2	♥Q
♥10	♦2	♥4	♠J**
♥9	♠10	♦3	♣K**
♣A	♣7		

At this point, West says, "I have only two cards left." The ♥76 are found in the board. West now ruffs the ♣A with the ♥6.

North says, "I thought it was a bit odd but I wasn't really watching once the ♥QJ fell."

West wins the last 3 tricks with ♦KQ and ♥7 so that North has won 7 tricks.

The important point is that, apart from West not counting her cards, no infraction occurs until West plays the ♠J on the ♥10 with a second revoke in the same suit happening when she plays the ♣K on the ♥9 lead. So, rectification for the first revoke is one trick transferred to NS with no rectification for the second revoke in the same suit. Now to 64C.... Cards played prior to the infraction remain played. The instant before the first revoke, declarer is heading for 11 tricks. West's ♥76 would have fallen under the ♥109 and declarer would cash winners. (It is not relevant how many tricks would have been won/lost if West had started with the four hearts.) Adjust to making 11 tricks.

2. (a) After repeated revokes by the same player in the same suit (see B2 above), the Director adjusts the score if the non-offending side would likely have made more tricks had one or more of the subsequent revokes not occurred.

A player who revokes more than once in the same suit cannot end up better off than after the first revoke. Damage from the later revoke(s) is redressed.

An adjusted score is assigned if greater damage is caused than automatic trick adjustment corrects.

There is normally no need for the director to start turning over cards. Players usually know what has happened so the director may be able to simply ask pertinent questions.

Are you satisfied that you revoked or do we need to check? Yes, satisfied.

Did you win the trick on which you failed to follow suit? Yes. (Make sure the player understands that the question is about winning with a card played from his own hand.)

Did your side win another trick after the revoke? Yes.

I am transferring 2 tricks. To the opponents (Law 64C), "Was further damage caused by the revoke."

(b) When both sides have revoked on the same board (see B7 above) and the Director deems that a contestant has been damaged, he shall award an adjusted score based on the likely result had no revokes occurred.

LAW 65 - ARRANGEMENT OF TRICKS

A. Completed Trick

When four cards have been played to a trick, each player turns his own card face down near him on the table.

B. Keeping Track of the Ownership of Tricks

1. If the player's side has won the trick, the card is pointed lengthwise toward his partner.
2. If the opponents have won the trick, the card is pointed lengthwise toward the opponents.
3. A player may draw attention to a card pointed incorrectly, but this right expires when his side leads or plays to the following trick. If done later Law 16B may apply.

*** 65B3 Changed 2017 ***

Declarer no longer has the right to require a quitted trick to be pointed correctly at any time. The timing has also changed "a lead is made" to "his side leads or plays".

C. Orderliness

Each player arranges his own cards in an orderly overlapping row in the sequence played, so as to permit review of the play after its completion, if necessary to determine the number of tricks won by each side or the order in which the cards were played.

D. Agreement on Results of Play

A player should not disturb the order of his played cards until agreement has been reached on the number of tricks won. A player who fails to comply with the provisions of this Law jeopardizes his right to claim ownership of doubtful tricks or to claim (or deny) a revoke.

LAW 66 - INSPECTION OF TRICKS

A. Current Trick

So long as his side has not led or played to the next trick, declarer or either defender may, until he has turned his own card face down on the table, require that all cards just played to the trick be faced.

B. Own Last Card

Until his side has led or played to the next trick, declarer or either defender may inspect, but not expose, his own last card played.

A change in timing from "until a card is led to the next trick".

C. Quitted Tricks

Thereafter, until play ceases, the cards of quitted tricks may not be inspected (except at the Director's specific instruction; for example, if necessary to verify a claim of a revoke).

D. After the Conclusion of Play

After play ceases, the played and unplayed cards may be inspected to settle a claim of a revoke, or of the number of tricks won or lost; but no player should handle cards other than his own. If the Director can no longer ascertain the facts after such a claim has been made, and only one side has mixed its cards, the Director shall rule in favour of the other side.

It is not automatic to rule in favour of the side that has not mixed its cards. The director still tries to establish the facts.

LAW 67 - DEFECTIVE TRICK

A. Before Both Sides Play to Next Trick

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 following trick.

1. To rectify omission to play to a trick, the offender supplies a card he can legally play.
2. To rectify the play of too many cards to a trick, Law 45E (Fifth Card Played to a Trick) or Law 58B (Simultaneous Cards from One Hand) shall be applied.

B. After Both Sides Play to Next Trick

When the Director determines that there has been a defective trick (from the fact that one player has too few or too many cards in his hand, and a correspondingly incorrect number of played cards); both sides having played to the next trick, he proceeds as follows:

1. When the offender has failed to play a card to the defective trick, the Director shall require him forthwith to expose a card face-up in front of him and then place it appropriately among his played cards (this card does not affect ownership of the trick); if
 - (a) the offender has a card of the suit led to the defective trick; he must choose such a card to place among his played cards. He is deemed to have revoked on the defective trick and is subject to the loss of one trick transferred in accordance with Law 64A2.
 - (b) the offender has no card of the suit led to the defective trick; he chooses any card to place among his played cards. He is deemed to have revoked on the defective trick and is subject to the loss of one trick transferred in accordance with Law 64A2.
2. (a) When the offender has played more than one card to the defective trick, the Director inspects the played cards and requires the offender to restore to his hand all extra cards²⁰, leaving among the played cards the one faced in playing to the defective trick (if the Director is unable to determine which card was faced, the offender leaves the highest ranking of the cards that he could legally have played to the trick). Ownership of the defective trick does not change.

²⁰ The Director should avoid, when possible, exposing a defender's played cards, but if an extra card to be restored to a defender's hand has been exposed, it becomes a penalty card (see Law 50).

- (b) A restored card is deemed to have belonged continuously to the offender's hand, and a failure to have played it to an earlier trick may constitute a revoke.

3. When the Director determines that the offender did play a card to the trick, but that card was not placed among the quitted tricks, the Director finds the card and places it correctly among the offender's played cards. The Director shall award an adjusted score if the same card was played to a subsequent trick and it is too late to correct the illegal play.

*** Law 67B3 Added 2017 ***

Say the D3 was played to Trick 3 but slipped onto the floor. The player picked it up and absent mindedly returned it to his hand. He played the D3 (again) to Trick 10 and this was not noticed until later. Trick 3 was a completed trick. It is Trick 10 that is defective.

“Too late to correct” is not defined and is up to the director.

LAW 68 - CLAIM OR CONCESSION OF TRICKS

For a statement or action to constitute a claim or concession of tricks under these Laws, it must refer to tricks other than one currently in progress. If the statement or action pertains only to the winning or losing of an uncompleted trick currently in progress, play proceeds regularly; cards exposed or revealed by a defender do not become penalty cards, but Laws 16 and 57A may apply.

A. Claim Defined

Any statement **by declarer or a defender** to the effect that a **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 he demonstrably did not intend to claim - for example, if declarer faces his cards after an opening lead out of turn Law 54, not this Law, will apply).

Sometimes dummy will scoop up his remaining cards indicating that all remaining tricks are theirs or shrug as if saying, “What’s the problem, they’re all ours.” Dummy is not empowered to make claims and concessions.

If declarer could have gone wrong, and get a worse result, without dummy taking part in the play a score adjustment is necessary. Perhaps declarer may not have known that dummy was “high”.

B. Concession Defined

1. Any statement **by declarer or a defender** to the effect that a **side** will lose a specific number of tricks is a concession of those tricks; a claim of some number of tricks is a concession of the remainder, if any. A player concedes all the remaining tricks when he abandons his hand.
2. Regardless of B1, if a defender attempts to concede one or more tricks and his partner immediately objects; **neither a concession nor a claim** has occurred. Unauthorized information may exist, so the Director should be summoned immediately. Play continues. Any card that has been exposed by a defender in these circumstances is not a penalty card but Law 16C applies to information arising from its exposure and the information may not be used by the partner of the defender who has exposed it.

C. Clarification Required

A claim should be accompanied at once by a clear statement **of the line of play or defence through which the claimer proposes to win the tricks claimed, including the order in which the cards will be played. The player making the claim or concession faces his hand.**

*** 68C Changed 2017 ***

Ton Kooijman + Laurie Kelso: When a player makes a claim or concession, that player is now required to face his hand.

D. Suspension of Play

After any claim or concession, play is suspended.

1. If the claim or concession is agreed, Law 69 applies.
2. If it is doubted by any player (dummy included); either
 - (a) the Director may immediately be summoned and no action should be taken pending his arrival, Law 70 applies; or
 - (b) upon the request of the non-claiming or non-conceding side, play may continue subject to the following:
 - (i) all four players must concur; otherwise the Director is summoned, who then proceeds as in (a) above.
 - (ii) the prior claim or concession is void and not subject to adjudication. Laws 16 and 50 do not apply, and the score subsequently obtained shall stand.

*** Major Change 2017 Law 68D ***

Ton Kooijman + Laurie Kelso: When a player claims/concedes, both sides (all four players) may now agree to continue play, rather than summon the Director. If they do however agree to play on, then the table result will stand.

The claimer/conceder picks up his faced hand should everyone agree to play on.

Silence in response to a request to play on is deemed to be concurrence.

Once the director is called there is no second chance to play on. The director arrives and applies Law 70.

LAW 69 - AGREED CLAIM OR CONCESSION

A. Establishment of Agreement

Agreement is established when a side assents to an opponent's claim or concession, and raises no objection to it before making a call on a subsequent board or before the round ends, whichever occurs first. The board is scored as though the tricks claimed or conceded had been won or lost in play.

B. Withdrawal of Established Agreement

Agreement with a claim or concession (see A) may be withdrawn within the Correction Period established under Law 79C:

1. if a player agreed to the loss of a trick his side had, in fact, won; or
2. if a player has agreed to the loss of a trick that his side would likely have won had the play continued.

The board is rescored with such trick awarded to his side.

WBF Laws Committee, Veldhoven 18th October 2011: In no circumstances can the application of Law 69, 70 or 71, lead to a weighted score. The law requires that "such trick" shall be transferred or not transferred as determined by the Director's ascertainment of facts. In determining the number of tricks in a claim or concession the Director does not assign an adjusted

score. A restriction applies generally that weighting under Law 12C1(c) is applicable only where an assigned adjusted score is awarded under the laws.

LAW 70 - CONTESTED CLAIM OR CONCESSION

A. General Objective

In ruling on a contested claim or concession, the Director adjudicates the result of the board as equitably as possible to both sides, but any doubtful point as to a claim shall be resolved against the claimer. The Director proceeds as follows.

B. Clarification Statement Repeated

- 1. The Director requires claimer to repeat the clarification statement he made at the time of his claim.**
- 2. Next, the Director hears the opponents' objections to the claim (but the Director's considerations are not limited only to the opponents' objections).**
- 3. The Director may require players to put their remaining cards face up on the table.**

C. There Is an Outstanding Trump

When a trump remains in one of the opponents' hands, the Director shall award a trick or tricks to the opponents if:

- 1. claimer made no statement about that trump, and**
- 2. it is at all likely that claimer at the time of his claim was unaware that a trump remained in an opponent's hand, and**
- 3. a trick could be lost to that trump by any normal²¹ play.**

All three conditions must be in place. A trick isn't transferred just because an opponent has an unmentioned trump. There has to be a normal, careless, inferior but not irrational way for that trump to win a trick.

D. Director's Considerations

- 1. The Director shall not accept from claimer any successful line of play not embraced in the original clarification statement if there is an alternative normal²¹ line of play that would be less successful.**

The claimer is entitled to see what would happen had play continued. Although he may not have mentioned taking a finesse in his claim statement, he is entitled to notice a marked finesse and to take it, if not taking the finesse would be irrational.

- 2. The Director does not accept any part of a defender's claim that depends on his partner selecting a particular play from among alternative normal²¹ plays.**

A defender claims by saying, "I am going to cash my two diamonds and lead my small club to partner's 10." If there is a normal, careless or inferior way in which partner may have discarded his 10 then declarer will be awarded the club trick if his club is now the best.

E. Unstated Line of Play

- 1. 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 an opponent failed to follow to the suit of that card before the claim was made, or would subsequently fail to follow to that suit on any normal²¹ line of play.**

²¹ For the purposes of Laws 70 and 71, “normal” includes play that would be careless or inferior for the class of player involved.

As above, the claimer is allowed to process the information he would have received had play continued but is permitted to make careless and inferior plays. Doubtful matters are ruled against the claimer.

- 2. The Regulating Authority may specify an order (e.g. “from the top down”) in which the Director shall deem a suit played if this was not clarified in the statement of claim (but always subject to any other requirement of this Law).**

QBA Regulations:

In adjudicating disputed claims involving an unstated line of play the following guidelines apply:

(a) Top down

A declarer who states that he is cashing a suit is normally assumed to cash them from the top; this is especially so if there is some solidity.

Example

Suppose declarer claims three tricks with AK5 opposite 42, forgetting the jack has not gone. It would be normal to give him three tricks since it would be considered irrational to play the 5 first.

(b) Different suits

If a declarer appears unaware of an outstanding winner, or losing line of play [but see (a) above], and a trick could be lost by playing or discarding one suit rather than another, then the director should award that trick to the non-claiming side.

Example

Declarer has three winners in dummy and must make three discards. He appears to have forgotten his ♦J is not a winner. It is careless rather than irrational that he should discard some other winner to retain the ♦J.

LAW 71 - CONCESSION CANCELLED

A concession must stand, once made, except that within the Correction Period established under Law 79C the Director shall cancel a concession:

- A. if a player conceded a trick his side had, in fact, won; or
- B. if a player has conceded a trick that could not be lost by any normal²² play of the remaining cards.

The board is rescored with such trick awarded to his side.

²² For the purposes of Laws 70 and 71, “normal” includes play that would be careless or inferior for the class of player involved.

Note that the test for withdrawing a concession is different from the test for withdrawing a claim.

LAW 72 - GENERAL PRINCIPLES

A. Observance of Laws

Duplicate bridge tournaments should be played in strict accordance with the Laws. The chief object is to obtain a higher score than other contestants whilst complying with the lawful procedures and ethical standards set out in these laws.

WBF Laws Committee, Philadelphia 8th October 2010: With reference to Law 72A the subject of so-termed ‘dumping’ was discussed. It was agreed this is a matter belonging to regulations. It was noted that there exist widely diverging opinions on the subject; the WBF asserts that players must play to win “at all times and in all circumstances”, reports suggest that the ACBL calls upon players to play to win every board, the English Bridge Union finds no objection to players who try to lose a match with the object of having the best chance of winning the event, and others have advocated that the object should always be to win a session or a match (which it is believed is the substance of the WBF stance.) It was observed that a side that believes it has the upper hand in a match must surely be within its rights if its aim is to avoid swings.

QBA Regulations say this about Selection Trials: All entrants are expected to be serious contenders and a frivolous approach may be subject to disciplinary action. All players are expected to do their best in all matches. Deliberately playing at less than one's best in order to produce a favourable result for one's opponents, will be regarded as unethical play and may be subject to disciplinary action including disqualification.

B. Infraction of Law

1. A player must not infringe a law intentionally, even if there is a prescribed rectification he is willing to accept.
2. **In general** there is no obligation to draw attention to an infraction of law committed by one's own side (but see Law 20F for a mistaken explanation and see Laws 62A and 79A2).
3. A player may not attempt to conceal an infraction, as by committing a second revoke, concealing a card involved in a revoke or mixing the cards prematurely.

C. Awareness of Potential Damage

If the Director determines that an offender could have been aware at the time of his irregularity that it could well damage the non-offending side, he shall require the auction and play to continue (if not completed). At the conclusion of play the Director awards an adjusted score if he considers the offending side has gained an advantage through the irregularity.

This is Law 23 from the 2007 Laws.

WBF Laws Committee, Sao Paulo 4th September 2009: The committee recorded that Law 23 (and any other where the circumstances apply) is applicable both in the auction and the play.

It is very important to understand that the director is not interested in whether the player “did know” and merely that the player “could have been aware.”

Opening leads during the auction may be areas of interest. Could the player have been aware that the requirement for partner to pass could benefit his side? Perhaps partner might unwisely remove a penalty double by bidding, compete or double and these would be likely to benefit the other side.

LAW 73 – COMMUNICATION, TEMPO AND DECEPTION

A. Appropriate Communication between Partners

- 1. Communication between partners during the auction and play shall be effected only by means of calls and plays, except as specifically authorized by these laws.**
- 2. Calls and plays should be made without undue emphasis, mannerism or inflection, and without undue hesitation or haste. But Regulating Authorities may require mandatory pauses, as on the first round of the auction, or after a skip-bid warning, or on the first trick.**

B. Inappropriate Communication between Partners

- 1. Partners shall not communicate by means such as the manner in which calls or plays are made, extraneous remarks or gestures, questions asked or not asked, or alerts and explanations given or not given.**
- 2. The gravest possible offence is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws.**

C. Player Receives Unauthorized Information from Partner

- 1. When a player has available to him unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, undue emphasis, inflection, haste or hesitation, an unexpected alert or failure to alert, he must carefully avoid taking any advantage from that unauthorized information [see Law 16B1(a)].**
- 2. A penalty may be assessed against a player who violates C1, but if the opponents have been damaged, see also Law 16B3.**

A breach of Law 73C1 would usually be egregious before a penalty is assessed. Education and warnings might be tried first.

D. Variations in Tempo or Manner

1. It is desirable, though not always required, for players to maintain steady tempo and unvarying manner. However, players should be particularly careful when variations may work to the benefit of their side. Otherwise, unintentionally to vary the tempo or manner in which a call or play is made is **not an** infraction. Inferences from such **variations are authorized only to the opponents, who may act upon the information at their own risk.**
2. A player may not attempt to mislead an opponent by means of **a question,** remark or gesture; by the haste or hesitancy of a call or play (as in hesitating before playing a singleton); by the manner in which **a call or play is made;** or by any purposeful deviation from correct procedure **(see also Law 73E2).**

There needs to be a bridge reason break tempo. Players ought to plan the play when the dummy is displayed. Players need to recognise obvious situations in which they may have to cover, signal, play low holding an honour etc.

Breaking tempo in playing a singleton is not acceptable. Nor to think about what to play from a doubleton. When dummy is displayed players should recognise the likelihood of being finessed and be ready to play smoothly.

Struggling to find the right card with which to signal may create UI. Taking a long time to find the right discard may suggest that the card eventually chosen is not an accurate signal.

E. Deception

1. A player may appropriately attempt to **deceive an opponent through a call or play (so long as the deception is not emphasized by unwonted haste or hesitancy, nor protected by concealed partnership understanding or experience).**

False carding is a legitimate. It is common bridge knowledge that thin Law 40.

2. If the Director determines that an innocent player has drawn a false inference from a **question,** remark, manner, tempo or the like, of an opponent who has no demonstrable bridge reason for the action, and who could **have been aware, at the time of the action,** that it could work to his benefit, the Director shall award an adjusted score.

Something is demonstrable when it can be shown to be so. The Director has Law 81C2 power to decide what the law is and he has the Law 85 powers to determine the facts. The decision as to what is demonstrable is placed in his hands.

LAW 74 - CONDUCT AND ETIQUETTE

A. Proper Attitude

1. A player should maintain a courteous attitude at all times.
2. A player should carefully avoid any remark or **extraneous** action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.

Annoyance from an opponent's clever play is not catered for here.

3. Every player should follow uniform and correct procedure in calling and playing.

B. Etiquette

As a matter of courtesy a player should refrain from:

1. paying insufficient attention to the game.
2. making gratuitous comments during the auction and play.
3. detaching a card before it is his turn to play.
4. prolonging play unnecessarily (as in playing on although he knows that all the tricks are surely his) for the purpose of disconcerting an opponent.
5. summoning and addressing the Director in a manner discourteous to him or to other contestants.

C. Violations of Procedure

The following are examples of violations of procedure:

1. using different designations for the same call.
2. indicating approval or disapproval of a call or play.
3. indicating the expectation or intention of winning or losing a trick that has not been completed.
4. commenting or acting during the auction or play so as to call attention to a significant occurrence, or to the number of tricks still required for success.
5. looking intently at any other player during the auction and play, or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws a card (but it is appropriate to act on information acquired by unintentionally seeing an opponent's card²³).
6. showing an obvious lack of further interest in a deal (as by folding one's cards).
7. varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.
8. leaving the table needlessly before the round is called.

²³ See Law 73D2 when a player may have shown his cards intentionally.

LAW 75 - MISTAKEN EXPLANATION OR MISTAKEN CALL

After a misleading explanation has been given to opponents the responsibilities of the players (and the Director) are as follows:

A. Mistake Causing Unauthorized Information

Irrespective of whether or not an explanation is a correct statement of partnership agreement, a player, having heard his partner's explanation, knows that his own call has been misinterpreted. This knowledge is unauthorized information (see Law 16A) and the player must carefully avoid taking any advantage from it (see Law 73C); otherwise the Director shall award an adjusted score.

B. Mistaken Explanation

1. When the partnership agreement is different from the explanation given, the explanation is an infraction of Law. When this infraction results in damage to the non-offending side, the Director shall award an adjusted score.
2. If a player becomes aware of his own mistake, he must **summon the Director before the opening lead is faced (or during the play, if discovered later), and then**

provide a correction. The player is also permitted to call the Director before the auction ends, but he is under no obligation to do so (see Law 20F4).

*** 75B2 Changed 2017 ***

Ton Kooijman + Laurie Kelso: When a player has given wrong information about a partnership agreement and becomes aware of it during the auction, he is no longer obliged to rectify it immediately, but may wait till the auction is completed.

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- 3. The player's partner must do nothing to correct the mistaken explanation while the auction continues and if he subsequently becomes a defender, he must call the Director and correct the explanation only after play ends. If the player's partner is to be declarer or dummy, he must, after the final pass, call the Director and then provide a correction.**

C. Mistaken Call

When the partnership agreement has been explained correctly, the mistake being the call made and not the explanation, there is no infraction. The explanation must not be corrected (nor must the Director be notified) immediately and there is no obligation to do so subsequently. Regardless of damage, the result stands [but see Law 21B1(b)].

WBF Laws Committee, Beijing 10/10/08; Law 75C The phrase "they have no claim to an accurate description of the N-S hands," first appeared in the 1975 laws of the game. It was accompanied then as now by the injunction forbidding the Director to alter the table result. It was entered primarily to establish beyond doubt that the partnership agreement must be described accurately in response to lawful enquiry and that the explanation given must not aim to describe what the explainer believes as to the contents of either hand.

D. Director's Determination

- 1. Players are expected to disclose their partnership agreements accurately (see Law 20F1); failure to do so constitutes Misinformation.**
- 2. It is a condition of any partnership agreement that both players possess the same mutual understanding, and it is an infraction to describe an agreement where the same mutual understanding does not exist. If the Director determines that the misleading explanation was not based upon a partnership agreement, he applies Law 21B.**
- 3. When there is an infraction (as per B1 or D2) and sufficient evidence exists as to the agreed meaning of the call, the Director awards an adjusted score based upon the likely outcome had the opponents received the correct explanation in a timely manner. If the Director determines that the call has no agreed meaning, he awards an adjusted score based upon the likely outcome had the opponents been so informed.**

LAW 76 - SPECTATORS

A. Control

- 1. Spectators in the playing area²⁴ are subject to the control of the Director under the regulations for the tournament.**

2. 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 are viewed and prescribe acceptable conduct for viewers. (A viewer must not communicate with a player in the course of a session in which the latter is playing.)

B. At the Table

1. A spectator may not look at the hand of more than one player unless allowed by regulation.
2. A spectator must not show any reaction to the bidding or play when a deal is in progress.
3. During a round a spectator must refrain from mannerisms or remarks of any kind and must have no conversation with a player.
4. A spectator must not disturb a player.
5. A spectator at the table shall not draw attention to any aspect of the game.

C. Participation

1. A spectator may speak as to fact or law within the playing areaError! Bookmark not defined. only when requested to do so by the Director.
2. Regulating Authorities and Tournament Organizers may specify how to deal with irregularities caused by spectators.

D. Status

Any person in the playing areaError! Bookmark not defined., other than a player or a tournament official, has the status of a spectator unless the Director specifies differently.

²⁴ The playing area includes all parts of the accommodation where a player may be present during a session in which he is participating. It may be further defined by regulation.

LAW 77 – DUPLICATE BRIDGE SCORING TABLE

Trick Score

Scored by declarer's side if the contract is fulfilled.

If Trumps are:	♣	♦	♥	♠
For each odd trick bid and made				
Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

At a No-trump Contract

For first odd trick bid and made

Undoubled	40
Doubled	80
Redoubled	160

For each additional odd trick

Undoubled	30
Doubled	60
Redoubled	120

A trick score of 100 points or more, made on one board, is **GAME**.

A trick score of less than 100 points is a **PARTSCORE**.

Premium Score

Scored by declarer's side

Slams

For making a slam **Not Vulnerable** **Vulnerable**

Small Slam (12 tricks) **500** **750**
bid and made

Grand Slam (all 13 tricks) **1000** **1500**
bid and made

Overtricks

For each **Not Vulnerable** **Vulnerable**
(tricks made in excess of contract)

	Trick Value	Trick Value
Undoubled		
Doubled	100	200
Redoubled	200	400

Premiums for Game, Partscore, Fulfilling Contract

For making **GAME** vulnerable **500**

For making **GAME**, not vulnerable **300**

For making any **PARTSCORE** **50**

For making any doubled, but not redoubled contract **50**

For making any redoubled contract **100**

Undertrick Penalties

Scored by declarer's opponents if the contract is not fulfilled

Undertricks

Tricks by which declarer falls short of the contract

For first undertrick **Not Vulnerable** **Vulnerable**

Undoubled	50	100
Doubled	100	200
Redoubled	200	400

For each additional undertrick

Undoubled	50	100
Doubled	200	300
Redouble	400	600

Bonus for the fourth and each subsequent undertrick

Undoubled	0	0
Doubled	100	0
Redoubled	200	0

If all four players pass (see Law 22) each side enters a zero score.

LAW 78 - METHODS OF SCORING AND CONDITIONS OF CONTEST

A. Matchpoint Scoring

In matchpoint scoring each contestant is awarded, for 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.

B. International Matchpoint Scoring

In international matchpoint scoring, on each board the total point difference between the two scores compared is converted into IMPs according to the following scale.

Difference in points	IMPs	Difference in points	IMPs	Difference in points	IMPs
0–10	0	370–420	9	1500–1740	17
20–40	1	430–490	10	1750–1990	18
50–80	2	500–590	11	2000–2240	19
90–120	3	600–740	12	2250–2490	20
130–160	4	750–890	13	2500–2990	21
170–210	5	900–1090	14	3000–3490	22
220–260	6	1100–1290	15	3500–3990	23
270–310	7	1300–1490	16	4000+	24
320–360	8				

C. Total Point Scoring

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

D. Conditions of Contest

If approved by the Regulating Authority other scoring methods (for example conversions to Victory Points) may be adopted. The Tournament Organizer should publish Conditions of Contest in advance of a tournament or contest. These should detail conditions of entry, methods of scoring, determination of winners, breaking of ties, and the like. The Conditions must not conflict with law or regulation and shall incorporate any information specified by the Regulating Authority. They should be available to contestants.

LAW 79 - TRICKS WON

A. Agreement on Tricks Won

1. The number of tricks won shall be agreed upon before all four hands have been returned to the board.
2. 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. Disagreement on Tricks Won

If a disagreement arises, the Director must be called, then:

1. The Director determines whether there has been a claim or concession and, if so, applies Law 69B or Law 71.
2. If B1 above does not apply, the Director rules what score is to be recorded.
3. If the Director is not called before the round ends, the score may be changed for both sides only when he is clearly convinced as to the result obtained at the table. Otherwise he should either allow the recorded score to stand, or decrease the score for one side without increasing it for the other.

This law now forbids the director to increase a score if there is any doubt. When there is doubt, at best one side keeps the table score and one side gets a decreased score. No one may gain when there is doubt.

C. Error in Score

1. An error in recording or computing the agreed-upon score, whether made by a player or an official, may be corrected until the expiration of the period(s) specified

by the Tournament Organizer. Unless the Tournament Organizer specifies a later²⁵ time, this Correction Period expires 30 minutes after the official score has been made available for inspection.

²⁵ An earlier time may be specified when required by the special nature of the contest.

2. **Subject to approval by the Tournament Organizer, a scoring error may be corrected after expiry of the Correction Period if the Director is satisfied beyond reasonable doubt that the record is wrong.**

*** Law 79C2 Changed 2017 ***

Ton Kooijman + Laurie Kelso: When there is a scoring error discovered after the correction period, that error may still be corrected, but only when the Director is satisfied beyond all reasonable doubt that a mistake has been made. To make this type of (late) correction, the Director will need the permission of the Tournament Organizer (but the involvement of the Regulating Authority is no longer required).

LAW 80 - REGULATION AND ORGANIZATION

A. The Regulating Authority

1. The Regulating Authority under these laws is:
 - (a) for its own world tournaments and events the World Bridge Federation.
 - (b) the respective Zonal Authority for tournaments and events held under its auspices.
 - (c) for any other tournament or event the National Bridge Organization under whose auspices the tournament takes place.
2. The Regulating Authority has the responsibilities and powers specified in these laws.
3. The Regulating Authority may delegate its powers (retaining ultimate responsibility for their exercise) or it may assign them (in which case it has no further responsibility for their exercise).

*** Rationale Law 80 ***

Ton Kooijman + Laurie Kelso: The number of instances within the laws where a Regulating Authority is presented with an option to vary the default position has been reduced in an effort to ensure greater global uniformity in the way the Laws are applied. One example of this is that defenders will now be permitted to ask one another about a possible revoke, irrespective of which Regulating Authority's auspices the event is being held under. Another is that the option to award split (rather than weighted) assigned adjusted scores has been removed.

All the Regulating Authority options are now presented such that the default position is that used in WBF events.

Essentially the ABF regulates its own events (usually gold point events) and assigns everything else to the states. Some GNOT gold point events are assigned to QBA. QBA has assigned regulating authority for green point events and B4c events to Queensland clubs.

B. Tournament Organizer

1. The Regulating Authority may recognize an entity, designated the 'Tournament Organizer', which subject to the requirements of the Regulating Authority and these laws is responsible for arranging and preparing a tournament or event. The Tournament Organizer's powers and duties may be delegated but the responsibility for their performance is retained. The Regulating Authority and the Tournament Organizer may be the same body.
2. The Tournament Organizer's powers and duties include:
 - (a) appointment of the Director. If there is no appointed Director the players should designate a person to perform his functions.
 - (b) to make advance arrangements for the tournament, including playing quarters, equipment and all other logistical requirements.
 - (c) to establish the date and time of each session.
 - (d) to establish the conditions of entry.
 - (e) to establish the conditions for bidding and play in accordance with these laws, together with any special conditions (as, for example, play with screens – provisions for rectification of actions not transmitted across the screen may be varied).
 - (f) to announce regulations supplementary to, but not in conflict with, these Laws.
 - (g) to arrange²⁶ for the appointment of any assistants required for the Director.
 - (ii) to appoint other staff and prescribe their duties and responsibilities.
 - (h) to arrange²⁶Error! Bookmark not defined. for entries to be accepted and listed.
 - (i) to establish suitable conditions of play and announce them to the contestants.
 - (j) to arrange for scores to be collected, results tabulated, and an official record made of them.
 - (k) to make suitable arrangements for the conduct of appeals under Law 93.
 - (l) any other powers and duties conferred in these laws.

²⁶ It is normal in some jurisdictions for the Director to assume responsibility for some or all of the tasks that the Tournament Organizer is here required to arrange.

LAW 81 - THE DIRECTOR

A. Official Status

The Director is the official representative of the Tournament Organizer.

B. Restrictions and Responsibilities

1. The Director is responsible for the on-site technical management of the tournament. He has powers to remedy any omissions of the Tournament Organizer.
2. The Director applies, and is bound by, these Laws and supplementary regulations announced under authority given in these Laws.

C. Director's Duties and Powers

The Director (not the players) has the responsibility for rectifying irregularities and redressing damage. The Director's duties and powers normally include also the following:

1. to maintain discipline and to ensure the orderly progress of the game.

- 2. to administer and interpret these Laws and to advise the players of their rights and responsibilities thereunder**

WBF Laws Committee, Beijing 10/10/08: 81C2 requires the Director to advise players of their rights and responsibilities under the laws. He confines such information to rights and responsibilities that are relevant to the situation he is dealing with.

- 3. to rectify an error or irregularity of which he becomes aware in any manner, within the periods established in accordance with Laws 79C and 92B.**

Suppose a director happens to notice a revoke while at a table for some other ruling. It is fully acceptable for a player who notices a revoke by an opponent to remain silent until the revoke is established in order to get the maximum benefit from that irregularity and the director has no business interfering with such tactics. Players are not required to draw attention to their own revokes. The director waits until the hand has been completed before acting.

- 4. to assess rectification when applicable and to exercise the powers given him in Laws 90 and 91.**

Before he asks questions the Director should listen to the players. It is frequently the case that the information he wants is volunteered in what the players tell him.

- 5. to waive rectification for cause, in his discretion, upon the request of the non-offending side.**
- 6. to adjust disputes.**
- 7. to refer any matter to an appropriate committee.**
- 8. to report results for the official record if the Tournament Organizer requires it and to deal with any other matters delegated to him by the Tournament Organizer.**

D. Delegation of Duties

The Director may delegate any of his duties to assistants, but he is not thereby relieved of responsibility for their correct performance.

LAW 82 - RECTIFICATION OF ERRORS OF PROCEDURE

A. Director's Duty

It is the responsibility of the Director to rectify errors of procedure and to maintain the progress of the game in a manner that is not contrary to these Laws.

B. Rectification of Error

To rectify an error in procedure the Director may:

- 1. award an adjusted score as permitted by these Laws.**
- 2. require, postpone, or cancel the play of a board.**
- 3. exercise any other power given to him in these Laws.**

C. Director's Error

If a ruling has been given that the Director subsequently determines to be incorrect, and if no rectification will allow the board to be scored normally, he shall award an adjusted score, treating both sides as non-offending for that purpose.

Treating both sides as non-offending does *not* mean giving both sides 60%. The director awards an assigned score whenever possible. Perhaps one side gets 420 for making their game contract while the defenders get +50 for defeating it. The score awarded may be split and perhaps even weighted and split.

LAW 83 - NOTIFICATION OF THE RIGHT TO APPEAL

If the Director believes that a review of his decision on a point of fact or exercise of his discretionary power could well be in order, he shall advise a contestant of his right to appeal or may refer the matter to an appropriate committee.

This will rarely be necessary and is not a routine requirement. The director who has polled and consulted to reach his decision will usually be content that his ruling is sound. Any doubt he has should be cleared up before delivering his ruling.

LAW 84 - RULINGS ON AGREED FACTS

When the Director is called to rule on a point of law or regulation, and the facts are agreed, he rules as follows:

A. No Rectification

If no rectification is prescribed by law, and there is no occasion for him to exercise his discretionary powers, he directs the players to proceed with the auction or play.

B. Law Provides Rectification

If the case is clearly covered by a Law that prescribes the rectification for the irregularity, he determines that rectification and ensures that it is implemented.

C. Player's Option

If a Law gives a player a choice of rectification the Director explains the options and sees that the choice is made and implemented.

D. Director's Option

The Director rules any doubtful point in favour of the non-offending side. He seeks to restore equity. If in his judgement it is probable that a non-offending side has been damaged by an irregularity for which these laws provide no rectification he adjusts the score (see Law 12).

LAW 85 - RULINGS ON DISPUTED FACTS

When the Director is called upon to rule on a point of law or regulation in which the facts are not agreed upon, he proceeds as follows:

A. Director's Assessment

- 1. In determining the facts the Director shall base his view on the balance of probabilities, which is to say in accordance with the weight of the evidence he is able to collect.**
- 2. If the Director is then satisfied that he has ascertained the facts, he rules as in Law 84.**

The director must gather all the information that he can and not pay more attention to one side than the other. He forms a view of what was most likely to have happened. He doesn't say that it did happen, just that it sounds most probable.

B. Facts Not Determined

If the Director is unable to determine the facts to his satisfaction, he makes a ruling that will permit play to continue.

LAW 86 - TEAM PLAY

A. Substitute Board

The Director shall not exercise his Law 6 authority to order one board dealt when the final result of a match without that board could be known to a contestant. Instead, he awards an adjusted score.

*** Law 86B Changed 2017 ***

B. Result Obtained at Other Table

1. Single Result Obtained

In team play when the Director awards an adjusted score and the result at the other table between the same contestants is clearly favourable to one side, the Director shall award an assigned adjusted score [see Law 12C1(c), but for multiple adjusted scores see B2 following].

There is much debate about the application of this law and clarification is awaited. Some believe that the clearly favourable score must be an unusual result. Others believe a more general usage is required.

2. Multiple Results Obtained at One or More Tables²⁷

²⁷ including results from a fouled board

In team play when two or more non-comparable results have been obtained between the same contestants or when these Laws otherwise require the Director to award more than one adjusted score:

- (a) If no contestant was at fault, the Director shall cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2] or, if time permits, play one or more substitute boards (but see A above).
- (b) If only one contestant was at fault, the Director shall award to the non-offending side, for each board in question, either an artificial adjusted score of average plus [see Law 12C2(b)] or an assigned adjusted score, whichever is more favourable. The offending side shall receive the complement of the score awarded to their opponents.
- (c) If both contestants were at fault, the Director shall cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2].

3. The Regulating Authority may provide differently for circumstances where boards have been played at only one table between the same or multiple contestants. The

score awarded for each such board may be varied by regulation from that prescribed in B2, however in the absence of a relevant regulation, the Director proceeds as above.

LAW 87 - FOULED BOARD

A. Definition

A board is considered to be fouled if the Director determines that a card (or more than one) was displaced in the board, or if he determines that the dealer or vulnerability differed between copies of the same board, and the contestants who should have had a score comparison did not play the board in identical form for such reason.

This law confirms that having cards rotated 90° through the pockets (East has north's card, South has East's cards etc.) of the board makes it "fouled" not "arrowswitched".

See QBA Regulations for scoring boards for events under QBA auspices.

B. Pairs and Individual Scoring

In scoring a fouled board the Director determines as closely as possible which scores were obtained on the board in its correct form and which in the changed form(s). He divides the scores on that basis into groups and rates each group separately as provided in the regulations for the tournament. (In the absence of a relevant regulation the Director selects and announces his method.)

See QBA Regulations for scoring fouled boards

C. Teams Scoring

See Law 86B2.

LAW 88 - AWARD OF INDEMNITY POINTS

See Law 12C2.

LAW 89 - RECTIFICATION IN INDIVIDUAL EVENTS

See Law 12C3.

LAW 90 - PROCEDURAL PENALTIES

A. Director's Authority

The Director, in addition to implementing the rectifications in these Laws, may also assess procedural penalties for any offence that unduly delays or obstructs the game, inconveniences other contestants, violates correct procedure, or requires the award of an adjusted score.

The adjusted score is no longer just one at another table. A procedural penalty may be awarded on top of an adjustment at the same table.

B. Offences Subject to Procedural Penalty

The following are examples of offences subject to procedural penalty (but the offences are not limited to these):

1. arrival of a contestant after the specified starting time.
2. unduly slow play by a contestant.
3. discussion of the bidding, play or result of a board, which may be overheard at another table.
4. unauthorized comparison of scores with another contestant.
5. touching or handling of cards belonging to another player (see Law 7).
6. placing one or more cards in an incorrect pocket of the board.
7. errors in procedure (such as failure to count cards in one's hand, playing the wrong board, etc.) that require an adjusted score for any contestant.
8. failure to comply promptly with tournament regulations or with instructions of the Director.

LAW 91 - PENALIZE OR SUSPEND

A. Director's Powers

In performing his duty to maintain order and discipline, the Director is empowered to assess disciplinary penalties in points or to suspend a player or contestant for the current session or any part thereof. The Director's decision under this clause is final (see Law 93B3).

B. Right to Disqualify

The Director is empowered to disqualify a player or contestant for cause, subject to approval by the Tournament Organizer.

LAW 92 - RIGHT TO APPEAL

A. Contestant's Right

A contestant or his captain may appeal for a review of any ruling made at his table by the Director. Any such request, if deemed to lack merit, may be the subject of a sanction imposed by regulation.

B. Time of Appeal

The right to request or appeal a Director's ruling expires 30 minutes after the official score has been made available for inspection unless the Tournament Organizer has specified a different time period.

92B is not a second chance for contestants who fail to call the director when attention is drawn to an irregularity or when an irregularity is suspected but the director is not called to the table immediately. There needs to be a good reason for the director not having been called immediately.

One possible reason for a belated request for a ruling is when hand records are checked at the end of a session and an irregularity comes to light.

C. How to Appeal

All requests for a review of a ruling shall be made through the Director.

D. Concurrence of Appellants

An appeal shall not be heard unless:

1. in a pairs event both members of the partnership concur in making the appeal (but in an individual contest an appellant does not require his partner's concurrence).
2. in a team event the team captain concurs in making the appeal.

WBF Laws Committee, Sao Paulo 8/9/09: The committee considered a situation where there had been a request for a ruling only just within the time limit (Law 92B). This had created a difficulty for the Director. The committee was of the view that the Director should provide a ruling before bringing it to the appeals committee. Laws 84 and 85 are specific and take priority over any attempt to take the matter directly to the appeals committee.

QBA Regulations: The Appeals Committee may apply penalties for appeals which are deemed to be substantially without merit. The penalty, if applied will be a maximum of 2 VP's in a teams match and half a top in a pairs match.

LAW 93 - PROCEDURES OF APPEAL

A. No Appeals Committee

The Director in charge shall hear and rule upon all appeals if there is no Appeals Committee [or if no alternative arrangement has been made under Law 80B2(k)], or if such cannot operate without disturbing the orderly progress of the tournament.

B. Appeals Committee Available

If a committee (or authorized alternative) is available:

1. The Director in charge shall hear and rule upon such part of the appeal as deals solely with the Law or regulations. His ruling may be appealed to the committee.

The use of "Director in charge" removes any ambiguity as to whether the director in charge of an event could be over ruled by someone simply holding the title Chief Director of an association without actually being involved in running the event.

2. The Director in charge shall refer all other appeals for adjudication.
3. In adjudicating appeals, the committee (or the authorized alternative) may exercise all powers assigned by these Laws to the Director, except that it may not overrule the Director in charge on a point of law or regulations, or on exercise of his Law 91 disciplinary powers. (It may recommend to the Director in charge that he change such a ruling.)

C. Further Possibilities of Appeal

1. Regulating Authorities may establish procedures for further appeals after the foregoing procedures have been exhausted. Any such further appeal, if deemed to lack merit, may be the subject of a sanction imposed by regulation.
2. The Director in charge or the reviewing body may refer a matter for later consideration by the Regulating Authority. The Regulating Authority has 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 to a specified tournament body the responsibility for dealing finally with any appeal and, along with the parties to the appeal, is then bound by the outcome.

(b) With due notice given to the contestants a Regulating Authority may authorize the omission or modification of such stages as it wishes of the appeals process set out in these Laws.²⁸

²⁸ The Regulating Authority is responsible for compliance with any national law that may affect its action.

WBF Laws Committee, Beijing 10th October 2008: Law 93C - the power of modification given in this law is a right to modify the procedure in dealing with appeals. It does not extend to overriding the rights of contestants to appeal under Law 92A. If the Regulating Authority makes no arrangement for an appeal to be heard (see Law 80B2(k)) the Director in charge shall hear and rule upon it under Law 93A.
