

THE INTERNATIONAL CODE

LAWS OF CONTRACT BRIDGE

AUTHORIZED
VERSION
2003



The International Code

Laws of Contract Bridge 2003

As Promulgated in the Western Hemisphere
by
AMERICAN CONTRACT BRIDGE LEAGUE

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The Scope of the Laws

The Laws are designed to define correct procedure and to provide an adequate remedy whenever a player accidentally, carelessly or inadvertently disturbs the proper course of the game, or gains an unintentional but nevertheless unfair advantage. An offending player should be ready to pay a prescribed penalty graciously.

These Laws do not deal with dishonorable practices; ostracism is the ultimate remedy.

The Proprieties

The object of the Proprieties is to familiarize players with the customs and etiquette of the game, generally accepted over many years, and to enlighten those who might otherwise fail to appreciate when or how they are improperly conveying information to their partners, or are acting on the basis of improper information.

Appendices

Most players will find the Laws and the proprieties sufficient to their needs. Some, however, may wish to adopt procedures to reduce the risk that, unintentionally, extraneous information is given to partners, or proper information is withheld from opponents. Possible procedures, very similar to those successfully used in competitive bridge, are set out in appendices 1, 2 and 3. Note that these appendices are not part of the Laws or the Proprieties of Rubber Bridge.

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Definitions

Auction — 1. The process of determining the contract by means of successive calls. 2. The aggregate of calls made.

Bid — A declaration to win at least a specified number of odd tricks in a specified denomination.

Call — Any bid, double, redouble or pass,

Contract — The undertaking by declarer's side to win, at the denomination named, the number odd tricks specified in the final bid, whether undoubled, doubled or redoubled.

Deal — 1. The distribution of the pack to form the hands of the four players. 2. The cards so distributed 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 that final bid. He becomes declarer when a legal opening lead is made and the dummy is faced.

Defender — An opponent of declarer.

Denomination — The suit or notrump specified in a bid.

Double — A call over an opponent's bid increasing the scoring value of fulfilled or defeated contracts (see Law 19).

Dummy — 1. Declarer's partner. 2. Declarer's partner's cards, once they are spread on the table after the opening lead.

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

Game — A unit in scoring denoting 100 or more trick points scored on one deal, or accumulated over two or more deals (see Laws 72 and 73).

Group — A number of players who have agreed to follow the same procedures.

Hand — The cards originally dealt to a player, or the remaining portion thereof.

Honor — Any ace, king, queen, jack or ten.

Irregularity — A deviation from the correct procedures set forth in these Laws.

LHO — Left-hand opponent.

Lead — The first card played to a trick.

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 member of the partnership to which one is opposed.

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

Pack — The 52 playing cards with which the game of contract bridge is played.

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

Partscore — 90 or fewer trick points.

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

Penalty — An obligation or restriction imposed upon a side for violations of these Laws.

Penalty card — A card prematurely exposed by a defender. It may be a major or a minor penalty card (see 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, starting immediately after the final pass.

RHO — Right-hand opponent.

Redeal — A second or subsequent deal to replace a faulty deal.

Redouble — A call over an opponent's double increasing the scoring value of fulfilled or defeated contracts (see Law 19).

Revoke — The play of a card of another suit by a player who is able to follow suit or to comply with a lead penalty.

DEFINITIONS

- Rotation* — The clockwise order in which the right to deal, to call or to play progresses.
- Rubber* — The scoring period that ends when one side has scored two games.
- Side* — Two players who constitute a partnership against the other two players.
- Slam* — A contract to win 12 tricks (called small slam) or 13 tricks (called grand slam).
- Suit* — One of four groups of cards in the pack, each group comprising 13 cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).
- Trick* — The unit by which the outcome of the contract is determined, regularly consisting of four cards, one contributed by each player in rotation, beginning with the lead.
- Trump* — Each card of the suit, if any, named in the contract.
- Undertrick* — Each trick by which declarer's side falls short of fulfilling the contract.
- Vulnerable* — The status of a side that has won a game and is therefore exposed to greater undertrick penalties and entitled to greater premiums.

PART II

Preliminaries

Law 1 – The Players — The Pack

Contract bridge is played by four players with a pack of 52 cards of identical back design and color, consisting of 13 cards in each of four suits. Two packs should be used, of which only one is in play at any time, and each pack should be clearly distinguishable from the other in back design or color.

Law 2 – Rank of Cards

The suits rank downward in order — spades (♠), hearts (♥), diamonds (♦), clubs (♣). The cards of each suit rank in descending order: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Law 3 – The Draw

Before every rubber, each player draws a card from a pack shuffled and spread face down on the table. A card should not be exposed until all the players have drawn.

Unless it is otherwise agreed, the two players who draw the highest cards play as partners against the other two players. When cards of the same rank are drawn, the rank of suit determines which is higher.

The player with the highest card deals first and has the right to choose his seat and the pack with which he will deal. He may consult his partner, but having announced his decision must abide by it. His partner sits opposite him. The opponents then occupy the two remaining seats as they wish, and having made their selection must abide by it.

A player must draw again if he draws more than one card, or one of the four cards at either end of the pack, or a card adjoining one drawn by another player, or a card from the other pack.

The Deal

Law 4 – The Shuffle

Before the first deal of a rubber, the player to the dealer's left should shuffle the pack thoroughly*, without exposing the face of any card, in full view of the players and to their satisfaction. Thereafter, as each player deals, the dealer's partner shuffles the other pack for the next deal and places the pack face down on his right.

A pack properly prepared should not be disturbed until the dealer picks it up for his deal, at which time he is entitled to the final shuffle.

No player other than the dealer and the player designated to prepare the pack may shuffle.

Law 5 – The Cut

The pack must be cut immediately before it is dealt. The dealer presents the pack to his RHO, who lifts off a portion and places it on the table toward the dealer. Each portion must contain at least four cards. The dealer completes the cut by placing what was originally the bottom portion upon the other portion.

No player other than the dealer's RHO may cut the pack.

Law 6 – New Cut — New Shuffle

There must be a new cut if any player demands one before the first card is dealt. In this case, the dealer's RHO cuts again.

There must be a new shuffle, followed by a cut,

- (a) if any player demands one before the dealer has picked up the pack for his deal. In this case, the player designated to prepare the pack shuffles again.
- (b) if any player demands one after the dealer has picked up the pack but before the first card is dealt. In this case, only the dealer shuffles.
- (c) if a card is turned face up in shuffling. In this case, the player who was shuffling shuffles again.

**It is recommended that the pack be shuffled at least five times.*

(d) if a card is turned face up in cutting. In this case, only the dealer shuffles.

(e) if there is a redeal (see Law 10).

Law 7 – Change of Pack

The two packs are used alternately, unless there is a redeal.

A pack containing a card so damaged or marked that it may be identified from its back must be replaced* if attention is drawn to the imperfection before the last card of the current deal has been dealt.

A pack originally belonging to a side must be restored on demand of any player before the last card of the current deal has been dealt.*

Law 8 – The Deal

The dealer distributes the cards face down, one at a time in rotation into four separate hands of 13 cards each, the first card to the player on his left and the last card to himself. If he deals two cards simultaneously or consecutively to the same player, or fails to deal a card to a player, he may rectify the error, provided he does so immediately and to the satisfaction of the other players. The dealer must not allow the face of any card to be seen while he is dealing.

Players should not look at the face of any card until the deal is completed. A player who violates this provision forfeits those rights to a change of pack (Law 7) or redeal (Law 10) marked with an asterisk (*).

Law 9 – Rotation of the Turn to Deal

The turn to deal passes in rotation, unless there is a redeal. If a player deals out of turn, and attention is not drawn to the error before the last card has been dealt, the deal stands as though it had been in turn. The player who dealt the cards is the dealer (he makes the first call), the player who missed his turn to deal has no redress and the rotation continues as though the deal had been in turn, unless a redeal is required under Law 10.

*See Law 8.

Law 10 – Redeal

A redeal cancels the faulty deal; the same dealer deals again, unless he was dealing out of turn; the same pack is used, unless it has been replaced as provided in Law 7, and the cards are shuffled and cut anew as provided in Laws 4 and 5.

There must be a redeal

- (a) if, before the last card has been dealt, it is discovered that
 - (i) a card has been turned face up in dealing or is face up in the pack or elsewhere, or
 - (ii) the cards have not been dealt correctly*, or
 - (iii) a player is dealing out of turn or is dealing with a pack that was not shuffled or not cut, provided any player* demands a redeal.
- (b) if, before the first call has been made, it is discovered that a player has picked up another player's hand and has seen a card in it.
- (c) if, before play has been completed, it is discovered that
 - (i) the pack did not conform in every respect to the requirements of Law 1, including any case in which a missing card cannot be found after due search, or
 - (ii) one player has picked up too many cards, another too few, or
 - (iii) two or more players on opposing sides have allowed any cards from their hands to be mixed together, following a claim that a redeal is in order.

*See Law 8.

Law 11 – Missing Card

When a player has too few cards and a redeal is not required by Law 10 (c), the deal stands as correct, and

- (a) if he has played more than once to previous trick, Law 67 applies.
- (b) if a missing card is found elsewhere, not in a previous trick, that card is deemed to have belonged continuously to the deficient hand and must be restored to that hand; it may become a penalty card, as provided in Law 23 or Law 49, and failure to have played it may constitute a revoke.

Law 12 – Surplus Card

When a player has too many cards and a redeal is not required by Law 10 (c), the deal stands as correct, and

- (a) if the offender has omitted to play to a trick, Law 67 applies.
- (b) if the offender has picked up a surplus card from a previous trick, or from dummy's hand, or from the other pack, or elsewhere, such surplus card shall be restored to its proper place, and
 - (i) if the surplus card is in the offender's hand when it is discovered, there is no penalty.
 - (ii) if the surplus card has been led or played, or had been played to a previous trick, the offender must substitute for it a card from his hand that he can legally play to the trick, and, if possible, a card of the same suit as the surplus card. The offending side may not thereby win a trick it had lost, but it may lose a trick it had won. When attention is drawn to the offense before the lead to the next trick, either member of the nonoffending side may, without penalty, withdraw a play made subsequent to the offense and substitute any legal play.

General Laws Governing Irregularities

Law 13 – Procedure Following an Irregularity (Club Law 13 on page 49)

When an irregularity has occurred, any player — except dummy as restricted by Law 43 — may draw attention to it and give or obtain information as to the Law applicable to it. The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.

After attention has been drawn to an irregularity, no player should call or play until all questions in regard to the assessment of a penalty have been determined. Premature correction of an irregularity on the part of the offender may subject him to further penalty (see Law 26).

Law 14 – Assessment of a Penalty (Club Law 14 on page 50)

A penalty may not be imposed until the nature of the irregularity to be penalized has been determined and the applicable penalty has been clearly stated, but a penalty once paid, or any decision agreed and acted upon by the players, stands and should not, except by agreement of all four players, be corrected even though at some later time it may be judged incorrect.

Law 15 – Waiver or Forfeiture of a Penalty

The right to penalize an offense is forfeited if

- (a) both members of the nonoffending side waive the penalty.
- (b) a member of the nonoffending side calls (Law 34) or plays (Law 60) after an irregularity committed by his RHO.

Law 16 – Unauthorized Information
(Club Law 16 on page 50)

A player may be subject to penalty if he conveys information to his partner other than by a legal call or play.

Information conveyed by an illegal call, play or exposure of a card is subject to the applicable Law in Part V or Part VI.

If a player conveys information to his partner by means of a remark or question or by unmistakable hesitation or unwonted speed, special emphasis, tone, gesture, movement, mannerism or any other action that suggests a call, lead or plan of play, and if attention is drawn to the offense immediately, when the offending side has profited through the doubtful call or play so suggested, it should, in conformance with Proprieties 1, redress any damage done to the nonoffending side.

The Auction

Correct Procedure

Law 17 – Duration of the Auction

The auction begins when the last card of a correct deal has been placed on the table. The dealer makes the first call, and thereafter each player calls in rotation. When three passes in rotation have followed any call, the auction is closed, unless Law 34 applies.

Law 18 – Bids

Each bid * must name a number of odd tricks, from one to seven, and a denomination. A bid supersedes the previous bid if it names either a greater number of odd tricks or the same number of odd tricks in a higher denomination. A bid that fulfills these requirements is sufficient; one that does not is insufficient. The denominations rank in descending order notrump, spades, hearts, diamonds, clubs.

Law 19 – Doubles and Redoubles

A player may double only the last preceding bid, and then only if it was made by an opponent and no calls other than pass have intervened.

A player may redouble only the last preceding double, and then only if it was made by an opponent and no calls other than pass have intervened.

A player should not, in doubling or redoubling, state the number of tricks or the denomination, but if he states either or both incorrectly, he is deemed to have doubled or redoubled the bid as it was made. The only correct form is the single word “Double” or “Redouble.”

All doubles and redoubles are superseded by a subsequent legal bid. If there is no subsequent bid, scoring values are increased as provided in Law 81.

* *Pass, double and redouble are calls, not bids.*

Law 20 – Review and Explanation

A player who does not hear a call distinctly may forthwith require that it be repeated.

At his own turn to call during the auction, a player (unless required by Law to pass) may require a restatement of the auction in its entirety.

After the final pass, declarer, before making any play, or either defender, at his first turn to play, may require a restatement of the auction in its entirety.

A request to have calls restated should be responded to only by an opponent (dummy or a player required by Law to pass may so respond). All players, including dummy, should promptly correct errors in restatement.

A player may require an explanation of the partnership understanding relating to any call made by an opponent, but only at the player's own turn to call or play. A request for an explanation of a call should be responded to by the partner of the player making the call (see Proprieties 4).

Law 21 – Call Based on Misinformation

A player has no recourse if he has made a call on the basis of his own misunderstanding.

Until the auction is closed, a player may, without penalty, change any call he may have made as a result of misinformation given him by an opponent, provided his partner has not subsequently called. If he elects to correct his call, his LHO may then, in turn and without penalty, change any subsequent call he may have made

Law 22 – Procedure after the Auction Is Closed

After the auction is closed:

- (a) if no player has bid, the hands are abandoned and the turn to deal passes in rotation.
- (b) if any player had bid, the final bid becomes the contract and play begins.

Irregularities

Law 23 – Card Exposed or Led during the Auction (Club Law 23 on page 51)

Whenever during the auction a player faces a card on the table or holds a card so that it is possible for his partner to see its face, every such card must be left face up on the table until the auction closes, and (penalty) if the offender subsequently becomes a defender, declarer may treat every such card as a penalty card (Law 50).

In addition,

- (a) if it is a single card below the rank of an honor and not prematurely led, there is no further penalty.
- (b) if it is a single card of honor rank or any card prematurely led or if more than one card is so exposed, (penalty) the offender's partner must pass when next it is his turn to call.
- (c) when the penalty under this or any other Law compels the offender's partner to pass and offender could have known at the time of his infraction that the enforced pass would be likely to damage the nonoffending side, the offenders should redress the damage in accordance with Proprieties 1.

Law 24 – Immediate Correction of a Call

A player may substitute his intended call for an inadvertent call, but only if he does so, or attempts to do so, without pause for thought. If legal, his last call stands without penalty; if illegal, it is subject to the applicable Law.

Law 25 – Change of Call

(Club Law 25 on page 51)

When a call is substituted for a call made previously at the same turn, and it is too late for correction as provided in Law 24, then

- (a) if the first call was illegal, the substitute call is canceled and the offender is subject to the applicable Law.

(b) if the first call was legal, the offender must either

- (i) allow his first call to stand, and (penalty) his partner must pass when next it is his turn to call, or
- (ii) make any other legal call, and (penalty) his partner must pass whenever it is his turn to call.

The offender's partner will also be subject to a lead penalty as provided in Law 26 if he becomes a defender. Law 23(c) may apply to (b) (i) and (b) (ii).

Law 26 – Change of Call — Lead Penalties

When a player makes a call and subsequently changes it to another legal call (except as permitted under Law 24), then if he becomes a defender,

- (a) if the changed call was in a suit, and the substituted call did not repeat that suit, declarer may* either require the offender's partner to lead, or prohibit him from leading, such suit when first the offender's partner has the lead (including the opening lead). A prohibition continues for as long as offender's partner retains the lead. When the irregular call artificially relates to a denomination other than the one actually named, "such suit" is the suit or suits to which the call relates.
- (b) if the changed call was
 - (i) in notrump and the player's (or the offender's) final call at that turn was not, or
 - (ii) pass, double or redouble, other than an out-of-rotation call repeated in turn in accordance with Law 30(a) or Law 32(b)
 - (i), declarer may * prohibit offender's

**Declarer makes the decision at the time that offender's partner first has the lead.*

partner from leading any one specified suit when first the offender's partner has the lead (including the opening lead). This prohibition continues for as long as offender's partner retains the lead.

Law 27 – Insufficient Bid

(Club Law 27 on page 51)

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

An insufficient bid made in rotation must be corrected by the substitution of either a sufficient bid (not a double or double) or a pass*, unless the irregular bid is accepted.

If the call substituted is

- (a) the lowest sufficient bid in the same denomination, the auction proceeds as though the irregularity had not occurred**.
- (b) any other sufficient bid or pass, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23(c) may apply), and the lead penalties of Law 26 will apply if he becomes a defender.

If the offender attempts to substitute a double or redouble, it is canceled; he must pass at that turn, and the offense is subject to the penalty provided in subsection (b) above.

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

**The offender is entitled to select his final call at that turn after the applicable penalties have been stated, and any call he has previously attempted to substitute is canceled, but the lead penalties of Law 26 will apply if he becomes a defender.*

***Offender's partner must not base any subsequent calls or plays on information gained from such a withdrawn bid.*

Call out of Rotation

Law 28 – Calls Considered to Be in Rotation

A call is considered to be in rotation

- (a) when it is made without waiting for the RHO to pass, if that opponent is required by Law to pass.
- (b) when it is made by the player whose turn it was to call, before a penalty has been imposed for a call out of rotation by an opponent. It waives any penalty for the call out of rotation, and the auction proceeds as though that opponent had not called at that turn.

Law 29 – Procedure after a Call out of Rotation

After a call out of rotation, offender's LHO* may either

- (a) make any legal call. If he chooses to do so, the call out of rotation stands as if it were legal (but if it is an inadmissible call, see Law 35), and the auction proceeds without penalty, or
- (b) require that the call out of rotation be canceled. The auction reverts to the player whose turn it was to call. The offender may make any legal call in proper turn subject to Laws 30, 31 and 32.

Law 30 – Pass out of Rotation

(Club Law 30 on page 51)

When a player has passed out of rotation

- (a) before any player has bid or when it was the turn of his RHO** to call, (penalty) the offender must pass when next it is his turn to call.

* He alone exercises the option, although any player may draw attention to the irregularity.

**After any player has bid, a call at the turn of offender's LHO is a change of call; Law 25 applies and not this section.

- (b) after any player has bid and when it was the turn of the offender's partner to call, (penalty) the offender must pass whenever it is his turn to call. The offender's partner may make a sufficient bid or may pass, but may not double or redouble at that turn.

Law 31 – Bid out of Rotation

(Club Law 31 on page 51)

When a player has bid out of rotation

- (a) at the turn of offender's partner to call or before any player has called when offender's LHO was the dealer, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 (c) may apply), and the lead penalties of Law 26 will apply if he becomes a defender.
- (b) at the turn of the offender's RHO* to call,
 - (i) if RHO passes, the bid out of rotation must be repeated, and there is no penalty (if the bid out of rotation was insufficient, it must be corrected as provided in Law 27).
 - (ii) if RHO makes a legal** bid, double or redouble, the offender may in turn make any legal call. If such call repeats the denomination of the bid out of rotation, (penalty) the offender's partner must pass when next it is his turn to call (Law 23 (c) may apply). If the substituted call does not repeat the denomination, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 (c) may apply), and the lead penalties of Law 26 will apply if he becomes a defender.

**After any player has bid, a call at the turn of offender's LHO is a change of call; Law 25 applies and not this section.*

***An illegal call by that opponent may be penalized in the usual way, after which this subsection, (b)(ii), applies.*

Law 32 – Double or Redouble out of Rotation

(Club Law 32 on page 51)

When a player has doubled or redoubled out of rotation*,

- (a) if it was the offender's partner's turn to call, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 (c) may apply). The offender may not thereafter, in turn, double or redouble the same bid he doubled out of turn, and the lead penalties of Law 26 (b) will apply if he becomes a defender.
- (b) if it was the turn of offender's RHO* to call,
 - (i) if offender's RHO passes, the double or redouble out of rotation must be repeated and there is no penalty.
 - (ii) if offender's RHO bids, the offender may in turn make any legal call, and (penalty) the offender's partner must pass when next it is his turn to call (Law 23 (c) may apply), and the lead penalties of Law 26 (b) will apply if he becomes a defender.

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 the Right to Call

When a call has been followed by three passes, the auction does not end when one of those passes was out of rotation, thereby depriving a player of his right to call at that turn. The auction reverts to the player who missed his turn. All subsequent passes are canceled and the auction proceeds as though there had been no irregularity.

**After any player has called, a call at offender's LHO's turn is a change of call; Law 25 applies and not this section.*

Inadmissible Calls

Law 35 – Inadmissible Call Condoned

When, after an inadmissible call specified below, offender's LHO makes a call before a penalty has been assessed, there is no penalty for the offense (the lead penalties of Law 26 do not apply). If the inadmissible call was

- (a) a double or redouble not permitted by Law 19, that call and all subsequent calls are canceled. The auction reverts to the player whose turn it is to call and proceeds as though there had been no irregularity.
- (b) a bid, double or redouble by a player required by Law to pass, that call and subsequent legal calls stand, but if the offender was required to pass for the remainder of the auction, he must still pass at subsequent turns.
- (c) a bid of more than seven, that call and all subsequent calls are canceled. The offender must substitute a pass, and the auction proceeds as through there had been no irregularity.
- (d) a call after the auction is closed, that call and all subsequent calls are canceled without penalty.

Law 36 – Inadmissible Double or Redouble

(Club Law 36 on page 52)

Any double or redouble not permitted by Law 19 is canceled. The offender must substitute a legal call, and (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 (c) may apply), and the lead penalties of Law 26 (b) will apply if he becomes a defender.

If the right of the nonoffending side to penalize is forfeited, Law 35 applies.

Law 37 – Bid, Double or Redouble in Violation of the Obligation to Pass

A bid, double or redouble by a player who is required by Law to pass is canceled, and (penalty) both members of the offending side must pass during the remainder of the auction

(Law 23 (c) may apply), and the lead penalties of Law 26 will apply if they become defenders.

Law 38 – Bid of More Than Seven
(Club Law 38 on page 48)

No contract of more than seven is ever permissible. A bid of more than seven by any player is canceled, and (penalty) both members of the offending side must pass during the remainder of the auction (Law 23 (c) may apply), and the lead penalties of Law 26 will apply if they become defenders.

Law 39 – Call after the Auction Is closed
(Club Law 39 on page 52)

A call after the auction is closed is canceled, and

- (a) if it is a pass by a defender or any call by declarer or dummy, there is no penalty.
- (b) if it is a bid, double or redouble by a defender, the lead penalties of Law 26 apply, unless the call has been condoned (see Law 35 (d)).

Law 40 – Partnership Agreements
(Club Law 40 on page 52)

A player may make any call or play (including an intentionally misleading call — such as a psychic bid — or a call or play that departs from commonly accepted or previously announced practice) without prior announcement, provided that it is not based on a partnership understanding. But a player may not make use of a bidding or play agreement unless

- (a) his side has disclosed its use of such a call or play beforehand, or
- (b) it has been agreed beforehand that the use of partnership understandings be disclosed at the time they are used. His partner must then disclose it. In this case, partner's disclosure must be confined to an indication that a partnership understanding has been used; he should not offer any explanation unless requested to do so.

Any group may restrict the use of special partnership understandings in its games.

The Play

Correct Procedure

Law 41 – Opening Lead, Review, Questions

After the auction closes*, declarer's LHO makes the opening lead. After the opening lead, dummy spreads his hand in front of him on the table, face up, sorted into suits, the cards in order of rank in columns pointing lengthwise toward declarer, with trumps, if any, to dummy's right. Declarer plays both his hand and that of dummy.

Declarer, before making any play, or either defender, at his first turn to play, may require a restatement of the auction in its entirety.

After it is too late to have previous calls restated, declarer or either defender is entitled to be informed what the contract is and whether, but not by whom, it was doubled or redoubled.

Either defender may require an explanation of the partnership understanding relating to any call made by an opponent (see Proprieties 4), but only at that defender's own turn to play. Declarer may at any time require an explanation of the partnership understanding relating to any call or play made by a defender.

Law 42 – Dummy's Rights

Dummy is entitled to give information as to fact or Law but may not initiate the discussion, and provided he has not forfeited his rights (see Law 43), he may also

- (a) ask declarer (but not a defender), when he has failed to follow suit, whether he has a card of the suit led.
- (b) try to prevent any irregularity **by declarer.
- (c) draw attention to any irregularity, but only after play is concluded.

**After the final pass, either defender has the right to ask if it is his opening lead.*

***He may, for example, warn declarer against leading from the wrong hand.*

Law 43 – Dummy's Limitations

Dummy may not participate in the play (except to play the cards of dummy's hand as directed by declarer) or make any comment on the bidding, play or score of the current deal. If he does so, Law 16 may apply. During play, dummy may not call attention to an irregularity once it has occurred.

Dummy forfeits the rights provided in (a), (b) and (c) of Law 42 if he exchanges hands with declarer, leaves his seat to watch declarer play or, on his own initiative, looks at the face of a card in either defender's hand. If, thereafter,

- (a) he is the first to draw attention to a defender's irregularity, declarer may not enforce any penalty for the offense.
- (b) he warns declarer not to lead from the wrong hand, (penalty) either defender may choose the hand from which declarer shall lead.
- (c) he 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 a revoke, and (penalty) unless Law 64(d) applies, one trick is transferred to the defending side.

Law 44 – Sequence and Procedure of Play

The player who leads to a trick may play any card in his hand*. After the lead, each other player in turn plays a card, and the four cards so played constitute a trick.

In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws. If unable to follow suit, a player may play any card*.

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

**Unless he is subject to restriction after an irregularity committed by his side.*

Law 45 – Card Played

Each player except dummy should play a card by detaching it from his hand and placing it face up on the table, where other players can easily reach and see it. Dummy, if instructed by declarer to do so, may play from his hand a card named or designated by declarer*.

A card must be played

- (a) if it is a defender's card held so that it is possible for his partner to see its face.
- (b) if it is a card from declarer's hand that declarer holds face up, touching or nearly touching the table, or maintains in such a position as to indicate that it has been played.
- (c) if it is a card in dummy deliberately touched by declarer except for the purpose of arranging dummy's cards or of reaching a card above or below the card or cards touched.
- (d) if the player who holds the card names or otherwise designates it as the card he proposes to play. A player may, without penalty, change an inadvertent designation if he does so without pause for thought, but if an opponent has, in turn played a card that was legal before the change of designation, that opponent may, without penalty, withdraw any card so played and substitute another.
- (e) if it is a penalty card subject to Law 50.

A card played may not be withdrawn except as provided in Law 47.

**If dummy places in played position a card 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 (without penalty) a card played after the error but before attention was drawn to it (see Law 47).*

Law 46 – Partial Designation of a Card to Be Played
from Dummy's Hand

When declarer instructs dummy to play a card from dummy's hand, as permitted by Law 45, but names only a suit or only the rank of the card, or the equivalent, without fully specifying the card to be played, declarer must complete his partial designation. Dummy must not play a card before declarer has completed his partial designation.

Law 47 – Retraction of a Card Played
(Club Law 47 on page 52)

A card once played may be withdrawn only

- (a) to comply with a penalty, or to correct an illegal play or to correct the simultaneous play of two or more cards (see Law 58); if a defender's card that has been exposed is withdrawn under this sub-section, it becomes a penalty card (see Law 50), or
- (b) after a change of designation as permitted by Law 45 (d), or
- (c) after an opponent's change of play, to substitute a card for one played*, or
- (d) to correct a play* after misinformation by an opponent. A lead out of turn may be retracted without penalty if the leader was mistakenly informed by an opponent that it was his turn to lead.

**The offending side must not base any subsequent plays on information gained from such a withdrawn play.*

Penalty Card

Law 48 – Exposure of Declarer's Cards

Declarer is not subject to penalty for exposing a card, and no card of declarer's or dummy's ever becomes a penalty card. Declarer is not required to play any card dropped accidentally.

When declarer faces his cards after an opening lead out of turn, Law 54 applies. When declarer faces his cards at any other time, he may be deemed to have made a claim or concession of tricks, in which case Law 68 applies.

Law 49 – Exposure of a Defender's Cards

Whenever a defender faces a card on the table, holds a card so that it is possible for his partner to see its face or names a card as being in his hand before he is entitled to do so in the normal course of play or application of the Law, (penalty) each such card becomes a penalty card (Law 50).*

Law 50 – Disposition of a Penalty card

A defender's card is a penalty card when prematurely exposed. It must be left face up on the table until it is played or until an alternate penalty has been selected.

A single card below the rank of an honor and exposed inadvertently (as in playing two cards to a trick or in dropping a card accidentally) becomes a minor penalty card. Any penalty card of honor rank or any card exposed through deliberate play (as 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.

When a defender has a minor penalty card, he may not play any other card of the same suit below the rank of an honor until he has first played the penalty card. (However, he is entitled to play an honor card instead of the minor penalty card.) There is no further penalty, but the offender's partner must not base any subsequent play on information gained through seeing the penalty card.

**Exposure of a card or cards by a defender who is making a claim or concession of tricks is subject to Law 70.*

When a defender has a major penalty card, such 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 may designate which is to be played. The obligation to follow suit or to comply with a lead or play penalty takes precedence over the obligation to play a penalty card, but the penalty card must still be left face up on the table and played at the next legal opportunity.

When a defender has the lead while his partner has a major penalty card, declarer may choose to impose a lead penalty at this point; he may require that defender to lead the suit of the penalty card or may prohibit that defender from leading that suit (a prohibition continues for as long as he retains the leads). If declarer does impose a lead penalty, the penalty card is picked up at once. If declarer does not, the defender may lead any card, but the penalty card remains a penalty card. The defender may not lead until declarer has indicated his choice.

Law 51 – Two or More Penalty Cards

When a defender has two or more penalty cards in one suit, and declarer requires or prohibits the lead of that suit, the defender may pick up every penalty card in that suit and may make any legal play to the trick.

When a defender has penalty cards in more than one suit, declarer may prohibit the defender's partner from leading every such suit or require him to lead one such suit, but the defender may then pick up every penalty card in every suit required or prohibited by declarer and may make any legal play to the trick.

Law 52 – Failure to Lead or Play a Penalty Card

When a defender is required by Law 50 to play a penalty card but instead plays another card, he must leave the illegally played card face up on the table and

- (a) declarer may accept the defender's lead or play and must do so if he has thereafter played from his or dummy's hand, but the unplayed penalty card remains a penalty card, or

- (b) declarer may require the defender to substitute the penalty card for the card illegally played, in which case the illegally played card becomes a major penalty card.

Lead out of Turn

Law 53 – Lead out of Turn Accepted

Any lead out of turn may be treated by an opponent as a correct lead. It becomes a correct lead if an opponent accepts it by making a statement to that effect or if that opponent next to play plays a card to the irregular lead*.

However, the player whose turn it was to lead — unless he is the offender's partner — may make his proper lead subsequent to the infraction without his card being treated as played to the irregular lead. The proper lead stands, and all cards played in error to this trick may be withdrawn without penalty.

Law 54 – Opening Lead out of Turn

When a defender makes the opening lead out of turn,

- (a) declarer may accept the irregular lead as provided in Law 53. Dummy's hand is spread in accordance with Law 41, and the second card to the trick is played from declarer's hand, but if declarer first plays to the trick from dummy's hand, dummy's card may not be withdrawn except to correct a revoke.

**When such a play is made by a defender who is not next to play after the irregular lead, Law 57 applies.*

- (b) declarer must accept the irregular lead if he could have seen any of dummy's cards (except cards exposed during the auction, subject to Law 23). He is deemed to have accepted the irregular lead if he begins to spread his hand as though he were dummy and in so doing exposes one or more cards; declarer must spread his entire hand, and dummy becomes declarer*.
- (c) declarer may accept the irregular lead by spreading his hand and becoming dummy; his partner becomes the declarer.
- (d) declarer may require the defender to retract his irregular lead (except as provided in (b) above), and then Law 56 applies.

Law 55 – Declarer's Lead out of Turn
(Club Law 55 on page 52)

When declarer leads out of turn from his or dummy's hand,

- (a) either defender may accept that lead as provided in Law 53.
- (b) either defender may require declarer to retract that lead. Then,
 - (i) if it was a defender's turn to lead, declarer restores the card led in error to his or dummy's hand without penalty.
 - (ii) if declarer has led from the wrong hand when it was his turn to lead from his or dummy's hand, he withdraws the card led in error; he must lead a card from the correct hand.

**If cards are so exposed from both declarer's and dummy's hands, the player who was regularly to become declarer remains declarer.*

- (iii) if declarer adopts a line of play that could have been based on information obtained through his infraction, the offenders should redress the damage in accordance with Proprieties 1.

Law 56 – Defender’s Lead out of Turn

When a defender leads out of turn,

- (a) declarer may accept that lead as provided in Law 53.
- (b) declarer may require the defender to retract that lead; the card illegally led becomes a major penalty card (see Law 50 — note that lead penalties are provided).

Irregular Leads and Plays

Law 57 – Premature Lead or Play by a Defender

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, (penalty) declarer may

- (a) require offender’s partner to play his highest card of the suit led, or
- (b) require offender’s partner to play his lowest card of the suit led, or
- (c) prohibit offender’s partner from playing any card of one different suit specified by declarer.

Declarer must select one of these options, and if the offender’s partner cannot comply with the penalty selected, he may play any card, as provided in Law 59.

When, as a result of the application of the penalty, the offender’s partner wins the current trick, he leads to the next trick, and any card led or played out of turn by the other defender becomes a major penalty card (Law 50).

A defender is not subject to penalty for playing before his partner if declarer has played from both hands, but a singleton or one of two or more equal cards in dummy is not considered automatically played unless dummy has played the card.

Law 58 – Simultaneous Leads or Plays

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

If a defender leads or plays two or more cards simultaneously, and if only one such card is visible, he must play that card; if more than one card is exposed, he must designate the card he proposes to play, and each other card exposed becomes a penalty card (Law 50).

If declarer leads or plays two or more cards simultaneously from either hand, he must designate the card he proposes to play and must restore any other card to the correct hand. If declarer withdraws a visible card and a defender has already played to that card, such defender may, without penalty, withdraw his card and substitute another (see footnote to Law 47).

If the error 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 penalty, 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 by a member of the nonoffending side after his RHO has played out of turn and before a penalty has been imposed forfeits the rights to penalize the offense. The illegal play is treated as though it were in turn (but Law 53 applies to the player whose turn it was). If the offending side had a previous obligation to play a penalty card or to comply with a lead or play penalty, the obligation remains at future turns.

When a defender plays 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 penalty card (Law 50).

A play by a member of the offending side before a penalty had been imposed does not affect the rights of the opponents and may itself be subject to penalty.

The Revoke

Law 61 – Failure to Follow Suit — Inquiries Concerning a 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 in accordance with a penalty constitutes a revoke. Any player may ask a player who has failed to follow suit whether he has a card of the suit led and may demand that an opponent correct his revoke, except that dummy* may ask of declarer, but not of a defender. (A claim of revoke does not warrant inspection of quitted tricks, except as permitted in Law 66.)

Law 62 – Correction of a Revoke

A player must correct his revoke if he becomes aware of it before it becomes established (see Law 63). To correct a revoke, the offender withdraws the card he played in revoking and follows suit with any card. A card so withdrawn becomes a major penalty card (Law 50) if it was played from a defender's unfaced hand. The card may be replaced without penalty if it was played from declarer's or dummy's hand** or if it was a defender's faced card. Each member of the nonoffending side may, without penalty, withdraw any card he may have played after the revoke but before attention was drawn to it (see footnote to Law 47). After a nonoffender so withdraws a card, the hand of the offending side next in rotation may withdraw a played card, which becomes a major penalty card if played from a defender's hand.

On the 12th trick, a revoke, even if established, must be corrected if discovered before the cards have been mixed together. If the revoke was committed by a defender before his partner has played to the 12th trick, and if offender's partner holds cards of more than one suit, (penalty) declarer may then require the offender's partner to play to that trick either of the two cards he could legally have played.

*Unless he has forfeited his rights, as specified by Law 43.

**Subject to Law 43. A claim of revoke does not warrant inspection of quitted tricks, except as permitted in Law 67.

Law 63 – Establishment of a Revoke

A revoke becomes established when the offender or his partner leads or plays (whether legally or illegally) to the following trick, or names or otherwise designates a card to be so played or makes a claim or concession of tricks orally or by facing his hand. The revoke may then no longer be corrected (except for a revoke on the 12th trick — see Law 62), and the trick on which the revoke occurred stands as played.

Law 64 – Procedure after Establishment of a Revoke (Club Law 64 on page 52)

When a revoke has become established,

- (a) if the offending player* won the trick on which the revoke occurred, (penalty) that trick and one of any subsequent tricks won by the offending side are transferred** to the nonoffending side (if no subsequent trick was won by the offending side, only the revoke trick is transferred).
- (b) if the offender's partner won the trick on which the revoke occurred, (penalty) that trick is transferred** to the nonoffending side, and if the offending player himself won a subsequent trick with a card that could legally have been played to the revoke trick, one additional trick (but no more) is transferred ** to the nonoffending side.
- (c) if the nonoffending side won the trick on which the revoke occurred, and if the offending side won any trick after the revoke, (penalty)
 - (i) the first such trick is transferred** to the nonoffending side, and

* If declarer revokes but wins the trick on which the revoke occurred in dummy, subsection (b) applies.

**See Law 77 for the scoring of transferred tricks.

- (ii) if the offending side won two or more tricks after the revoke, any of which was won by the offending player with a card he could legally have played to the revoke trick, an additional trick is transferred* to the nonoffending side.
- (d) there is no trick penalty for the established revoke
 - (i) if the offending side did not win either the trick on which the revoke occurred or any subsequent trick, or
 - (ii) if the revoke was a subsequent revoke in the same suit by the same player, or
 - (iii) if the revoke was made in failing to play any card faced on, or belonging to a hand faced on, the table, including a card from dummy's hand, or
 - (iv) if attention was first drawn to the revoke after all players had abandoned their hands and permitted the cards to be mixed together, or
 - (v) if the revoke was on the 12th trick (see Law 62).

N.B. When any established revoke, including one not subject to penalty, causes damage to the nonoffending side insufficiently compensated by the Law, the offending side should, under Proprieties 1, transfer additional tricks so as to restore equity.

*See Law 77 for the scoring of transferred tricks.

Tricks

Law 65 – Collection and Arrangement of Tricks

The cards constituting each completed trick are collected by a member of the side that won the trick and are then turned face down on the table. Each trick shall be identifiable as such, and all tricks taken by a side shall be arranged in sequence in front of declarer or of one defender, as the case may be, in such a manner that each side can determine the number of tricks it has won and the order in which they were taken.

Law 66 – Inspection of Tricks

Declarer or either defender may, until a member of his side has led or played to the following trick, inspect a trick and inquire what card each player has played to it. Thereafter, until play ceases, quitted tricks may be inspected only to account for a missing or surplus card. After play ceases, the tricks and unplayed cards may be inspected to settle an allegation of a revoke, of honors or of the number of tricks won or lost. If, after an allegation has been made, a player on one side makes verification of the allegation impossible, as by mixing the cards or merging the tricks, the issue must be decided in favor of the other side.

Law 67 – Trick either Appropriated in Error or Defective

A trick appropriated by the wrong side must, upon demand, be restored to the side that has in fact won it*.

A trick containing more or fewer than four cards is defective. When one player is found, during play, to have fewer or more cards than all of the other players, the previous tricks should be forthwith examined, face down; if a defective trick is discovered, the player with a correspondingly incorrect number of cards is held responsible. The defective trick is inspected face up and

- (a) until the responsible player has played to a subsequent trick, the defective trick is rectified as follows:

*See Law 78 if calls have been made on a subsequent deal.

- (i) if the offender has failed to play a card to the defective trick, he adds to that trick a card he can legally play.
 - (ii) if the offender has played more than one card to the defective trick, he withdraws all but one card, leaving a card he can legally play.
 - (iii) the nonoffending side may, without penalty, withdraw any cards played after the irregularity and before attention was drawn to it (see footnote to Law 47), but the offending side may not withdraw cards that constitute legal plays, and any cards they withdraw may become penalty cards (Law 50).
- (b) after the responsible player has played to a subsequent trick, the ownership of the defective trick cannot be changed and
- (i) if the offender has failed to play a card to the defective trick, he forthwith faces and adds a card to that trick, if possible one he could legally have played to it.
 - (ii) if the offender has played more than one card to the defective trick, he withdraws all but one card, leaving the highest card he could legally have played to that trick. A withdrawn card may become a penalty card (Law 50); such a card is deemed to have belonged continuously to the offender's hand and failure to have played it to an earlier trick may constitute a revoke.

Claims and Concessions

Law 68 – Declarer's Claim or Concession of Tricks

Declarer makes a claim or a concession whenever he announces that he will win or lose one or more of the remaining tricks, or suggests that play be curtailed or faces his hand. Declarer should not make a claim or concession if there is any doubt as to the number of tricks to be won or lost.

Law 69 – Procedure Following Declarer's Claim or Concession

(Club Law 69 on page 52)

When declarer has made a claim or a concession, play is temporarily suspended and declarer must place and leave his hand face up on the table and forthwith make a comprehensive statement as to his proposed plan of play, including the order in which he will play the remaining cards.

Declarer's claim or concession is allowed, and the deal is scored accordingly if both defenders agree to it. The claim or concession must be allowed if either defender has permitted any of his remaining cards to be mixed with another player's cards; otherwise, if either defender disputes declarer's claim or concession, it is not allowed. Then, play continues.

When his claim or concession is not allowed, declarer must play on, leaving his hand face up on the table. At any time, either defender may face his hand for inspection by his partner, and declarer may not impose a penalty for any irregularity committed by a defender whose hand is so faced.

The objective of subsequent play is to achieve a result as equitable as possible to both sides, but any doubtful point must be resolved in favor of the defenders. Declarer may not make any play inconsistent with the statement he may have made at the time of his claim or concession. If he failed to make any appropriate statement at that time, his choice of plays is restricted thereby:

- (a) if declarer made no relevant statement, he may not finesse* in any suit unless an opponent failed to follow in that suit before the claim or concession or would subsequently fail to follow in that suit on any conceivable sequence of plays.
- (b) if declarer may have been unaware at the time of his claim or concession that a trump remained in a defender's hand, either defender may require him to draw or not to draw the outstanding trump.
- (c) if declarer did not, in his statement, mention an unusual plan of play, he may adopt only a routine line of play.

If declarer attempts to make a play prohibited under this Law, either defender may accept the play or, provided neither defender has subsequently played, require declarer to withdraw the card so played and substitute another that conforms to his obligations.

Law 70 – Defender's Claim or Concession of Tricks
(Club Law 70 on page 54)

A defender makes a concession when he agrees to declarer's claim or when he announces that he will lose one or more of the remaining tricks.

A defender makes a claim when he announces that he will win one or more of the remaining tricks or when he shows any or all of his cards for this purpose. If

- (a) the claim pertains only to an uncompleted trick currently in progress, play proceeds normally; cards exposed or otherwise revealed by the defender in making his claim do not become penalty cards, but Law 16, Unauthorized Information, may apply to a claimer's partner.

**For these purposes, a finesse is a play the success of which depends on finding one defender rather than the other with or without a particular card.*

- (b) the claim pertains to subsequent tricks, play is temporarily suspended; the claimer must place and leave his hand face up on the table and make a comprehensive statement as to his proposed plan of defense. The claim is allowed and the deal scored accordingly if declarer agrees to it. If declarer disputes the claim, the defenders must play on with the claimer's hand face up on the table. Those cards do not become penalty cards. However, declarer may prohibit claimer's partner from making any play that could be suggested to him by seeing the faced cards.

Law 71 – Concession Withdrawn

A concession may be withdrawn

- (a) if a player concedes a trick his side has in fact won, or if declarer concedes defeat of a contract he has already fulfilled or if a defender concedes fulfillment of a contract his side has already defeated. (If the score has been entered, see Law 78.)
- (b) if a trick that has been conceded cannot be lost by any probable sequence of play of the remaining cards and if attention is drawn to the fact before the cards have been mixed together.
- (c) if a defender concedes one or more tricks and his partner immediately objects, but Law 16 may apply.

The Score

Law 72 – Points Earned

The result of each deal played is recorded in points, which fall into two classes:

1. *Trick Points.* Only declarer's side can earn trick points and only by winning at least the number of odd tricks specified in the contract. Only the value of odd tricks named in the contract may be scored as trick points (see Law 81). Trick points mark the progression of the rubber toward its completion.
2. *Premium Points.* Either side or both sides may earn premium points. Declarer's side earns premium points by winning one or more overtricks, by fulfilling a doubled or redoubled contract, by bidding and making a slam, by holding scorable honors in declarer's or dummy's hand or by winning the final game of a rubber.* The defenders earn premium points by defeating the contract (undertrick penalty) or by holding scorable honors in either of their hands (see Law 81).

Each side's premium points are added to its trick points at the conclusion of the rubber.

Law 73 – Partscore — Game

The basic units of trick points are partscore and game. A partscore is recorded for declarer's side whenever declarer fulfills a contract for which the trick points are less than 100 points. Game is won by that side which is the first to have scored 100 or more trick points either in a single deal or by addition of two or more partscores made separately. No partscore made by either side in the course of one game is carried forward into the next game.

*See Law 80 for incomplete rubber.

Law 74 – The Rubber

A rubber ends when a side has won two games. At the conclusion of the rubber, the winners of two games are credited with a premium score of 500 points if the other side has won a game or with 700 points if the other side has not won a game. The trick points and the premium points scored by each side in the course of the rubber are then added. The side with the larger combined total wins the rubber, and the difference between the two totals represents the margin of victory computed in points.

Law 75 – Method of Scoring

The score of each deal must be recorded, and it is preferable that a member of each side should keep score.

Scores are entered in two adjacent columns separated by a vertical line. Each scorer enters points earned by his side in the left-hand column and points earned by his opponents in the right-hand column.

Each side has a trick-point score and a premium-point score, separated by a horizontal line intersecting the vertical line. All trick-point scores are entered, as they are earned, in descending order below the horizontal line (below the line). All premium-point scores are entered, as they are earned, in ascending order above the horizontal line.

Whenever a game is won, another horizontal line is drawn under all trick-point scores recorded for either side, in order to mark completion of the game. Subsequent trick-point scores are entered below that line.

Law 76 – Responsibility for the Score

When the play of a deal is completed, all four players are equally responsible for ascertaining that the number of tricks won by each side is correctly determined and that all scores are promptly and correctly entered.

Law 77 – Transferred Tricks

A trick transferred through a revoke penalty is reckoned for all scoring purposes as though it had been won in play by the side to which it had been awarded*.

Law 78 – Correction of the Score

When it is acknowledged by a majority of the players that a scoring error was made in recording an agreed-upon result (*e.g.*, failure to enter honors or incorrect computation of score), the error must be corrected if discovered before the net score of the rubber has been agreed to. However, except with the consent of all four players, an erroneous agreement as to the number of tricks won by each side may not be corrected after all players have called on the next deal.

In case of disagreement between two scores kept, the recollection of the majority of the players as to the facts governs.

Law 79 – Deals Played with an Incorrect Pack

Scores recorded for deals played with an incorrect pack are not subject to change by reason of the discovery of the imperfection after the cards have been mixed together.

Law 80 – Incomplete Rubber

When, for any reason, a rubber is not finished, the score is computed as follows:

If only one game has been completed, the winners of that game are credited with 300 points; if only one side has a partscore or partscores in a game not completed, that side is credited with 100 points; the trick points and premium points of each side are then added, and the side with the greater number of points wins the difference between the two totals.

**Declarer plays in 3♥ and takes eight tricks. A revoke by a defender is found to have been established, with the penalty determined to be two tricks. Two tricks are transferred from the offenders to declarer, who therefore has 10 tricks. Since he bid only 3♥, he scores 90 trick points, which count toward game, and 30 premium points for the overtrick.*

Law 81 – Scoring Table

Trick Score

Scored below the line by declarer's side.

Rubber, Game, Partscore, Contract Fulfilled

IF TRUMPS ARE

	♣	♦	♥	♠
For each trick over six, bid and made				
Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

AT A NOTRUMP CONTRACT

Undoubled Doubled Redoubled

For the first trick over six, bid and made	40	80	160
---	----	----	-----

For each additional trick over six, bid and made	30	60	120
---	----	----	-----

The first side to score 100 points below the line, in one or more deals, wins a game. When a game is won, both sides start without trick score toward the next game. First side to win two games wins the rubber points.

Premium Score

Scored above the line by declarer's side.

For winning the rubber, if opponents have won no game ...	700
For winning the rubber, if opponents have won one game .	500
For having won the only game in an unfinished rubber* ...	300
For having the only partscore in an unfinished game*	100
For making any doubled contract.....	50
For making any redoubled contract	100

Slams

	Not Vulnerable	Vulnerable
For making a slam,		
Small slam (12 tricks), bid and made	500	750
Grand slam (all 13 tricks), bid and made	1000	1500

**When there is more than one table in play for a session, both sides may (should) receive the bonus for a partscore or game in an unfinished rubber.*

Overtricks

For each overtrick (tricks made in excess of contract)	Not	
	Vulnerable	Vulnerable
Undoubled	Trick Value	Trick Value
Doubled	100	200
Redoubled	200	400

Honors

Scored above the line by either side

For holding four of the five trump honors (A, K, Q, J, 10) in one hand	100
For holding all five trump honors (A, K, Q, J, 10) in one hand	150
For holding all four aces in one hand at a notrump contract.....	150

Undertrick Penalties

Tricks by which declarer fails to fulfill the contract: scored above the line by declarer's opponents, if contract is not fulfilled.

NOT VULNERABLE

	Undoubled	Doubled	Redoubled
For first undertrick	50	100	200
For second and third undertrick	50	200	400
For each additional undertrick	50	300	600

VULNERABLE

	Undoubled	Doubled	Redoubled
For first undertrick	100	200	400
For each additional undertrick	100	300	600

Proprieties

1. General Principles

These Laws cannot cover every situation that might arise, nor can they produce equity in every situation covered. Occasionally the players themselves must redress damage. The guiding principle: The side that commits an irregularity bears an obligation not to gain directly from the infraction itself; however, the offending side is entitled to profit after an infraction, as an indirect result, through subsequent good fortune*.

To infringe a Law intentionally is a serious breach of ethics, even if there is a prescribed penalty that one is willing to pay. The offense may be the more serious when no penalty is prescribed.

There is no obligation to draw attention to an inadvertent infraction of Law committed by one's own side. However, a player should not attempt to conceal such an infraction, as by committing a second revoke, concealing a card involved in a revoke or mixing the cards prematurely.

It is proper to warn partner against infringing a Law of the game: for example, against revoking or against calling, leading or playing out of turn.

** Two examples may clarify the distinction between direct gain through an infraction and indirect gain through good luck.*

- (a) South, declarer at 3NT, will have nine tricks available if the diamond suit — six cards headed by the ace, king and queen in dummy opposite declarer's singleton — divides favorably, and the six missing diamonds are in fact split evenly, 3–3, between East and West. However, West, who holds three diamonds headed by the jack, shows out on the third round of diamonds, revoking. Thus, declarer wins only three diamond tricks instead of six, for a total of six tricks instead of nine. The established revoke is later discovered, so one penalty trick is transferred after play ends. But declarer is still down two. Here, East–West gained two tricks as a direct consequence of their infraction. The players should adjudicate this result, scoring the deal as 3NT making three. Note that declarer is not given a penalty trick in addition; the object is to restore equity, to restore the result likely to have occurred had the infraction not been committed.

2. Communication between Partners

Communication between partners during the auction and play should be effected only by means of the calls and plays themselves, not through the manner in which they are made nor through extraneous remarks and gestures, nor through questions asked of the opponents and explanations given to them. Calls should be made in a uniform tone without special emphasis or inflection and without undue hesitation or haste. Plays should be made without emphasis, gesture or mannerism and so far as possible at a uniform rate.

Inadvertently to vary the tempo or manner in which a call or play is made does not in itself constitute a violation of propriety, but inferences from such variation may properly be drawn only by an opponent, and at his own risk. It is improper to attempt to mislead an opponent by means of a remark or a gesture, through the haste or hesitancy of a call or play (such as a hesitation with a singleton) or by the manner in which the call or play is made.

Any player may properly attempt to deceive an opponent through a call or play (so long as the deception is not protected by concealed partnership understanding). It is entirely proper to make all calls and plays in unvarying tempo and manner in order to avoid giving information to the opponents.

When a player has available to him improper information from his partner's remark, question, explanation, gesture, mannerism, special emphasis, inflection, haste or hesitation, he should carefully avoid taking any advantage that might accrue to his side.

-
- (b) South, declarer at 4 ♠, is entitled to require or forbid a diamond opening lead from West because of an auction-period infraction committed by East. Declarer instructs West to lead a diamond — but West, having no diamonds, leads another suit. East, now aware that partner is void in diamonds, is able to find what would be, under normal circumstances, a most unnatural line of defense to let West trump two diamonds. Thereby, East–West defeat a contract that would almost certainly have been made but for the infraction. Here, East–West profited only indirectly through their auction-period infraction; their gain was the direct consequence of declarer's decision to require a diamond lead, and of West's lucky void. So, the players should allow the result to stand. Declarer was damaged not by the infraction itself but by bad luck afterwards — and luck is part of the game of bridge.

3. Conduct and Etiquette

A player should maintain at all times a courteous attitude toward his partner and opponents. He should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game. Every player should follow uniform and correct procedure in calling and playing, since any departure from correct standards may disrupt the orderly progress of the game.

As a matter of courtesy, a player should refrain from

- (a) paying insufficient attention to the game (as when a player obviously takes no interest in his hand or frequently requests a review of the auction).
- (b) making gratuitous comments during the play as to the auction or the adequacy of the contract.
- (c) detaching a card from his hand before it is his turn to play.
- (d) arranging completed tricks in a disorderly manner, thereby making it difficult to determine the sequence of plays.
- (e) making a claim or a concession of tricks if there is any doubt as to the outcome of the deal.
- (f) prolonging play unnecessarily for the purpose of disconcerting the other players.

Furthermore, the following are considered breaches of propriety:

- (a) using different designations for the same call.
- (b) indicating approval or disapproval of a call or play.
- (c) indicating the expectation or intention of winning or losing a trick that has not been completed.
- (d) commenting or behaving during the auction or play so as to call attention to a significant occurrence, or to the state of the score or to the number of tricks still required for success.
- (e) showing an obvious lack of further interest in the deal (as by folding one's cards).

- (f) looking intently at any other player during the auction or 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 not improper to act on information acquired by inadvertently seeing an opponent's card).
- (g) varying the normal tempo of bidding or play for the purpose of disconcerting another player.
- (h) mixing the cards before the result of the deal has been agreed upon.

4. Partnership Agreements

It is improper to convey information by means of a call or play based on special partnership agreement, whether explicit or implicit, unless such information is fully and freely available to the opponents.

It is not improper for a player to violate an announced partnership agreement, so long as his partner is unaware of the violation (but habitual violations within a partnership may create implicit agreements, which must be disclosed). No player has the obligation to disclose to the opponents that he has violated an announced agreement. If the opponents are subsequently damaged, as through drawing a false inference from such violation, they are not entitled to redress.

When explaining the significance of partner's call or play in reply to an opponent's inquiry, a player should disclose all special information conveyed to him through partnership agreement or partnership experience, but he need not disclose inferences drawn from his general bridge knowledge and experience. It is improper for a player whose partner has given a mistaken explanation to correct the error immediately or to indicate in any manner that a mistake has been made. He must not take advantage of the unauthorized information so obtained.

5. Spectators

A spectator, including a member of the table not playing, must not display any reaction to bidding or play while a hand

is in progress (as by shifting his attention from one player's hand to another's). He must not in any way disturb a player. During the hand, he must refrain from mannerisms or remarks of any kind (including conversation with a player). He may not call attention to any irregularity or mistake, nor speak on any question of fact or Law except by request of the players.

Appendix 1

Any group may specify that the Alert procedure be used in its games. Then, the partner of a player who makes a call to which the partnership attaches a special, unusual meaning, one with which the opponents may not be familiar, is required to say "Alert."

N.B. No explanation should be volunteered. After the Alert, either opponent may, at his own turn to call, inquire as to the special meaning.

A partnership that does not want to be Alerted should so request, and this request should be honored.

Appendix 2

Any group may specify that the "Stop" or "Skip Bid" procedure be used in its games. Then, whenever a player opens the bidding at the two level or higher or makes a bid higher than necessary to overcall the last preceding bid, he announces "Stop" or "Skip Bid" (the group specifies the form to be used) before making the bid.

After this announcement, the opponent next to speak is required to hesitate for approximately 10 seconds before making any call.

Appendix 3

Any group may specify that opening leads be made face down in its games. If this opening lead is determined to be out of turn (before being faced), the leader returns the card to his hand with out penalty.

When the face-down lead will be legal, dummy delays spreading his hand. Opening leader's partner asks any questions concerning the auction, including a review. Then, the lead is faced (opening leader may not withdraw it), dummy is faced and play proceeds normally.

Alternative Club Laws

When bridge is played at a club, it is often practicable to designate an impartial and experienced person as “Arbiter” for the game. The Arbiter interprets and applies the Laws after an irregularity occurs and generally assumes the role assigned to the “Director” in duplicate bridge. When such an Arbiter is available, certain Laws may be modified so as to produce greater equity.

The “Club Laws” prescribe a somewhat different procedure after attention is drawn to an irregularity, and there is a different disposition for disputed claims. The principal changes, however, lie in the authority given to the Arbiter, after specified types of irregularity, to “adjust the score” of a deal once play is over. In adjusting a score, the Arbiter assigns a new result, the result he judges would have been achieved had the irregularity not occurred. The Arbiter should resolve any substantial doubt in favor of the nonoffending side.

The Alternative Laws are in force only upon advance agreement by the players or in accordance with the standing and published policy of a club. Any game may play under these Club Laws, so long as an Arbiter is nominated in advance; when there are more than four members of a table, a non-playing member may act as Arbiter.

Club Law 13

The Arbiter must be called as soon as attention is drawn to an irregularity. Calling the Arbiter does not forfeit any rights to which a player may otherwise be entitled. Any player, including dummy subject to restrictions under Law 42 and Law 43, may draw attention to an irregularity and call the Arbiter. The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.

After attention has been drawn to an irregularity, no player should call or play until the Arbiter has determined all matters in regard to rectification and to the assessment of a penalty. Premature correction of an irregularity on the part of an offender may subject him to further penalty.

Club Law 14

The Arbiter assesses penalties when applicable. When these Club Laws provide an option among penalties, the Arbiter explains the options available.

The Arbiter may assign an adjusted score, but only when the Club Laws empower him to do so or when the Law provides no indemnity to a nonoffending contestant for the particular type of violation of Law or propriety committed by an opponent. He may not assign an adjusted score on the ground that the penalty provided in the Law is unduly severe or unduly advantageous to either side.

Club Law 16

If a player conveys information to his partner by means of a remark or question or by an unmistakable hesitation or unwonted speed, special emphasis, tone, gesture, movement, mannerism or any other action that suggests a call, lead or plan of play, and if attention is drawn to the offense and the Arbiter is called, the Arbiter should require that the auction or play continue, reserving the right to assign an adjusted score if he considers that the result could have been affected by the illegal information.

He should award an adjusted score after play ends to redress damage caused to the innocent side when an opponent chose from among alternative logical actions one that could reasonably have been suggested by his partner's tempo, manner, remarks, etc.

Club Law 23

Regular Law 23 stands intact but with the following addition, which applies as well to a change of call, an insufficient bid, a call out of rotation and an inadmissible call:

When the penalty for an irregularity, under this or any other Law, would compel the offender's partner to pass at his next turn, and when the Arbiter deems that this enforced pass will necessarily* damage the innocent side, the Arbiter may reserve the right to assign an adjusted score.

Club Law 25

The penalties in Club Law 23 apply.

Club Law 27

Regular Law 27 stands intact but with the following addition to subsection (a):

If the insufficient bid conveyed such substantial information as to damage the nonoffending side, the Arbiter may assign an adjusted score.

Club Law 30

The provisions of Club Law 23 may apply.

Club Law 31

The provisions of Club Law 23 may apply.

Club Law 32

The provisions of Club Law 23 may apply.

**The score should not be adjusted merely because the penalty happened to result in good fortune for the offending side. The word "necessarily" restricts score adjustment to those instances in which the offender could have known, at the time of his infraction, that it would be to his advantage to require partner to pass.*

Club Law 36

The provisions of Club Law 23 may apply.

Club Law 38

The provisions of Club Law 23 may apply.

Club Law 39

The provisions of Club Law 23 may apply

Club Law 40

If the Arbiter decides that a side has been damaged through its opponents' failure to explain the meaning of a call or play, he may award an adjusted score.

Club Law 47

If a card retracted under sections (c) or (d) above gave substantial information to an opponent, the Arbiter may award an adjusted score.

Club Law 55

Regular Law 55 stands intact, but the Arbiter may assign an adjusted score to redress and damage, as authorized in (b)(iii).

Club Law 64

Regular Law 64 stands, except that, when after any established revoke, including those not subject to penalty, the Arbiter deems that the nonoffending side is insufficiently compensated by this Law for the damage caused, he should assign an adjusted score.

Club Law 69

When declarer has made a claim or a concession, play ceases (all play subsequent to a claim or a concession must be voided by the Arbiter). Declarer must place and leave his hand face up on the table and forthwith make a comprehensive statement as to his proposed plan of play, including the order in which

he will play his remaining cards.

Declarer's claim or concession is allowed and the deal is scored accordingly, if both defenders agree to it. The claim or concession must be allowed if either defender has permitted any of his remaining cards to be mixed with another player's cards; otherwise, if either defender disputes declarer's claim or concession, the Arbiter must be called to adjudicate the result of the deal.

The Arbiter should adjudicate the result of the deal as equitably as possible to both sides, but any doubtful point should be resolved in favor of the defenders. He should proceed as follows:

- (a) He should require the declarer to repeat the statement he made at the time of his claim. The Arbiter should then require all players to put their cards face up on the table and should hear the defenders' objections to the claim.
- (b) When a trump is outstanding, he should award a trick to the defenders if
 - (i) in making his claim declarer made no statement about that trump, and
 - (ii) it is at all likely that declarer was unaware, at the time of his claim, that a trump remained in a defender's hand, and
 - (iii) a trick could be lost to that trump by any normal play (an inferior or careless play can be normal, but not an irrational play).
- (c) He should not accept from declarer any proposed line of play inconsistent with his statement. If declarer did not make an appropriate announcement at the time of his original claim, the Arbiter should not accept from declarer any unusual line of play or any proposed play that requires a finesse* in a suit, unless an opponent

**For these purposes, a finesse is a play the success of which depends on finding one defender rather than the other with or without a particular card.*

failed to follow in that suit before the claim or concession or would subsequently fail to follow in that suit on any conceivable line of play.

Club Law 70

A defender makes a concession when he agrees to declarer's claim or when he announces that he will lose one or more of the remaining tricks.

A defender makes a claim when he announces that he will win one or more of the remaining tricks or when he shows any or all of his cards to declarer for this purpose. If

- (a) the claim pertains only to an uncompleted trick currently in progress, play proceeds normally; cards exposed or otherwise revealed by the defender in making his claim do not become penalty cards, but Club Law 16, Unauthorized Information, may apply to claimer's partner.
- (b) the claim pertains to subsequent tricks, play ceases (all play subsequent to the claim should be voided by the Arbiter). The defender must place and leave his hand face up on the table and make a comprehensive statement as to his proposed plan of defense. The claim is allowed and the deal scored accordingly, if declarer agrees to it. If declarer disputes the claim, the Arbiter must be called to adjudicate the result of the deal. He does so as equitably as possible to both sides, but should award to the declarer any trick that the defenders could lose by normal play (an inferior or careless play can be normal, but not an irrational play).

Club Appeals Committee

Whenever possible, a club should establish an Appeals Committee to review decisions of the Arbiter, and any game may designate a committee to which appeals may be taken. If such a procedure has been agreed to or published in advance, any player may appeal any decision by the Arbiter. The Appeals Committee exercises all powers assigned by these Laws to the Arbiter and may overrule any of his decisions.

When an Arbiter's decision is overruled on appeal, only the scoring of the particular deal is affected; subsequent scores stand as recorded. If the committee's decision results in fulfillment of a contract originally recorded as defeated or defeat of a contract recorded as fulfilled, then,

- (a) for a contract now fulfilled: in addition to the other trick score and premium score, declarer's side receives a premium of 100 points for a partscore that would not then have increased the below-the-line score to 100; and for any other contract, declarer's side receives a premium according to vulnerability — 300 points if declarer's side was non-vulnerable, 400 points if declarer's was vulnerable and the defenders not and 500 points if both sides were vulnerable.
- (b) for a contract now defeated, when the original scoring resulted in a game: in addition to the other premium score, the defenders receive a premium of 100 points if they alone had scored a partscore in that game, plus a premium of 500 points if declarer's side originally won two of two games, or 200 points if the defenders' side originally won two of three games.

Rules for Club Procedure

The following rules, governing membership in new and existing tables, have proven satisfactory in club use over a long period of years.

A. Definitions

Member — An applicant who has acquired the right to play at a table either immediately or in his turn.

Complete Table — A table with six members.

Incomplete Table — A table with four or five members.

Cut In — Assert the right to become a member of an incomplete table or to become a member of a complete table at such time as it may become incomplete.

B. Time Limit on Right to Play

An applicant may not play in a rubber unless he has become a member of a table before a card is duly drawn for the selection of players or partners.

C. Newly Formed Tables

Four to six applicants may form a table. If there are more than six applicants, the six highest-ranking ones become members. The four highest-ranking members play the first rubber.

Those who have not played, ranked in their order of entry into the room, take precedence over those who have played; the latter rank equally, except that players leaving existing tables to join the new table rank lowest. Precedence between those of equal rank is determined by drawing cards, the player who draws the highest-ranking card having precedence.

D. Cutting In

An application establishes membership in a table either forthwith or (if the table is complete) as soon as a vacancy occurs, unless applications in excess of the number required to complete a table are made at the same time, in which case precedence between applicants is established by drawing cards, as provided in the preceding rule.

E. Going Out

After each rubber, place must be made for any member who did not play that last rubber by the member who has played the greatest number of consecutive rubbers at that table. Cards are drawn for precedence if necessary. A member who has left another existing table must draw cards for his first rubber with the member who would otherwise have played. A player who breaks up a game by leaving three players at a table may not compete against them for entry at another table until each of them has played at least one rubber.

F. Membership Limited to One Table

No one may be a member of more than one table at the same time, unless a member consents, on request, to make a fourth at another table and announces his intention of returning to his former table as soon as his place at the new table can be filled. Failure to announce such intention results in loss of membership at his former table.

Four-Deal Bridge

Four-deal bridge is a form of rubber bridge much played in clubs and well suited to home play. Long rubbers are avoided; extra players need wait no longer than the time (about 20 minutes) required to complete four deals. The game is also called club bridge or Chicago (for the city in which it originated).

A. Basic Rules

The Laws of Contract Bridge and Rules for Club Procedure are followed, except as modified by the following rules.

B. The Rubber

A rubber consists of a series of four deals that have been bid and played. If a deal is passed out, the same player deals again and the deal passed out does not count as one of the four deals.

A fifth deal is void if attention is drawn to it at any time before there has been a new cut for partners or the game has terminated; if the error is not discovered in time for correction, the score stands as recorded. A sixth or subsequent deal is unconditionally void, and no score for such a deal is ever permissible.

In case fewer than four deals are played, the score shall stand for the incomplete series and the fourth deal need not be played unless attention is drawn to the error before there has been a new cut for partners or the game has terminated.

When the players are pivoting*, the fact that the players have taken their proper seats for the next rubber shall be considered a cut for partners.

C. Vulnerability

Vulnerability is not determined by previous scores but by the following schedule:

First deal: neither side vulnerable.

Second and third deals: dealer's side vulnerable, the other side not vulnerable.

Fourth deal: both sides vulnerable.

**In a pivot game, partnerships for each rubber follow a fixed rotation.*

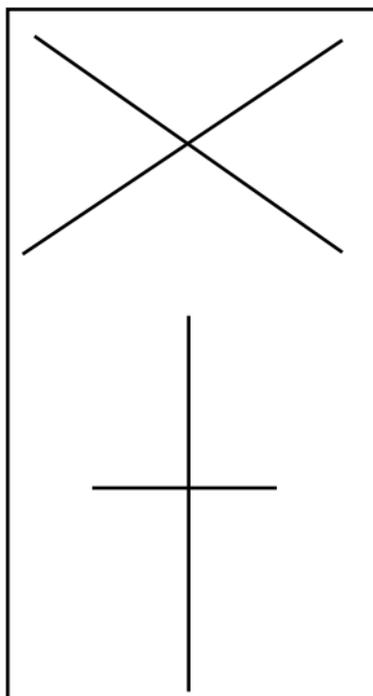
D. Premiums

For making or completing a game (100 or more trick points), a side receives a premium of 300 points if on that deal it is not vulnerable or 500 points if on that deal it is vulnerable. There is no additional premium for winning two or more games, each game premium being scored separately.

E. The Score

As a reminder of vulnerability in four-deal bridge, two intersecting diagonal lines should be drawn near the top of the score pad, as follows:

The numeral "1" should be inserted in that one of the four angles thus formed that faces the first dealer. After play of the first deal is completed, "2" is inserted in the next angle in clockwise rotation, facing the dealer of the second deal. The numerals "3" and "4" are subsequently inserted at the start of the third and fourth deals, respectively, each in the angle facing the current dealer.



A correctly numbered diagram is conclusive as to vulnerability. There is no redress for a bid influenced by the scorer's failure to draw the diagram or for an error or omission in inserting a numeral or numerals in the diagram. Such error or omission should, upon discovery, be immediately corrected and the deal or deals should be scored or rescored as though the diagram and the number or numbers thereon had been property inserted.

F. Partscores

A partscore or scores made previously may be combined with a partscore made in the current deal to complete a game of 100 or more trick points. The game premium is determined by the vulnerability on that deal of the side that completes the game. When a side makes or completes a game, no previous partscore of either side may thereafter be counted toward game.

A side that makes a partscore in the fourth deal, if the partscore is not sufficient to complete a game, receives a premium of 100 points. This premium is scored whether or not the same side or the other side has an uncompleted partscore.

There is no separate premium for making a partscore in any other circumstance.

G. Deal out of Turn

When a player deals out of turn, and there is no right to a redeal, the player who should have dealt retains his right to call first, but such right is lost if it is not claimed before the actual dealer calls. If the actual dealer calls before attention is drawn to the deal out of turn, each player thereafter calls in rotation. Vulnerability and scoring values are determined by the position of the player who should have dealt, regardless of which players actually dealt or called first. Neither the rotation of the deal nor the scoring is affected by a deal out of turn. The next dealer is the player who would have dealt next if the deal had been in turn.

H. Optional Rules and Customs

The following practices, not required, have proved acceptable in some clubs and games:

- (i) Since the essence of the game is speed, if a deal is passed out, the pack that has been shuffled for the next deal should be used by the same dealer.
- (ii) The net score of a rubber should be translated into even hundreds (according to American custom) by crediting as 100 points any fraction thereof amounting to 50 or more points: *e.g.*, 750 points count as 800; 740 points count as 700.
- (iii) No two players may play a second consecutive rubber as partners at the same table. If two players draw each other again, the player who has drawn the highest card should play with the player who has drawn the third-highest, against the other two players.
- (iv) To avoid confusion as to how many deals have been played, each deal should be scored, even if there is no net advantage to either side (for example, when one side is entitled to 100 points for undertrick penalties and the other side is entitled to 100 points for honors). In a result that completes a game, premiums for overtricks, game, slam or making a doubled contract should be combined with the trick score to produce one total, which is entered below the line (for example, if a side makes 2 ♠ doubled and vulnerable with an overtrick, 870 should be scored below the line, not 120 below the line and 50, 500 and 200 above the line).



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