

Revokes – a summary by Roger Davies, 20 April 2015

A revoke is, essentially, failure to follow suit.

- Almost any player may question whether a player has none of the suit led – the exception being that Dummy may not ask a Defender.

A revoke becomes 'established' once one of the offending side has led/played to the next trick.

Before the revoke is established

- A revoke should be corrected before it becomes established if noticed in time (and established revokes to the twelfth trick, if discovered before the cards are returned to the board, should always be corrected).
- If it is corrected then no penalty tricks apply, but if the wrongly played card was played by a defender then it becomes a 'major penalty card' and must be displayed:
 - It must be played at the first legal opportunity (leading/following/discarding/trumping)
 - If offender's partner has the lead, declarer has the option either to prohibit or to insist upon the lead of that suit.
 - Once declarer has exercised either of these options, the card ceases to be a penalty card and may be picked up.
- Once a correct card is substituted, then remaining players may in order change their cards played – any card changed by the defence becomes a penalty card ('major' or 'minor' according to its value).

After the revoke is established

Play continues as normal and penalty tricks may apply:

- If offenders win neither the affected trick nor any subsequent trick, then there is no penalty;
- Otherwise, tricks are transferred to the non-offending side as follows:
 - The trick in question, if won by the offending side;
 - If the offending side won subsequent tricks, one of these is transferred;
 - If the Director deems this compensation insufficient, s/he may award an adjusted score.

Time limit

No action is taken about a revoke if attention is drawn to it only once the non-offending side have bid to the next hand, or once the round has finished.