

## Claims

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Law #

A clear, concise claim is appreciated by all. The defenders don't have to ponder needlessly and the play is expedited. Unfortunately, all too often, the claim is inappropriate and play is prolonged past the point of just playing out the hand. And of course, you commonly hear, "Play it out! Let's just play it out!!"

Law 68D is clear that once a claim or concession is made, playing it out is no longer an option. 68D states that all play ceases. The Law further states: "A claim should be accompanied at once by a clear statement as to the order in which cards will be played, or the line of play or defense through which the claimer proposes to win the tricks claimed."

68D

68C

If done properly, claiming saves time and energy. When a table is behind, conceding tricks that must be lost and claiming the rest with proper statements will get everyone caught up and back on track.

What is the proper way to claim? When you can take the rest of the tricks and you are on lead, face your hand and state your line of play. Be very specific. If there are any trumps out, be certain to mention that and how you plan to deal with them. Leave the cards out until both opponents agree to the claim.

As an opponent, don't stop thinking when someone announces a claim is coming because you "want to see for yourself." To help expedite the claim, you need to be just as attentive as if you were actively playing or defending the hand.

If the claim or concession is doubted by any player (dummy included), the Director must be summoned immediately and Law 70 applies. No action may be taken pending the Director's arrival. First, the Director requires the claimer to repeat the clarification statement he made at the time of his claim. Then, the Director requires all players to face their remaining cards. Next, the Director hears the opponents' objections to the claim and determines whether the claim is valid or invalid.

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70B

In adjudicating the claim as equitably as possible, the Director resolves any doubtful points against the claimer. If the claim is not valid, any tricks that could have been lost by any normal line of play will be awarded to the opponents. "Normal" play includes play that is careless or inferior for the class of player involved, but not irrational. For instance, in pulling trumps, the Director assumes the claimer would do so from the top down.

70A

The more you play, the more you will claim. Just wait until you win the current trick, face your hand completely and take the time to clearly state the exact order of play of the remaining cards. Play is now over and the Director will help both sides with any problems arising from a contested claim, including a request to "Play it out."