

Authorised and Unauthorised Information

Dlr: West ♠ QJ10
 Vul: N/S ♥ 98
 ♦ J64
 ♣ J8754

 ♠ K6 W North E ♠ 832
 ♥ KQ6 e 12 a ♥ 10754
 ♦ A109832 s s ♦ KQ75
 ♣ 62 t South t ♣ 103

 ♠ A9754
 ♥ AJ32
 ♦ --
 ♣ AKQ9

West	North	East	South
1 Diamond	Pass	2 Diamonds*	Pass (* = Alerted by West)
2 Hearts	Pass	Pass *	Double
3 Diamonds	Pass	Pass	Pass

No questions were asked during the bidding or play. After play finished East said his side were not playing inverted minors. West agreed, and said he had forgotten and he should not have alerted.

Dummy, East, had not complied with 20F 5b(II)

North said he felt his side had been damaged, and the Director was called.

*For information, East will argue that he complied with Law 73C, by taking the 2 Heart bid as a reverse and forcing. Evaluating his hand he decided to pass the forcing bid, and play in the supposed 4-4 heart suit at the two level..

Director ruled that 4Cby N/S should be the final contract as the defenders were damaged by the alert of 2D.

Law 16

LAW 16: AUTHORIZED AND UNAUTHORIZED

INFORMATION

A. Players' Use of Information

1. A player may use information in the auction or play if:
 - (a) it derives from the legal calls and plays of the current board (including illegal calls and plays that are accepted) and is unaffected by unauthorized information from another source; or
 - (b) it is authorized information from a withdrawn action (see D); or
 - (c) it is information specified in any law or regulation to be authorized or, when not otherwise specified, arising from the legal procedures authorized in these laws and in regulations (but see B1 following); or
 - (d) it is information that the player possessed before he took his hand from the board (Law 7B) and the Laws do not preclude his use of this information.
2. Players may also take account of their estimate of their own score, of the traits of their opponents, and any requirement of the tournament regulations.
3. No player may base a call or play on other information (such information being designated extraneous).
4. If there is a violation of this law causing damage the Director adjusts the score in accordance with Law 12C.

B. Extraneous Information from Partner

1. (a) After a player makes available to his partner extraneous information that may suggest a call or play, as for example by a remark, a question, a reply to a question, an unexpected alert or failure to alert, or by unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement, or mannerism, the partner may not choose from among logical alternatives one that could demonstrably have been suggested over another by the extraneous information.
- (b) A logical alternative action is one that, among the class of players in question and using the methods of the partnership, would be given serious consideration by a significant proportion of such players, of whom it is judged some might select it.
2. When a player considers that an opponent has made such information available and that damage could well result he may announce, unless prohibited by the Regulating Authority (which may require that the Director be called), that he reserves the right to summon the Director later (the opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed).
3. When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an action that could have been suggested by such information, he should summon the Director when play ends³. The Director shall assign an adjusted score (see Law 12C) if he considers that an infraction of law has resulted in an advantage for the offender.

C. Extraneous Information from Other Sources

1. When a player accidentally receives unauthorized information about a board he is playing or has yet to play, as by looking at the wrong hand; by overhearing calls, results or remarks; by seeing cards at another table; or by seeing a card belonging to another player at his own table before the auction begins, the Director should be notified forthwith, preferably by the recipient of the information.
2. If the Director considers that the information could interfere with normal play he may, before any call has been made:
 - (a) adjust the players' positions at the table, if the type of contest and scoring permit, so that the player with information about one hand will hold that hand; or
 - (b) if the form of competition allows of it order the board redealt for those contestants; or
 - (c) allow completion of the play of the board standing ready to award an adjusted score if he judges that unauthorized information may have affected the result; or
 - (d) award an artificial adjusted score.
3. If such unauthorized information is received after the first call in the

auction has been made and before completion of the play of the board the Director proceeds as in 2(c).
2i.

Law 20 F 5b (ii)

Explanation of Calls

1. During the auction and before the final pass, any player may request, but only at his own turn to call, an explanation of the opponents' prior auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and about relevant inferences from the choice of action where these are matters of partnership understanding. Except on the instruction of the Director replies should be given by the partner of the player who made the call in question. The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Law 16 may apply and the Regulating Authority may establish regulations for written explanations.
2. After the final pass and throughout the play period, either defender at his own turn to play may request an explanation of the opposing auction. At his turn to play from his hand or from dummy declarer may request an explanation of a defender's call or card play understandings. Explanations should be given on a like basis to 1 and by the partner of the player whose action is explained.
3. Under 1 and 2 above a player may ask concerning a single call but Law 16B1 may apply.
4. If a player subsequently realizes that his own explanation was erroneous or incomplete he must call the Director immediately. The Director applies Law 21B or Law 40B4.
5. (a) A player whose partner has given a mistaken explanation may not correct the error during the auction, nor may he indicate in any manner that a mistake has been made. 'Mistaken explanation' here includes failure to alert or announce as regulations require or an alert (or an announcement) that regulations do not require.
(b) The player must call the Director and inform his opponents that, in his opinion, his partner's explanation was erroneous (see Law 75) but only at his first legal opportunity, which is:
 - (i) for a defender, at the end of the play.
 - (ii) for declarer or dummy, after the final pass of the auction