

Duplicate Decisions



**A Club Director's
Guide for Ruling
at the Table**

INTRODUCTION

Duplicate Decisions is a version of the official *Laws of Duplicate Bridge* written in everyday English. Its purpose is to help club directors understand the Laws and make good rulings. This book can be used at the club level in place of the official law book.

Duplicate Decisions can be used to make most of the rulings that will come up during a typical club game. The ideal way to use this publication is to tab the most common rulings. Occasionally *Duplicate Decisions* will refer the director to the official Laws book. In those cases, the director will have to do some research before making a ruling.

In order to make good rulings, a club director needs to be familiar with the Laws. It is helpful to highlight the sections of each Law that are most frequently used in making a ruling.

Duplicate Decisions is designed to be used in conjunction with *The ACBL Club Directors Handbook*, which was published in 2003 and developed to assist club directors in running outstanding club games. (See the online file at: www.acbl.org/assets/documents/clubs/club-managers-handbook.pdf.) The handbook contains all of the information previously found in the Appendix to *Duplicate Decisions*, plus information that will help club directors make their club games the best games in town. The new handbook is a source of tips, ACBL regulations, ACBL programs such as the IN (Intermediate-Newcomer) Program and New Player Services, movements, ACBLscore, Alerts, Zero Tolerance, etc.

Directors will benefit from reading the “Ruling the Game” column, which is published monthly in *The Bridge Bulletin*. It’s a good way to learn more about the Laws and how they should be applied.

ACBL’s web site (www.acbl.org) is also a source of information that directors will find helpful in running club games.

Good luck! Let ACBL hear from you whenever you need help.

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CHAPTER I — DEFINITIONS

Adjusted score: A score awarded by the Director (see Law 12). It is either “artificial” or “assigned”.

Alert: A notification, whose form may be specified by the Regulating Authority, to the effect that opponents may be in need of an explanation.

Artificial call: A bid, double or redouble that conveys information (not being information taken for granted by players generally) other than willingness to play in the denomination named or last named, or a pass which promises more than a specified amount of strength or promises or denies values other than in the last suit named.

Auction: 1) The process of determining the contract by means of successive calls. It begins when the first call is made. 2) The aggregate of calls made (see Law 17).

Bid: An undertaking to win at least a specified number of odd tricks (tricks in excess of six) in a specified denomination.

Board: 1) A duplicate board as described in Law 2. 2) The four hands as originally dealt and placed in a duplicate board for play during a session (also referred to as a “deal”).

Call: Any bid, double, redouble or pass.

Canceled: See “Withdrawn”.

Contestant: In an individual event, a player; in a pair event, two players playing as partners throughout the event; in a team event, four or more players playing as teammates.

Contract: The undertaking by declarer’s side to win, at the denomination named, the number of odd tricks specified in the final bid, whether undoubled, doubled or redoubled (see Law 22).

Deal: 1) The distribution of the pack to form the hands of the four players. 2) The cards so distributed considered as a unit, including the auction and play thereof.

Declarer: The player who, for the side that makes the final bid, first bid the denomination named in the final bid. He becomes declarer when the opening lead is faced (but see Law 54A when the opening lead is made out of turn).

Defender: An opponent of (presumed) declarer.

Denomination: The suit or no trump specified in a bid.

Double: A call over an opponent's bid increasing the scoring value of fulfilled or defeated contracts (see Laws 19A and 77).

Dummy: 1) Declarer's partner. He becomes dummy when the opening lead is faced. 2) Declarer's partner's cards, once they are spread on the table after the opening lead.

Event: A contest of one or more sessions.

Extraneous: Not part of the lawful procedures of the game.

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

Game: 100 or more trick points scored on one deal.

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

Honor: Any ace, king, queen, jack or 10.

Infraction: A player's breach of law or of lawful regulation.

International Matchpoint (IMP): A unit of scoring awarded according to a schedule established in Law 78B.

Irregularity: A deviation from correct procedure inclusive of, but not limited to, those which involve an infraction by a player.

Lead: The first card played to a trick.

LHO: Left-hand opponent.

Matchpoint: A unit of scoring awarded to a contestant as a result of comparison with one or more other scores (see Law 78A).

Odd trick: Each trick to be won by declarer's side in excess of six.

Opening lead: The card led to the first trick.

Opponent: A player of the other side; a member of the partnership to which one is opposed.

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

Pack: The 52 playing cards with which the game is played.

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

Partscore: 90 or fewer trick points scored on one deal.

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

Penalty (see also “**Rectification**”): A penalty is of two kinds: 1) disciplinary — those applied for the maintenance of courtesy and good order (see Law 91), and 2) procedural — those (additional to any rectification) awarded in the Director’s discretion in cases of procedural irregularities (see Law 90).

Penalty card: A card subject to disposition under Law 50.

Play: 1) The contribution of a card from a player’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. 4) The aggregate of the calls and plays on a board.

Play period: Commences when the opening lead on a board is faced. Contestants’ rights and powers in the play period each expire as the relevant law provides. The play period itself ends when the cards are removed from their slots on the subsequent board (or when the last board of a round is quitted).

Premium points: Any points earned other than trick points (see Law 77).

Psychic call (commonly “psych[e]” or “psychic”): A deliberate and gross misstatement of honor strength and/or of suit length.

Rectification: The remedial provisions to be applied when an irregularity has come to the Director’s attention.

Redouble: A call over an opponent’s double, increasing the scoring value of fulfilled or defeated contracts (see Laws 19B and 77).

Retracted: See “**Withdrawn**”.

Revoke: Failure to follow suit in accordance with Law 44 or failure to lead or play, when able, a card or suit required by law or specified by an opponent when exercising an option in rectification of an irregularity constitutes a revoke.

RHO: Right-hand opponent.

Rotation: The clockwise progression of the normal turns to call or play; also the clockwise order in which, one at a time, the cards are

recommended to be dealt.

Round: A part of a session played without progression of players.

Session: An extended period of play during which a number of boards, specified by the Tournament Organizer, is scheduled to be played. (May have different meanings as between Laws 4, 12C2 and 91.)

Side: Two players at a table who constitute a partnership against the other two players.

Slam: A contract to win six odd tricks (called small slam) or to win seven odd tricks (called grand slam).

Sorted deck: A pack of cards not randomized from its prior condition.

Suit: One of four groups of cards in the pack, each group comprising 13 cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).

Team: Two or more pairs playing in different compass directions at different tables but for a common score. Applicable regulations may permit teams of more than four members.

Trick: The unit by which the outcome of the contract is determined, composed unless flawed of four cards, one contributed by each player in rotation beginning with the lead.

Trick points: Points scored by declarer's side for fulfilling the contract (see Law 77).

Trump: Each card of the denomination named in a suit contract.

Turn: The correct time at which a player is due to call or play.

Undertrick: Each trick by which declarer's side falls short of fulfilling the contract (see Law 77).

Unintended: Involuntary; not under control of the will; not the intention of the player at the moment of his action.

Vulnerability: The conditions for assigning premiums and undertrick penalties (see Law 77).

Withdrawn: Actions said to be "withdrawn" include actions that are "canceled" and cards that are "retracted".

CHAPTER II — PRELIMINARIES

1

The Pack

No result achieved with a pack of 52 cards is ever to be considered valid if the pack does not conform to the specification of this Law. This holds true even when the discrepancy appears to be irrelevant, such as there being two ♣2's but no ♣3.

This Law does not require that the backs of the cards be the same, so the Director may not throw out a result for this reason. If different backs gave any player unauthorized information, however, the Director could award an adjusted score using Law 12.

Example: If a player notices the different backs are all one suit and is able to get an early count on the hand as a result, the Director should rule this constitutes unauthorized information.

When the Director is informed that a pack is missing one or more cards, he must either locate the exact cards missing from that same pack or substitute a new pack. If a card is simply added to complete the pack, the missing card(s) may reappear, such as by coming unstuck, thereby creating a pack with too many cards.

2

The Duplicate Boards

Whenever the dealer and/or vulnerability markings are other than specified in this Law, the actual markings are to be deemed correct for that session. In other words, the Director's ruling is based solely on the actual "VUL" marking on the board. Either red pockets or "VUL" lettering, however, is sufficient for the Director to make the indicated pockets for the board vulnerable. A correctly marked board should be furnished for the next session.

3

Arrangement of Tables

It is recommended that the tables be set square to each other to eliminate as much as possible the chance of hands being visible at adjoining tables. More tables will fit into the same space by placing them corner to corner in a diagonal pattern. This latter setup may be considered for Swiss team events as long as the same match is not played at adjoining tables, a setup that should be avoided.

4

Partnerships

For pair events, two players constitute a pair. Except for newcomer events as noted in the next paragraph, the Director is prohibited from permitting a three-player pair to participate. The Director may, however, authorize a substitute in an emergency.

At the discretion of the club or tournament chairman, three-member pairs may be permitted in newcomer events which are held for players with less than 20 masterpoints. Masterpoints earned shall be apportioned among the three players in approximate ratio to the number of boards each played. For example, a “pair” consisting of “A”, “B” and “C” (all newcomers) finish first in a 10-table Mitchell newcomer game. According to published award charts, each player of a two-member pair is entitled to 50 club masterpoints. In this three-member pair, “A”, “B” and “C” divide 100 club masterpoints according to the number of boards each played.

In a Swiss team event, the Director may permit four, five or six-player teams, but no team may have more than six players.

Board-a-match team events of one session are limited to four-player teams. Five- or six-player teams may be permitted in multi-session events.

5

Assignment of Seats

The Director assigns an initial position to each contestant (individual, pair or team) at the start of a session. Having once selected a compass direction, a player may change only with the permission of the Director. The Director is responsible for clear announcement of Instructions for the movement of players.

This Law states that each player or pair is responsible for his own correct seating assignment each round. If a player or pair is at the wrong table or direction for a round, and the Director is compelled to assign an “artificial adjusted score” as a result, the player or pair in the wrong place shall be considered the offending player(s).

In a pairs event, other than in Howell (one winner) movements, the Laws require each player to retain the same position throughout the session. As an example, if a player starts as West, he should continue as West throughout. In a Howell a player should pick two compass positions to play — *e.g.*, North and East.

In a team event, players normally choose where they will sit each match. (Each match is considered to be a session.) If a disagreement between teams arises, conduct a coin flip. The loser of the flip then takes their seats, with the coin flip winner sitting around their opponents.

CHAPTER III — PREPARATION AND PROGRESSION

6

The Shuffle and Deal

Shuffle — Each pack is thoroughly shuffled before play, a cut may be requested by either opponent.

Deal — The cards must be dealt face down, one card at a time, into four hands. It is suggested (though not required — the intent is to allow for minor variations in dealing style) that the deal be accomplished in a clockwise rotation.

There may not be a redeal because no player has bid (see Law 22). The primary reason for this is that players evaluate their hands differently, so someone else may open. No result may stand if the cards are dealt without a shuffle from a sorted deck or if the deal had previously been played in a different session (unless the purpose of the game is to replay past deals).

The result cannot stand on a board where the cards were misdealt or a player could have seen the face of a card belonging to another player. The cards must be reshuffled and replayed if this happened before the auction begins and the board has not been played at any other table.

7

Control of Boards and Cards

The Law states that each player shall count his cards before play and each player does shuffle and restore his original 13 cards to the board. Before making a call, a player must inspect the faces of his cards. When removing and restoring cards, contestants are equally responsible for seeing that they have 13 cards.

No player should touch any cards other than his own during or after play except by permission of the Director (Law 7 B.3.). The intent of this Law is to discourage one player from looking at another player's cards. The Director's permission, however, may be assumed since this Law could generate more calls than a Director could

handle and still run a timely game. A player is entitled, therefore, to give his opponent permission to look at his hand. When there is an objection, the Director may choose to answer the opponent's questions concerning the hand rather than allow the opponent to "see" the hand.

When an irregularity occurs at a table (*e.g.*, a person removed an incorrect hand), the Director should ascertain who was at fault and issue a procedural penalty. If a board is played with the compass points pointing in the wrong direction (*e.g.*, the North player plays the South hand), the result is valid and the board should be scored as it is played. If a board is played pointed 90° from the correct position (*e.g.*, North–South play the East–West hands in a Howell movement), the result should be scored as it is played. This changes the comparison groups but does not invalidate the results. If this occurs on an early board of a set, the Director should permit that board to be completed and then turn the remaining board(s) to the correct position for the remainder of that round.

Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table. Note that everyone at the table is responsible, but stationary players are more responsible than others.

8 Sequence of Rounds

A round ends when the Director calls the change for the next round. For tables still in play, the round continues until those players move to the next table. Note that when a late play is assigned that round does not end until the board has been played and scored. At rounds end, the North player is responsible for moving the boards just completed at his table to the proper table for the next round.

The last round of a session, and the session itself, ends for each table when play of all boards has been completed and when all scores are entered on proper scoring forms without objection.

CHAPTER IV — GENERAL LAWS GOVERNING IRREGULARITIES

9

Procedure Following an Irregularity

Any player may call attention to an irregularity during the auction, whether or not it is his turn to call.

Declarer or either defender may call attention to an irregularity that occurs during the play period. Dummy may not call attention to an irregularity until after the play of the board is concluded. Dummy may try to prevent declarer from committing an irregularity.

The Director should be summoned at once when attention is drawn to an irregularity. No player shall take any action until the Director has completed his explanation regarding the irregularity.

Any player, including dummy, may summon the Director after attention has been drawn to an irregularity. Just as with any other player at the table, dummy may and should summon the Director **AFTER** attention has been drawn to an irregularity.

Any premature correction of an irregularity by the offender may subject him to a further rectification.

10

Assessment of Rectification

When the Laws provide an option, the Director must explain fully all the options available. The player who has the right to select an option may not consult with partner in making a choice.

The Director alone has the right to determine rectification when applicable. The Director may allow or cancel any decision made by the players without his instructions.

If the players have made their own ruling, the Director will not alter the agreed result if:

1. the correct ruling was made, and
2. all participants were apprised of their rights, and
3. a correct rectification (or lack thereof) was applied.

If **ANY** of the three are lacking, however, the Director may alter the result.

11

Forfeiture of the Right to Rectification

The right to rectification of an irregularity may be forfeited if either non-offender takes action following the irregularity before calling the Director. The Director so rules when the non-offenders may have gained an advantage through subsequent action taken by an opponent in ignorance of the penalty.

After the right to rectification has been forfeited under this Law, the Director may assess a procedural penalty under his exercise of powers in Law 90. For example: declarer is on lead, and the dummy is good, but declarer has no entry to dummy. Declarer leads a card from dummy (the wrong hand) and the next player carelessly follows. The side that carelessly condoned the lead from the wrong hand must keep its score. The side that committed the irregularity should have its score reduced because the declarer could have known at the time of the infraction that it was advantageous for his side to lead from the wrong hand.

12

Director's Discretionary Powers

When the appropriate Law provides for rectification (or states that there is to be no rectification), the Director may not adjust the score to produce equity. The Director must give a book ruling. The Director may adjust the score if an incorrect penalty has been paid.

Some of the Laws allow the Director to assign an adjusted score under specified circumstances.

Many Laws specify correct procedure but do not offer specific penalties for violation. Examples: a player may not inspect a quitted trick; a player may not handle an opponent's cards; a review of the auction must be given by an opponent of the player requesting it.

A violator is liable to penalty (Law 90, Procedural Penalties), but the innocent side is assigned no redress. If there is damage (*e.g.*, declarer may have made his contract because of his illegal inspection of a previous trick), the Director has the authority to assign an adjusted score under Law 12.

The objective of score adjustments is to rectify any damage to the non-offending side and to take away any advantage gained by the offending side through its infraction. Damage exists when an innocent side obtains a table result less favorable than they would have if the infraction had not occurred.

NOTE: Damage must be a result of the infraction.

The director's procedure in awarding an adjusted score — If the Director has a choice between awarding an artificial adjusted score and an assigned adjusted score, awarding a real score is virtually mandatory.

When the Director awards an actual result (an assigned adjusted score) in place of a result actually obtained after an irregularity,

1. the non-offending side receives the most favorable result that was likely on the deal without the irregularity.
2. the offending side receives the most unfavorable result that was at all probable.

The scores need not balance. The Director may either alter the bridge score before matchpointing or assign a matchpoint score.

When an irregularity makes it impossible to obtain a valid result, the director awards an artificial adjusted score based on which players were responsible for the irregularity.

1. A player who is directly at fault causes his side to receive no more than 40%* of the available matchpoints (average minus);
2. A player only partially at fault gets 50% (average) for his side;
3. A player in no way at fault gets at least 60%* (average plus) for his side. The percentage will be the player's game percentage if that percentage is higher than 60%.

The scores awarded to the two sides need not balance. (See Law 86 for team play and Law 88 for pair and individual play.)

* In ACBL sanctioned events, when a pair is awarded more than 60% due to a higher percentage score on all other boards, the pair assigned 40% will actually receive the difference between the percentage awarded and 100%. Example: You assign and A+ / A-. The pair receiving the A+ has a 65% game; they get 65% for the A+. In this case the offenders A- is worth 35%.

13

Incorrect Number of Cards

NOTE: Law 13 applies when 52 cards are distributed unevenly among the four hands. When the board contains fewer than 52 cards, Law 14 applies.

If the incorrect number of cards is discovered before a player with an incorrect number of cards has made a call, and no player will then have seen a card belonging to another player's hand, the Director shall correct the discrepancy and require the board to be played normally. The Director should consult with players who have previously played the board or consult with hand records, if available, in order to restore the board to its proper state.

If the Director discovers that the board was incorrectly dealt, he shall order the board redealt and cancel any previous results on the board.

When one or more of the players with an incorrect number of cards makes a call on the board, and the Director determines that the deal can be corrected and played normally with no change of call, the deal should be played. Player concurrence is no longer required. The Director may still choose to award an adjusted score if he later decides that the card(s) in question did indeed affect the result obtained. When the Director determines that one or more pockets of a board contain an incorrect number of cards, the cards must be restored to the proper hands before the auction may begin.

When a player has seen one or more cards belonging to another player's hand, the Director must:

1. decide whether the information is consequential and whether it would interfere with normal bidding and play. If the Director decides the board can be played without prejudice, he shall allow the board to be played, obtaining a true bridge result. Again, this Law no longer needs the concurrence of the contestants.
2. decide if the information will interfere with the normal bidding and play, and award an artificial adjusted score (see Law 12). He may also elect to penalize an offender under Law 90. Surplus cards are removed, though if found among quitted tricks an adjusted score may be awarded.

14 Missing Card

When one hand is deficient while the other three hands are correct, and this is discovered:

Before the play period begins — The missing card is restored to the deficient hand, or the Director reconstructs the deal to the original form using a new deck, and the bidding continues.

After the play period has begun — If the missing card is among the quitted tricks, the Director requires the offender to restore to his hand the extra card played to the quitted trick. If only one card was faced, the faced card is left among the quitted tricks (Law 67 addresses Defective Tricks).

If the missing card is found (but not among the quitted tricks), it is restored to the player's hand. A card restored to a player's hand is deemed to have belonged to it continuously. It may become a penalty card (Law 50) and failure to have played it may constitute a revoke (subject to penalty under Law 64).

If a card that should have been played earlier in order to follow suit is restored to dummy, failure to have played that card constitutes a revoke although no rectification (no penalty trick or tricks) is awarded (Law 64 B.3.). Law 64 C, however, requires the Director to restore equity. He may assign an adjusted score when the non-offenders get a poorer result than they would have achieved had the revoke not occurred.

If one of dummy's cards is obscured, as by being stuck behind another, and the discrepancy goes unnoticed for some time, and its absence is found to have damaged the defenders, an adjusted score (Law 12) may be in order for failing to display dummy properly (Law 41 D).

When a player, usually the dummy, says, "Everyone is responsible for the dummy," the response should be that some are more responsible than others. This statement has no basis in current law. The player who is the dummy is responsible for the proper display of his hand.

15 Play of a Wrong Board

If the players have not previously played the board,

1. when it is a board not designated for them to play, the Director normally allows the score to stand if none of the four has previously played the board.
 - a. If this creates a situation where a pair plays more boards than the rest of the field, the board and the score for the pair will require factoring.
 - b. At the club level, the Director may choose a more sociable solution. He may decide not to allow the last board of the set to be played and to award an artificial adjusted score to the opponents.
2. the Director may require both pairs to play the correct board against one another later if they were scheduled to meet.
3. if one pair went to the wrong section, the Director may allow the board to be played by North–South “A” and East–West “B” to compensate for North–South “B” and East–West “A” meeting improperly. The matchpoints would simply be assigned to the actual contestants after the results were scored. (*#5 below does not apply.*)
4. if the error is discovered during the auction, an attempt should be made to save the board. The Director seats the proper pair, and a new auction begins. Players must repeat any calls they made previously. If any call differs* in any way from the corresponding call in the first auction, the Director MUST cancel the board and award an artificial adjusted score (usually average+ to both pairs).

*For example, the first pair opens a standard ♣ and the “correct” pair opens a strong, forcing 1♣. Though the bid is the same, the meaning is different, and the Director must cancel the board. Further, this Law allows the Director to penalize any player who, in his view, makes a purposeful attempt to preclude normal play of the board.

5. The Director should warn the North–South or stationary pair who did not check or verify the opponents’ pair number. If the Director has previously warned the pair or feels the pair has been particularly negligent, he could award a procedural penalty of $\frac{1}{4}$ of a board. This matchpoint penalty would be deducted from the pair’s total score after all the results had been figured.

If any player has previously played the board

1. If any player plays a board he has previously played with the correct opponents or otherwise, his second score on the board is canceled for both his side and his opponents.
2. The Director shall award an artificial adjusted score to the contestants deprived of the opportunity to earn a valid score.

If a player holds a hand from the wrong board, see Law 17 D.

16

Authorized and Unauthorized Information

NOTE: Players are authorized to base their actions on information from legal calls and plays; and illegal calls and plays that are accepted; and from the mannerisms of their opponents. Players may take into account their current score, the traits of their opponents or any tournament regulation. No player may base a call or play on other extraneous information.

Extraneous information from partner: After a player makes extraneous information available to his partner by an action such as a remark, a question, a reply to a question, an unmistakable hesitation, unusual speed, special emphasis, tone, gesture, movement, mannerism, an unexpected alert or failure to alert or any other action that suggests a call, lead or plan of play, the partner may not choose from among logical alternative actions one that could have demonstrably been suggested over another by the extraneous information. If the director is called before the recipient of the unauthorized information takes action, he should instruct the recipient to ignore the information and tell the opponents to call him back after the play if they feel

the opponents have gained an advantage.

1. At ACBL sanctioned events, competitors may now announce that they reserve the right to summon the Director when extraneous information may have been made available. There is no penalty for calling the Director early.
2. When a player feels an opponent has taken action that could have been suggested by such information, he should call the Director when play ends. Again, it is not an infraction to call the Director earlier or later.

The use of the word “DEMONSTRABLY” is intended to remove from consideration logical alternatives that are not obviously suggested over another by the unauthorized information. The Director should not change a result unless the action chosen can be shown (demonstrated) to have been suggested. The actions that will now be removed by Law have to be suggested in an obvious, easily understood way — it must be readily apparent rather than a product of some subtle bridge argument.

Steps in dealing with unauthorized, extraneous information such as tempo variation (*e.g.*, huddles).

1. Was there unauthorized information available? Was there a huddle? **If yes, proceed.**
2. Were the opponents damaged? **If yes, proceed.**
3. Were there logical alternatives to the call chosen by the partner of the huddler? (Remember that a logical alternative is a call that, among the class of players involved, would be given serious consideration by a significant number of such players.) **If yes, proceed.**
4. Could the extraneous information demonstrably suggest the call chosen over a likely less successful logical alternative(s). Is it obvious? Is it readily apparent? Is it easily understood? **If yes, proceed.**
5. **Assign an adjusted score.**

Extraneous information from other sources: 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 over-hearing calls, results or remarks, by seeing results, 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 right away.

If the Director feels the information could interfere with normal play, he may:

1. adjust the positions of the players so the player with information will play the hand for which he has information.
2. if the form of scoring allows, order a new deal.
3. complete play of the board, standing ready to adjust the score if he judges that the unauthorized information affected the result.
4. award an adjusted score.

A call or play may be withdrawn and another substituted, either by a member of the non-offending side after an opponent's infraction or by the offending side to rectify an infraction.

1. The non-offending side is authorized to take advantage of all information that comes from a withdrawn call or play, whether the action is its own or its opponents.
2. The offenders are not authorized to take advantage of information they might gain from withdrawn actions of their own or of the non-offenders. An offender may not choose from logical alternative actions one that could demonstrably have been suggested by such information.

NOTE: Offenders' withdrawn actions — except for an insufficient bid corrected without penalty per Law 27 B.1. — are not authorized for use by the offenders even after a penalty has been paid.

NOTE: See the following discussion of Law 17 for examples of unauthorized information relating to the auction.

Unauthorized information from a traveling score slip

In all situations dealing with the unauthorized information obtained by seeing a traveler from another board, the Director must determine whether or not the information gained by one or more of

the players is sufficient to affect the bidding or play of the deal.

In almost all cases, this offense will require an adjusted score. The Director should allow the auction and play to begin, however, reserving the right to assign an artificial adjusted score if he feels the unauthorized information has influenced the results. It is possible the North player may have seen the results, but be holding a hand where he would neither enter the auction nor be involved in the play (*e.g.*, East and West may have a cold game with South making a standard opening lead). The Director should always try to get a valid result on a board — he should assign an adjusted score only as a last resort. Therefore, the Director may allow some boards to be played where he acts as a monitor, and he may adjust other boards.

CHAPTER V — THE AUCTION

17

The Auction Period

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

If a player holds a hand from the wrong board

1. Unauthorized information is the major concern when a player begins a board with the wrong hand. Usually the Director assigns an adjusted score if one player has the hand from one board and the other three players have the hand from another board. (See Law 12.)
2. Occasionally the deal can be saved and a valid result achieved. This might happen if the error is discovered during the auction and the hand involved was not in the bidding and would not have been in the auction with the proper 13 cards.
3. In most cases it is too late to substitute the proper hand and proceed with the auction or play. As soon as the problem has been discovered, the players should take the following steps:
 - (a) The Director is called.
 - (b) The Director determines where the incorrect hand came from and replaces it with the proper hand.

- (c) The Director then:
 - (1) Instructs players with the same hands that they must repeat any calls they made on the previous auction, or
 - (2) Begins a new auction, or
 - (3) Assigns an adjusted score of average plus to the non-offenders and average minus to the offenders if any call substituted by an offender differs in any significant way from his previous call(s), or if the offender's partner has subsequently called over the cancelled call. Otherwise, the Director should allow the board to be played normally.
- 4. The Director then deals with the second board involved in this situation — the board where the incorrect hand originated, if that board has not yet been played by this player.
 - (a) The Director should try to get a valid result on this board whenever the hand involved was not in the auction on the first deal.
 - (b) Since all players have some unauthorized information on this hand (they know the player did not have enough points to be in the auction), the Director should monitor the bidding.
 - (c) The Director should award an adjusted score (see Law 12) whenever he feels the unauthorized information makes it impossible to achieve a valid result.

The auction ends when all four players pass, or when three consecutive passes in rotation have followed a call. The auction period ends when the opening lead is *faced* (See Law 22).

Law 21 allows the Director, prior to the opening lead being faced, to cancel a final pass by the non-offenders in the situation where there has been misinformation, such as a failure to Alert, and that pass may have been based on misinformation. The bidding reverts to the last pass by the non-offending side, and if any call other than a pass is made, the bidding continues. Otherwise, the opening lead is faced and the auction is over.

NOTE: Any time a non-offender has made an opening lead when there has been misinformation as above, the lead

may be changed without penalty until a card belonging to dummy's hand has been faced. There are times when a Director may allow the withdrawal of a face-down opening lead, see Law 47.

NOTE: The Director may adjust the score at the conclusion of play if he deems the misinformation damaged the defenders in either the bidding or on the opening lead.

18 Bids

NOTE: Refer to the section on “Definitions” for terms used in this Law.

Utterances such as “one ...” and “I am about to make a skip bid ...” do not constitute bids, or even calls. Law 16, Unauthorized Information, is used to deal with this type of situation.

In no case should the Director ever require that the defender name a denomination or otherwise complete his “call” — unless it is obvious what the player intended to bid (*e.g.*, “One spuh ...”).

When using bidding boxes, a call is considered made when a bid (or a card designating a call) has been held face up, touching or nearly touching the table, or maintained in such a position as to indicate that it has been played. If a call is withdrawn from the box but not “played,” treat it as unauthorized information under Law 16. It is important to remember that the use of the STOP card does not constitute a bid or call.

From time-to-time a player will draw an inadvertent bid card from his bidding box, a “slip of the finger”. Such calls should be deemed inadvertent. See Law 25A.

19 Double and Redouble

Definition of a legal double: A player may double only the last preceding bid. The bid must have been made by an opponent and no calls other than *pass* may have intervened.

Definition of a legal redouble: A player may redouble only the last preceding double. The double must have been made by an op-

ponent and no calls other than *pass* may have intervened.

An inadmissible double or redouble is rectified by applying Law 36. A double or redouble out of rotation is rectified by applying Law 32.

Proper method of doubling/redoubling

1. A player should not, in doubling or redoubling, state the number of tricks or the strain.
2. If a player states either the number of tricks or the denomination (or both) incorrectly, he is deemed to have doubled or redoubled the bid as it was made. (Law 16 may apply.)

For example, if a player says “I double 4♠ when the bid was 4♥, he has doubled 4♥. Further, his partner has received unauthorized information. If partner takes action based on that information, Law 16, Unauthorized Information, should be applied.

3. It is improper for partners to communicate through the manner in which calls or plays are made and through extraneous remarks or gestures. It is a breach of Law 74 for players to use different designations for the same call. Simply saying “double” is proper. Expressions like “I double” and “I double you” are improper.

20

Review and Explanation of Calls

Right to review a call, a bid or the auction

1. A player who did not clearly hear a call has the right to ask immediately that it be repeated. If, however, that player does not immediately ask for the call to be repeated, he must, at his turn to call, ask for a complete review of the auction and listen to all of it. He must not simply ask that the single call be repeated.
2. During the auction a player is entitled to have all previous calls and Alerts restated only if it is his turn to call, and then only if he is not required (by an earlier application of the Laws) to pass at that turn. With bidding boxes in use re-

sponders must be clear about all calls and alerts.

3. After the final pass either defender has the right to ask if it is his opening lead. Law 47 E. states that 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.

Procedure for review

1. A request to have calls restated should be responded to only by an opponent.
2. Declarer or either defender may, at his first turn to play, require all previous calls to be restated. Declarer's play from either hand, whether or not in turn, is deemed to constitute his first play and thus terminates his right to a review.

Error in restatement of review

Any player, including dummy or a player required by Law to pass, may, and should, promptly correct an error in restatement when a review has been requested.

NOTE: When confronted with a situation where a review was not corrected, the director should try to have the players agree on the auction up to the point of the error. He should allow the bidding to proceed without penalty. He may later need to award an adjusted score (Law 12) if the failure to correct the review caused damage.

Explanation of opponents' calls/plays:

1. During the auction, any player at his own turn to call may ask for and receive a review of the bidding or an explanation of an opponent's call. Also, after a face-down opening lead, leader's partner and/or declarer may ask for and receive a review of the bidding (see Procedure for review" #2 above.) or an explanation of an opponent's call. Replies should be given by the partner of the player who made the call in question unless the Director otherwise instructs the bidder to give the appropriate explanation.
2. After the final pass and throughout the play period, declarer or either defender at his own turn to play may request and

receive such an explanation.

3. Questions may be asked about calls that were made and about calls that were not made but were available and relevant.
4. Declarer may request and receive an explanation of the defenders' card play conventions.
5. 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.

If the meaning has not been discussed, "no agreement" or "undiscussed" is the proper response. Players should not say such things as "I am taking it to mean ..." In addition, "standard" or the name of a convention is not a proper answer.

NOTE: If a defender's questions impart unauthorized information to his partner, Law 16, Unauthorized Information, may apply if, for example, a successful line of defense could have been suggested.

6. This Law specifically prohibits asking questions solely for partner's benefit.
7. Players may not consult their convention card or system notes during the auctions or play periods, but see Law 40B2.

21

Call Based on Misinformation

Call based on caller's misunderstanding: A player has no recourse if he has made a call on the basis of his own misunderstanding.

Call based on misinformation from an opponent: Failure to promptly Alert a conventional call or special understanding, where such Alert is required by the sponsoring organization, is deemed misinformation. A player who suspects what is going on, but refrains from protecting himself by not asking questions in the hope that the opponents have a misunderstanding does not have a firm

basis in asking for a score adjustment and frequently should not be awarded an adjustment. When such misinformation is present, a player must summon the Director.

Failure to Alert/changing a call:

It is improper procedure for players to change calls in failure-to-Alert situations without first summoning the Director.

A player may change a call he may have made as a result of misinformation (failure to Alert) given to him by an opponent without penalty, provided that his partner has not subsequently called.

Consider an auction such as:

NORTH	EAST	SOUTH	WEST
1 ♦	2 ♥	2 ♠	Pass

At this point West suddenly remembers that 2♥ was a Roman jump overcall showing hearts and spades. First West should Alert as soon as he remembers (see Law 75), even though there have been calls after the Alertable 2♥. Second, the Director should be called immediately, not only because the Law requires it, but also because the Director might still be able to rectify the situation to permit normal play.

The Law permits the Director to cancel up to one call from each side. By so doing, this particular auction will revert to the point of the infraction, and South may change his call if the new information gives him a bridge reason to do so. In this situation, it is likely that he will make a different call and, if he does, West may in turn change his call.

It is worth mentioning that when the auction has progressed beyond the infraction prior to canceling any calls, the Director should speak with each non-offender (and possibly offenders) away from the table to ascertain if they would have made different calls (or plays) with the correct information.

Note that ANY information from withdrawn calls (Law 16 C.2.) is UNAUTHORIZED for East–West (the offending side) and AUTHORIZED for North–South.

22

Procedure after the Auction and Auction Period Have Ended

When a board is passed out:

A board may not be redealt because no player has bid. The hands are returned to the board. Player's reshuffling a board without the permission of the Director, especially experienced players, may be penalized.

The auction ends when a legal call is followed by three passes; the auction period ends when the opening lead is faced. If no player bids, the auction period ends when all four hands are returned to the board. The interval between the end of the auction and the end of the auction period is designated as the clarification period.

23

Awareness of Potential Damage

This Law formerly dealt only with an enforced pass; it now addresses all irregularities. While this Law will be referred to frequently, it is rarely applied. The key phrase in this law "...an offender could have been aware at the time of his irregularity that this could well damage the non-offending side..." Most cases do not meet the requirement that a player, at the time of the infraction, could have known. After all, sometimes non-offenders just aren't lucky. Simply because the non-offenders achieve a poor score does not entitle them to rectification.

Two examples may make these points clearer:

Example 1: A player hears his partner pass in first chair. Before his RHO can call, he psychs 1NT. Since few opponents will accept such a call out of turn, it is fairly certain that his partner will be silenced. If the opponents are fooled and do not get to the correct contract, it would appear that the player has just made a successful psych. However, this must be judged an infraction. It should be deemed that the player could have known that it would be beneficial to his side to have partner barred from the auction. The Director should be prepared to adjust the score.

Example 2: A player opens 1NT in third seat before anyone else

has called. If the call is not accepted, his partner is required to pass for the entire auction. When the auction proceeds PASS–PASS to him, he decides to open 3NT. It turns out that partner has a big hand and most pairs are getting to slam which does not make due to some unfortunate card placement. There is hardly any “legal” way that this player could have known it would be beneficial to silence partner. He was just “LUCKY” — the Director MUST let this result stand.

Keep in mind, too, that Law 72B1 specifically forbids an intentional violation of Law.

24

Card Exposed or Led Prior to the Play Period

When the Director determines that a player’s error during the auction period made it possible for his partner to see one or more of his cards, the Director requires that every such card be left face up on the table until the auction period ends. If the offender subsequently becomes a defender, every such card becomes a penalty card (Law 50). Then:

1. if this card is a single card below the rank of an honor and not prematurely led, there is no further rectification.
2. if it is a single card of honor rank, or a card prematurely led, the offender’s partner must pass when next it is his turn to call.
3. if two or more cards are exposed, offender’s partner must pass when next it is his turn to call.

25

Legal and Illegal Changes of Call

Inadvertent call

Until his partner makes a subsequent call, the Director should permit a player to change an inadvertent call without penalty, provided he changes or attempts to change the call without pause for thought. Inadvertency means a slip of the tongue (or with bidding boxes a slip of the fingers — a mechanical error) has occurred, not a change of mind. The player does not have to make the change of call; any indication that the first call was not his intended call is suf-

ficient. Also, this indication of inadvertency must be made without pause for thought. (The elapse time here should not be your prime determinant. It is important to note that the thought being described is about what to call, not about what to have for dinner.)

Purposeful change of call

Law 25B now deals with a purposeful correction made by the bidder **before** the director is called. If a substitute call has been made, LHO may accept it, with the auction continuing. If the substitute call is not accepted, no substitute shall be permitted. The substitute call is unauthorized information, the original call stands.

It is important to realize, that if no substitute call has been made, the Director will not allow one to be made. The desire to change a call is unauthorized information. If the original call was insufficient, the Director applies Law 27, Insufficient Bid. Unlike the 1997 version of the Laws, no further options exist in Law 25.

26

Call Withdrawn, Lead Restrictions

Under the Laws a “specified suit” is a suit named either implicitly or explicitly. For instance, a player makes a Michaels cuebid, which specifies spades and hearts. His bid says nothing at all about his holding in the suit he bid.

If the withdrawn call refers to a specific suit, there is no lead penalty if the suit is specified at any time in this auction by the same player. (If LHO bids 2♣ Michaels over opener’s 1♣ bid and then changes his call to 1♥, the 2♣ Michaels bid says the player holds hearts and spades. Since he has bid hearts, no lead penalty would apply to hearts.)

Note, however, that Law 16D may apply even when the suit is or was specified. For example, on an auction 1♣ (natural) — 1NT — Pass — 3NT — 3♣ (changed to Pass): while there is no lead penalty, there may have to be an adjustment due to the UNAUTHORIZED INFORMATION.

If the player who changes his bid has not already specified or does not later specify in the legal auction a suit that has been specified, a lead penalty will apply to that suit. (In the Michaels case

above, if the offender does not later mention (naturally) the spade suit, a lead penalty will apply to spades if the offenders become defenders.) The penalty allows declarer to either require or prohibit offender's partner from leading the specified suit(s) that fall(s) in this category at his first turn to lead. If the lead of the specified suit is prohibited, that prohibition lasts for as long as the offender's partner retains the lead.

NOTE: In the Michaels example above, if LHO changes his bid to 1NT and never bids either hearts or spades, there are two specified suits. If the offending side become the defenders, the declarer would have the right to impose a lead penalty in either hearts or spades — the specified suits — on the offender's partner the first time he is on lead.

If the withdrawn call shows two suits but only one is specified (opener bids 1♥, LHO bids a Michaels 2♥, showing spades and a minor, and changes his call to 1NT), the declarer may require the lead of a spade or prohibit the lead of a spade, a diamond or a club.

If the withdrawn call does not refer to a specific suit, declarer may prohibit offender's partner from leading any one suit at his first turn to lead, with the prohibition continuing for as long as that player retains the lead.

NOTE: Declarer may not require the lead of a specific suit unless the suit has been specified by the offender.

These are examples of bids which do not specify a suit: most notrump bids, strong artificial opening bids such as 2♣, all-purpose cuebids, many non-penalty doubles and redoubles, some artificial takeouts and most passes.

27

Insufficient Bid

An insufficient bid is accepted if LHO calls. Similarly, LHO should always be given the option to accept the insufficient bid. If accepted, the auction then proceeds as though there had been no irregularity. If either non-offender points out that the bid is insufficient, that does not suggest acceptance of the insufficient bid, nor is it an exercise of any options available to the nonoffenders.

NOTE: Especially when bidding boxes are in use, the Director needs to ascertain, away from the table, if the call was inadvertent (*i.e.*, due to a mechanical error – Law 25A). Many times a player may be too embarrassed to relate that fact to the Director in front of other players. In addition, if the Director inquires at the table, he may pass unauthorized information.

When the insufficient bid is not accepted:

1. if the insufficient bid is corrected by the lowest sufficient bid in the same denomination, and the director determines that neither the insufficient bid nor the sufficient substitute are artificial, the auction proceeds without rectification.

NOTE: In investigating other insufficient bids, outlined below, the director would be well served to move the bidder away from the table in order to investigate agreements, meanings and possible legal and illegal corrections. Moving the player away from the table will negate any unauthorized information that may be transmitted.

2. if the insufficient bid is corrected by any other call that has the same meaning, or a more precise meaning, the director should allow the auction to continue. If later the Director determines that the offenders have gained some advantage, and the score on the board may well have been different without the original insufficient bid, a score adjustment may be due the nonoffenders.
3. except as in #1 and #2 immediately above, if the offender corrects his insufficient bid with any other bid or pass, his partner must pass throughout the remainder of the auction and lead penalties may apply.
4. the Director should caution the offender that a double or a redouble may not be substituted for the insufficient bid (except when that call has, in the Director's opinion, the same or more precise meaning as the insufficient bid). If a double or redouble is substituted, except as noted, the offender must replace this call with a legal action, partner must pass throughout the remainder of the auction and the lead restrictions of Law 26 may apply.

28

Calls Considered to be in Rotation

A call is considered to be in rotation

1. when made by a player before RHO calls if RHO is required by Law to pass.
2. when made by a player at his turn to call before rectification can be determined for an opponent's call out of turn. Making such a call forfeits the right to rectification for the call out of turn, which is canceled, and the auction proceeds as though there had been no irregularity. (Law 16D2 applies.)

29

Procedure after a Call out of Rotation

Offender's LHO may elect to make a call following a call out of rotation, and any right to rectification is forfeited. The auction proceeds.

When the call is not accepted, the Director would cancel the call out of rotation and the auction would revert to the player whose turn it was to call. The offender may make any legal call in proper rotation, but his side may be subject to rectification under Laws 30, 31 or 32.

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

30

Pass out of Rotation

In general, a player who passes out of turn must pass at his next turn to call — unless his pass was conventional.

If the Director determines that the pass is conventional, the penalties are the same as those in Law 31 for a bid out of turn — partner must pass for the remainder of the auction and Law 26 (lead penalties) and Law 23 (effects of enforced pass) may apply.

NOTE: A pass is conventional when, by special agreement, it promises more than a specified amount of strength, or when it artificially promises or denies values other than in the last suit named. Since a forcing pass as an opening call is not allowed in ACBL tournaments, this situation will occur infrequently in ACBL events.

Before any player has bid — the offender must pass (once) at his next turn to call.

At RHO's turn to call — and after any player has bid, the offender must pass (once) at his next turn to call.

At partner's turn to call — and after any player has bid, offender must pass throughout the remainder of the auction. Offender's partner may not double or redouble at that turn.

At LHO's turn to call — and after any player has bid, is treated as a change of call, apply Law 25.

31

Bid out of Rotation

At RHO's turn to call — if RHO passes, the offender must repeat the call out of rotation. When that call is legal, there is no further rectification.

At RHO's turn to call — if RHO acts, the offender may repeat the denomination, with his partner passing one time only, or; if the offender does not repeat the denomination named, or if the out of rotation call was an artificial pass, offender's partner must pass for the balance of the auction. Lead restrictions may apply.

At Partner or LHO's turn to call — If LHO has not previously called, the offender's partner must pass for the remainder of the auction. Lead restrictions may apply.

32

Double or Redouble out of Rotation

A double or redouble out of turn may be accepted at the option of the opponent next in rotation (See Law 29A), but an inadmissible double or redouble may never be accepted (See Law 36).

If the double or redouble out of rotation is not accepted, it is cancelled and lead restrictions in Law 26B may apply. When made

At Partner's turn to call – the offender's partner must pass whenever it is his turn to call. See Law 23 if the pass damages the non-offending side.

At RHO's turn to call – if RHO passes, the double or redouble must be repeated, and there is no further penalty. If RHO takes any legal action, the offender may make any legal call, but his partner must pass throughout the remainder of the auction. See Law 23 if the pass damages the non-offenders.

33

Simultaneous Calls

When two calls are made at approximately the same instant, and one of the calls was made by the player whose turn it was to call, the second call shall be treated as a subsequent call.

34

Retention of Right to Call

After a pass out of rotation has been accepted by a pass, the Director should allow the auction to continue, making certain that anyone skipped gets a subsequent chance to call (now included in Law 17E). If a player who is skipped does not get a chance to call, the Director should cancel all passes commencing with the pass out of rotation, and revert the bidding to the player who missed his turn. No further rectification is indicated.

35 – 39

This group of five laws addresses all types of Inadmissible Calls

These calls are inadmissible:

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

An inadmissible double or redouble: if LHO calls before the director explains the Law, the inadmissible call and all subsequent calls are cancelled. The auction reverts to the player whose turn it was to call. Proceed as if no irregularity occurred, no lead penalties apply. Otherwise, the double or redouble is cancelled; offender must substitute a legal call; offenders partner must pass throughout the auction; lead penalties may apply; Law 23 may apply.

A violation of the obligation to pass: If LHO calls before the director explains the Law, that and all subsequent calls stand; the offender must pass for the remainder of the auction; lead restrictions do not apply. Otherwise, the call is cancelled, with pass substituted: partner of the offender is barred for the remainder of the auction; lead penalties may apply; Law 23 may apply.

A bid of more than seven: Such a call is not permissible. Such a call, and any subsequent calls, is cancelled; the offending side must now pass at each turn; lead penalties may apply; Law 23 may apply.

A call after the final pass: All such calls are cancelled. If LHO calls before rectification is applied there is no rectification. If LHO has not called and the infraction is any call other than pass, the lead restrictions of Law 26 may apply.

40

Partnership Understandings

NOTE: This Law has been reorganized, incorporating many other Laws from past editions. It will be worthwhile to become familiar with the reorganized format of this Law.

Partnership Understandings – General Guidelines: Players agreements, whether implicit or explicit, must be available to your opponents. However, a player may make any call or any play (including an intentionally misleading one that departs from commonly accepted or previously announced conventional practice) without prior announcement, provided it is not based on a partnership understanding. In other words, a player may make any bid that will fool partner and his opponents equally. ACBL or other sponsoring orga-

nizations, however, control the use of psychic bids by controlling the conventional usages which may impact them.

Prohibited – Partnerships may not vary their agreements during the auction or play period following a question, a response or any irregularity.

Psychic Calls – While psychic bids are an integral part of bridge, a player does not have the right to psych as frequently as he wishes simply because he enjoys doing so. A series of tops and bottoms so earned by one pair can unfairly affect the final results of a tournament.

ACBL's Policy on Psychs: Psychs are regulated by taking disciplinary action against a player who disrupts a game with frequent, random psychs. The ACBL Board of Directors has defined types of disruptive bidding that make the offenders subject to penalty.

The following definitions and explanations should prove helpful to all Directors trying to enforce this regulation.

Excessive Psychic Bidding — When three or more psychic initial actions by members of a partnership have been reported in any one session and are called to the attention of the Director, the Director should investigate the possibility that excessive psyching is taking place. A presumption of inappropriate behavior exists, and it is up to the players to demonstrate that they were not just horsing around. It is up to them to show that they happened, this once, to pick up a string of hands unusually appropriate for psychs.

The continued use of undisciplined psychic bids tends to create partnership understandings that are implied from partnership experience.

Example: If a player opens 1 ♦ three times in one session with two or fewer diamonds, partner finds it hard to take any 1 ♦ opening bid seriously. When the psychic bidder's partner, because of prior usages, has a better chance of catching a psych than either opponent, there is presumptive evidence that an undisclosed partnership understanding exists, and the result of the board may be adjusted.

Frivolous Psychic Bidding — Any psychic action inspired by a spirit of malicious mischief or lack of will to win may be interpreted as frivolous.

Unsportsmanlike Psychic Bidding — Action apparently designed to give the opponents an abnormal opportunity to get a good score, psychs against pairs or teams in contention, psychs against inexperienced players and psychs used merely to create action at the table are examples of unsportsmanlike psychic bidding.

NOTE TO CLUB MANAGERS: Clubs should regulate the use of uncontrolled psychs by saying that the burden of proof will be on the player, if he makes more than two psychic calls per session, to prove that he is not using excessive, frivolous or unsportsmanlike psychic bidding. Disciplinary action should be taken against a player whose bidding does not conform to these regulations. Score adjustments should be made only when the result was affected because the partner, due to previous experience, may have allowed for the psychic call.

Psychs which require no regulation or director attention:

Any call that deliberately and grossly misstates either honor strength or suit length is by definition a psych. However, some psychs are disruptive to the game while others involve bridge tactics.

These definitions should help to distinguish a psych that warrants disciplinary action or, at the least, attention by the Director, from those that are an integral part of the game.

A tactical bid is a psych that is made to paint a picture in an opponent's mind and partner's mind that will cause them to play you for a holding that you do not have, enabling you to succeed at the contract to which you were inevitably headed.

Example: After partner opens with 1 ♠, responder bids 2 ♦ to try to ward off a diamond lead on the way to 4 ♠ holding:

♠Q J x x x ♥A x ♦x x x ♣K Q x.

Or, you might cuebid an ace you don't have on your way to six of a suit.

NOTE: Frequent use of tactics similar to this will develop an implicit partnership agreement which requires an Alert, possibly delayed.

A waiting bid is generally a forcing bid made by responder to allow him time to learn more about partner's opening hand. This type of call is only rarely a psych, since in most cases the suit length is not grossly misstated.

Example: Over a 1 ♠ opening, responder bids 2 ♣ on:
♠ A x x x x ♥ x x x x ♦ x x ♣ A Q. The hand is too good for 2 ♠ and not good enough to force to game. The 2 ♣ bid is a waiting bid. If opener rebids 2 ♠, responder can now bid 3 ♠ - invitational.

A deviation was defined by Don Oakie (Feb., 1978, ACBL Bridge Bulletin) as a bid in which the strength of the hand is within a queen of the agreed or announced strength, and the bid is of a suit of ample length or of notrump. He also defined a deviation as a bid of a suit in which the length of the suit varies by no more than one card from the agreed or announced length and the hand contains ample high-card values for the bid in the system being played. If either of these situations occurs, it is easy to see by repeating the definition of a psych (a deliberate and gross misstatement of honor strength or suit length) that a deviation is NOT a PSYCH.

However, frequent deviations may indicate that the pair has an undisclosed implied agreement acquired through experience. This situation should be dealt with firmly.

REGULATION OF CONVENTIONS

NOTE: See the ACBL web site for the Convention Charts ACBL has established for various levels of tournament competition. In general, clubs games are played under the ACBL's General Convention Chart. Clubs may allow experimental conventions or agreements if they believe their particular club can handle them.

NOTE: In ACBL competition, both members of a partnership must use the same system. They must have two identical convention cards made out for the use of the opponents. Both members of a partnership must employ the same methods. Players must not refer to their own convention cards or use any other aids to their memory, calculations or technique.

CONVENTION CARD REGULATIONS

1. The Laws allow any player to refer to an opponent's convention card: prior to play; during the clarification period; and at his own turn to call or play. In addition any player may consult the opponent's convention card at RHO's turn to call; and, except for dummy, may refer to an opponent's convention card at his own turn to play. No player, however, may refer to his own convention card at any time during the auction or play.

NOTE: A player may refer to his own written defenses to unusual methods played by his opponents. ACBL has designated as unusual those methods played under the authority of the ACBL Mid-Chart and Super Chart.

2. ACBL has established for all sanctioned events:
 - a. a convention card on which players list their conventions and agreements.
 - b. regulations for the use of the card, including the requirement that both partners use identical methods. This requirement does not extend to style and judgment.
 - c. a regulation that both members of a partnership must have the same point limits for an opening bid of 1NT.

NOTE: One partner could play that he never opens 1NT holding a five-card major. Since this is style, the sponsoring organization has no control over this under the Law.
 - d. a regulation barring opening one bids which may, by agreement, be made on fewer than 8 HCP (not applicable to a psych).
 - e. a regulation barring conventional responses or rebids of any kind when an opening natural notrump bid has a lower limit of fewer than 10 HCP or a range of more than 5 HCP.
 - f. a regulation barring conventional responses or rebids of any kind when the agreed range of a weak two-bid is greater than 7 HCP or the suit could contain fewer than five cards.

ACBL's Specific Convention Card Regulations:

1. Both members of a partnership must use the same system. They must use identical methods. Style may be different and, of course, judgment may vary. During a session of play, a system may not be varied, except with permission from the Tournament Director. The Director might allow a pair to change a convention but almost never their basic system.
2. Partnerships are required to have two convention cards identically and legibly filled out. These cards must be accessible to the opponents throughout the session.
3. All conventions marked in blue on the convention card require an Announcement. All conventions marked in red and all unusual treatments require an Alert.
4. A player is not entitled, during the auction and play periods, to use anything to aid his memory, calculation or technique. However, players may consult any written defenses to methods permitted by the Mid-Chart or Super Chart.
5. At the beginning of a round or session, a pair may review their opponents' convention card and alter their own defenses against their opponents' conventional calls and preempts. Opponents may not vary their system after being informed of these alterations in defenses.

CHAPTER VI — THE PLAY

41

Commencement of Play

The facing of the opening lead concludes the auction period. Opening leads must be made face down per ACBL regulations.

NOTE: The period between the end of the auction (face down lead) and the end of the auction period (faced opening lead) is referred to as the clarification period.

After an irregularity, the face-down opening lead may be withdrawn and returned to defender's hand only upon the instruction of the Director (usually when there has been misinformation).

The opening leader may ask for a review or an explanation of an opponent's call prior to his opening lead. Declarer has the same rights until his first play to trick one (from either his hand or dummy). Leader's partner has the same rights until he plays to trick one. He may ask after the opening lead has been made face down and again before he plays to trick one.

The defenders (subject to Law 16, Unauthorized Information) and declarer retain the right to request explanations (see Law 20 F) throughout the play period, each at his own turn to play.

After it is too late to have a complete review of the auction, either defender or declarer is entitled to be informed as to what the contract is and whether, but not by whom, it was doubled or redoubled.

This Law also includes the proper form for the arrangement of dummy's hand – sorted into suits, in rank order, with lowest nearest declarer, in columns pointing lengthwise towards declarer, with trumps on dummy's right.

NOTE: When the dummy is not properly arranged, a violation of Law 41D has occurred. See the discussion under Law 14.

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Dummy's Rights

Dummy has the following ABSOLUTE RIGHTS:

1. Dummy may give information, in the Director's presence, as to fact or law.
2. Dummy may keep count of tricks won and lost. In order to exercise this right, dummy has the right to follow the play as it occurs. If a player turns his cards in such a fashion that dummy cannot see them, the Director should require the player to fully face his cards as he plays them.
3. Dummy plays the cards of the dummy as declarer's agent as directed. Dummy may not inform declarer that he has a trick turned incorrectly unless he does so immediately (Law 65).

NOTE: There is no automatic penalty for an infraction of this nature. The Director should consider an adjustment whenever dummy's action may have aided declarer's play.

Dummy has the following QUALIFIED RIGHTS:

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

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Dummy's Limitations

Dummy has the following general limitations and is subject to penalty under Law 90 for any violations.

1. Unless attention has been drawn to an irregularity, dummy should not initiate a call for the Director during play.
2. Dummy may not call attention to an irregularity during play.
3. Dummy must not participate in the play or make any comment or ask any question concerning the bidding or play.
4. Dummy may not exchange hands with declarer.
5. Dummy may not leave his seat to watch declarer.
6. Dummy may not, on his own initiative, look at the face of a card in the hand of either defender.

Violations: Dummy is liable to penalty under Law 90 for any violation of the limitations listed above. After violating any of the limitations above, dummy may no longer warn declarer not to lead from the wrong hand, nor may dummy now ask declarer about a possible revoke. For a violation of any of #4-6 listed above, if dummy is the first to draw attention to a defender's irregularity, there is no rectification. This section does allow for the possibility of an adjust-

ed score if dummy's actions gained an advantage for his side after forfeiting his limited rights.

44

Sequence and Procedure of Play

See the official Laws of Duplicate Bridge.

45

Card Played

NOTE: This is perhaps the most frequent judgment ruling the Director is called upon to make. It is one of the most difficult rulings for players to accept. It usually costs the offender a trick or two and it makes a difference whether the card being judged is declarer's or a defender's.

The differences between the definitions of a defender's played card and declarer's played card must be kept in mind. Since exposure of one of declarer's cards can help only the opponents, the Director should exercise much more leniency in allowing retraction of a card of uncertain status when it is from declarer's hand. If its exposure has prompted any reaction by a defender which may have aided declarer, the Director must take this into consideration (see Law 47 F.). In close calls, the Director should rule in favor of the side that did not create the problem.

Declarer's card is played when it is held face up, touching or nearly touching the table, or maintained in such a position as to indicate that it has been played. It is irrelevant whether either or both of the defenders see the card. If the card is held in a manner to indicate declarer has determined to play it, the card is played. Please keep in mind that this Law uses two separate clauses. Declarer's played card is either/ or, it need not be touching and maintained.

A defender's card is played when it is held in a position where it could be possible for his partner to see its face. The Director should endeavor to reconstruct the action as closely as possible. If he is convinced that a card could have been seen by defender's partner, he should rule it a played card (an important point to remember is that

if both opponents saw the card it is very likely that partner could have seen it). It does not matter whether the defender's partner actually saw the card. The question is could he have seen the face of the card had he been looking directly at it. As in all judgment rulings, the Director's decision is subject to review.

A player may correct the call of a card if it is inadvertent (*i.e.*, a slip of the tongue) and if there was no pause for thought in indicating a desire to change the card called. An opponent, however, may change a legal play made in turn prior to the correction.

(See next page for ACBL Laws Commission interpretation of declarer's change of play from dummy's hand.)

Example: It frequently occurs that declarer leads and his play from dummy is intended to be conditional on the play of LHO. He then prematurely calls a card from dummy and, observing that LHO's card makes his choice unpalatable, endeavors to change it. The change must not be allowed regardless of the tempo, for his first designation was not inadvertent. Declarer leads a club, intending to ruff in dummy. As he says "ruff," he notices that LHO has ruffed with a trump higher than any in dummy. Regardless of how quickly he says "pitch a diamond," such a change may not be allowed, because "ruff" was not inadvertent.

When dummy plays a wrong card, a card not named by declarer, the trick must be corrected if attention is drawn to the error before both sides have played to the next trick.

An opponent, however, may change a legal play made in turn prior to the correction.

A fifth faced card contributed to a trick becomes a penalty card (if played by a defender) subject to Law 50 unless the Director deems that it was led. Law 53, Lead out of Turn Accepted; Law 55, Declarer's Lead out of Turn, or Law 56, Defender's Lead out of Turn, may apply.

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

(See Law 66 for inspection of quitted tricks or cards.)

Dummy should not touch or indicate any card (except for purpose of arrangement) without instructions from declarer after dum-

my's hand is faced. If he does, the Director should be called to the table immediately to determine if dummy's act did in fact constitute a suggestion to declarer. If the Director judges that it did, he allows play to continue, reserving his right to assign an adjusted score if the defenders were damaged by the suggestion.

LAWS COMMISSION INTERPRETATION OF Law 45 C. 4.(b)

There are two general cases:

1. The card played by dummy was NOT the one declarer called. In this case Law 45 D. applies. There is no problem with this interpretation as there is a clearly defined time beyond which a correction is not permitted — after each side has played to the next trick.
2. The card played was the one declarer called, but declarer claims that the play was not intended (*i.e.*, an “inadvertent” play). The Law reads, “A player may, without penalty, change an inadvertent designation if he does so without pause for thought ...”
 - a. While it may be difficult to identify an inadvertent action, it is sometimes easier to define what it is not. It is not a slip of the mind.

Example: An example of a change of mind is:

Declarer leads toward the A–Q in dummy, intending to finesse. He calls “Queen” without looking to see the card that LHO has played, the King. He wants to change to the ace. No matter how fast (without pause for thought) the change is made — NOT INADVERTENT. When declarer said “Queen” he meant the Queen.

- b. In determining “inadvertent” the burden of proof (of inadvertency) is on the declarer. The standard of proof is “overwhelming.”
 - c. In judging “without pause for thought,” if declarer has made a play after making an inadvertent designation from dummy, a “pause for thought” has occurred — no change in designation is to be permitted.

If declarer's RHO has played and there is any reasonable possibility that information gained from RHO's play could suggest that declarer's play from dummy was a mistake, a "pause for thought" has occurred — no change in designation is to be permitted.

In determining that there was no "pause for thought," the director may judge so, even though there has been a pause between the inadvertency and the indication by the player committing the inadvertent action. There should be no pause, however, between the awareness of the inadvertent action and drawing attention to it.

The bottom line is that there is to be a strong presumption that the card called is the card that was intended to be called.

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Incomplete or Erroneous Call of Card from Dummy

Proper designation of dummy's card: When calling a card to be played from dummy's hand, declarer should clearly state both the suit and rank of the desired card.

In cases of incomplete or erroneous calls by declarer of dummy's cards to be played, the following restrictions apply, except when declarer's different intention is incontrovertible.

If declarer calls "high" or words of like import, he is deemed to have called the highest card of the suit indicated (or, if dummy is last to play the trick, the lowest winning card).

NOTE: As fourth hand to play, declarer may be deemed to have called for the lowest winning card. For example, if dummy has the ace and queen of a suit led by dummy's LHO, "high" may be deemed to be the queen. There are times when declarer means to play the ace in order to overtake the queen with the king in his hand. Hence, use of the words "may be deemed."

If declarer calls "low" or words of like import, he is deemed to have called the lowest card of the suit indicated.

If declarer names a suit but not a rank, he is deemed to have called the lowest card of the suit indicated.

NOTE: Declarer's intent is important. When declarer is running diamonds from dummy and says "play a diamond," the Director may decide declarer meant to play a high diamond.

If declarer names a rank but not a suit, he is deemed to have played a suit in which dummy won the preceding trick, provided the dummy contains a card of the named rank in the suit. In all other cases he must play a card of that rank if legally possible. If there is more than one card in dummy which can be played, declarer may select the suit.

If declarer indicates a play without naming neither a suit nor a rank (as by saying "play anything" or words of like import), either defender may decide which card is to be played (without consultation). Note: declarer's intent is important. The Director must keep in mind the phrase "except when declarer's different intention is incontrovertible."

Special Bridge Jargon: Much bridge jargon and many gestures have become an integral part of the game, and Directors are cautioned to recognize their validity. Expressions such as "ruff it," "hit it" or "cut it," for example, all refer to playing a trump to the lead of another suit. "Hook it" designates finesse. Similarly, hands or fingers pointing or swinging upwards mean play high, while "duck" designates a low card. This list could be quite long, but these examples should suffice.

47

Retraction of Card Played

A played card may legally be retracted:

To comply with a penalty. If, for example, West leads before declarer exercises his options on East's major penalty card, declarer could select an option that would require the retraction of the lead (the initial lead would then become a major penalty card).

To correct an illegal play. For example, if a player discovers his revoke in time, he must correct it, thus avoiding the revoke penalty. If he is a defender, the withdrawn card becomes a major penalty card.

To change an inadvertent designation. See Law 45C.4.(b) for details.

Following an opponent's change of play

1. If declarer changes his played card, from either his hand or dummy, after defender's correction of a revoke, and the offender's partner also changes his play, the withdrawn cards of both defenders are major penalty cards, Law 50.
2. When LHO plays before declarer's inadvertent play is withdrawn, both declarer and LHO may withdraw their cards without penalty. (See Law 45.) If defender's withdrawn card gives declarer substantial information, the Director may assign an adjusted score.

Because of misinformation

1. 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.
2. A card played may be retracted if played because of a mistaken explanation of an opponent's conventional play or call and before a corrected explanation — but only if no card was subsequently played to that trick. When it is too late for a player to retract such a card, the Director awards an adjusted score if he decides there has been damage because the opponent failed to properly explain the meaning of a call or play.
3. A face-down opening lead out of turn may be withdrawn after an irregularity, but only upon instruction by the Director (Law 41A).

Unauthorized Information from a Card Withdrawn by a Non-Offender

When a player's infraction results in a non-offender legally withdrawing a card, the non-offending side is entitled to redress in cases where the knowledge from the withdrawn card aids the offending side. If declarer is the offender, information gained by the defenders from their withdrawn plays is legal and authorized. (See Law 16D)

48

Exposure of Declarer's Cards

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

When declarer faces his cards:

- a. after an opening lead out of turn has been faced, he has accepted the lead and there is no penalty. Play continues with dummy as declarer.
- b. after a lead out of turn but before it has been faced; declarer's cards are treated as exposed during the auction because the auction is not completed until the lead is faced. (See Law 22B.)
- c. intentionally at any time other than immediately after an opening lead out of turn, he may be deemed to have made a claim or concession of tricks and Law 68 applies.

NOTE: When declarer intentionally plays a card, it cannot be changed (even if the wrong card was pulled) unless provided for in Law 47. Changes of mind are not permitted.

49

Exposure of a Defender's Cards

A card prematurely exposed, but not led, becomes a penalty card:

1. when a defender holds it so that it is possible for the defender's partner to see it;
2. or when it is named as being in the defender's hand;
3. or when it is played by the defender before he is legally entitled to do so.

However, per the footnote to Law 68, when a defender makes a statement about the trick currently in progress (such as saying "it does not matter what you play" to a declarer who is pondering), cards exposed or revealed by a defender do not become penalty cards. Law 16, Unauthorized Information, however, may apply.

NOTE: When an external influence is a dominant factor in the exposure of the card(s), the Director should designate the card(s) as not being penalty cards, but should consider applying Law 12, Director's Discretionary Powers, or Law 16, Unauthorized Information.

Example: South spills coffee in East's lap. In endeavoring to escape, East exposes one or more cards. No penalty should be given, although Law 16 will surely be applicable, and maybe Law 12. The Director may assign an adjusted score if no rectification can be made that will permit normal play of the board.

NOTE: The Director must exercise discretion in making his decision in such cases. Carelessness should not exempt an offender from penalty. When there is no likelihood of intent to expose the card(s), however, the Director should seek to be lenient if indeed there has been any external influence created by the opponents that has affected the offender.

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Disposition of a Penalty Card

Definition of a Penalty Card: A card prematurely exposed (but not led — if prematurely led, see Law 57) by a defender is a penalty card unless the Director designates otherwise.

Designating a Card as a Penalty Card

When the players have agreed among themselves that a card is a penalty card, the Director, when subsequently called to the table, should generally agree, unless he feels that someone's rights were jeopardized by the failure to call him when the card was first exposed.

Example: The defenders may not be aware of the lead penalties to which the offender's partner is subject because the Director wasn't called in a timely fashion to explain the Law. (See Law 11.)

The Director's Role:

1. The Director has the right to cancel a ruling agreed upon by the players and carried out before the Director was called to the table.

2. The Director, when called about an exposed card, should explain all rights and penalties involved with the exposed card.
3. The Director should remain at the table if possible until the penalty card is disposed of. If the Director needs to leave (rare), he should caution the partner of the player with a major penalty card that, should he obtain the lead while his partner's card is still exposed, he must not lead before declarer has exercised his options.

A minor penalty card is a single card 9 or lower and exposed by accident (as in playing two cards to a trick or dropping one accidentally). It is not an "accident," however, if a player accidentally plays a club instead of a spade.

The following facts are true about a minor penalty card:

1. It must be left face up on the table.
2. It does not have to be played at its first legal opportunity.
3. It must be played before any other card, 9 or lower, of the same suit is played.
4. It is permissible to lead or play a card, 10 or above, in the same suit before playing the minor penalty card.
5. It is permissible to play another suit.
6. The offender's partner is **not** subject to lead penalties, but Law 16 A., Unauthorized Information, may apply.

A major penalty card is a single card, 10 or above, exposed accidentally, or any card exposed through deliberate play (as in leading out of turn or correcting a revoke), or two or more penalty cards (note that the same defender cannot have two minor penalty cards) belonging to one defender.

The following facts are true about a major penalty card:

1. It must be left face up on the table immediately in front of the player to whom it belongs until it is played or until an alternative option has been exercised.
2. It must be played at the first legal opportunity (leading, following suit, discarding, ruffing). Declarer has no options when the player with the major penalty card is on lead, it must be led.

3. The obligation to follow suit or to comply with a lead or play penalty takes precedence over the obligation to play a penalty card.
4. When a player has a major penalty card, his partner may not lead to a new trick until declarer states which, if any, of his three options he is selecting.
 - a. He may require the lead of the suit of the penalty card, just once, and all penalty cards in the suit are returned to the player's hand.
 - b. He may prohibit the lead of the suit of the penalty card for as long as the partner retains the lead, and all penalty cards in the suit are returned to the player's hand.
 - c. Declarer may choose to allow the offender's partner to lead any suit, in which case the penalty card(s) stays on the table and the partner leads anything. The Director should make sure that the opening leader understands that the penalty card will be played at his partner's first legal opportunity, including the current trick if the suit of the penalty card is led. If the partner again has the lead, even at the very next trick, while the same penalty card is on the table, declarer may still exercise option a, b or c.
5. Except for the fact that the offender must play the penalty card, other information arising from exposing the card is unauthorized to the offender's partner. An example is that the partner may not use the knowledge to help place other cards unless he has that knowledge from the auction or the play up to that point.

NOTE: When cards are returned to a defender's hand after being major penalty cards, there are no further restrictions on the offender unless he still has penalty cards in another suit. However, information arising from seeing the card(s) is unauthorized information to the offender's partner until such information becomes available from legal sources, such as the play of the cards.

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Two or More Penalty Cards

1. If a defender has two or more penalty cards that can legally be played to the current trick, the declarer may designate which card shall be played.
2. If a defender has two or more penalty cards in one suit when it is his partner's turn to lead, declarer may:
 - a. Require the lead of that suit. Defender's cards are no longer penalty cards. He may pick them up and make any legal play.
 - b. Prohibit the lead of that suit. Defender's cards are no longer penalty cards. He may pick them up and make any legal play.
 - c. Allow the lead of any suit, in which case the cards remain penalty cards.
3. If a defender has penalty cards in more than one suit when it is his partner's turn to lead, declarer may:
 - a. Require the lead of one of the suits in which there is a penalty card. Defender's cards in that suit are no longer penalty cards. He may pick them up and make any legal play subject to the restrictions on any remaining cards.
 - b. Prohibit the lead of one or more of the suits. Defender's cards in that suit (those suits) are no longer penalty cards. He may pick them up and make any legal play, subject to the restrictions on any remaining cards.

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Failure to Lead or Play a Penalty Card

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

When a defender plays a card from his hand rather than his major penalty card:

1. Declarer may accept the play.*

*The unplayed penalty card remains a penalty card if the card played from defender's hand is accepted by (1) or (2).

2. Declarer must accept the play if he has subsequently played from his own hand or dummy.*
3. Declarer may require the defender to substitute the penalty card for the card illegally played or led. Every card illegally led or played by the defender in the course of committing the irregularity becomes a **major** penalty card.

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Lead out of Turn Accepted

Any Lead Faced out of Turn May Be Treated as a Correct Lead

1. If declarer or either defender, as the case may be, accepts it by making a statement to that effect. If no acceptance is made, the Director will require that the lead be made from the correct hand.

NOTE: See Law 50 E for declarer's options if the proper lead is to be made by the partner of the player who led out of turn.

2. If the player next in rotation plays to the irregular lead.

NOTE: If a card is played by a player whose turn it was to lead, even if made subsequent to an opponent's (not partner's) lead out of turn, it may be treated as the correct lead if the player was leading on his own rather than following to the card led out of turn. In this case, the Director should not treat this as a play to the opponent's lead. The opponent would pick up his card without penalty. If the player is a defender, however, Law 16 D applies. Thus, if declarer leads from his hand after LHO has led out of turn, LHO picks up his lead, but RHO is not allowed to use the knowledge that his partner has that card.

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Faced Opening Lead out of Turn

The Director's ruling should begin with this statement to declarer:

“You have five options. They are:

1. “You may accept the lead from the wrong hand and see dummy before playing in proper sequence from your own hand.”
2. “You may accept the lead and become the dummy.” (If the declarer exposes one of more cards, he must spread his hand, becoming dummy.)
3. “You may require the lead — one time only from the proper opening leader — of the suit that was improperly led, and the penalty card is returned to the offender's hand.
4. “You may prohibit the lead — from the proper leader for as long as he holds the lead — of the suit that was improperly led, and the penalty card is returned to the offender's hand.
5. “You may leave the improperly led card on the table to remain a penalty card. The opening leader can lead as he chooses. If the correct opening leader retains or regains the lead, however, and his partner still has the penalty card, you will, each time before the defender leads, have the choice of exercising option 3, option 4 or option 5.”

NOTE: A player may withdraw a lead out of turn if the leader was mistakenly informed by an opponent that it was his turn to lead (Law 47E). Remember, too, that an opening lead by the declaring side may not be accepted, Law 24.

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Declarer's Lead out of Turn

The Laws state that either opponent may accept or require retraction of a lead out of turn by declarer. (Note: if the lead out of turn was due to misinformation from an opponent, see Law 47 E.)

Occasionally someone will point out declarer's lead from the wrong hand. That is merely calling attention to the irregularity. Both defenders still have all their rights.

The proper method of extending the defenders their rights is as follows:

1. The Director should advise the defenders that either of them may accept or reject the lead. They are not allowed to consult and the first to speak will speak for the partnership.
2. The Director should explain that if a defender chooses to reject the lead, declarer must lead from the correct hand but is not required to lead the same suit. The card incorrectly led will be restored to its proper hand with no further penalty, and declarer will make any legal play from the correct hand.
3. If no one has yet spoken up, the Director should say, "If neither of you cares to accept the lead, declarer will be required to lead from the proper hand," pause for a moment, and then so direct the declarer. If a defender requests a little more time to ponder his decision, the Director should honor the request.

NOTE: If simultaneous acceptance and rejection occur, the Director should give preference to the wishes of the defender next to play after the irregular lead. In cases where a player adopts a line of play that could have been based on information gained from his own infraction, the Director should warn the players that an adjusted score might be awarded.

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Defender's Lead out of Turn

Declarer's Options when a Defender Leads out of Turn:

1. Declarer may choose to accept the lead out of turn.
2. Declarer may require the defender to retract his lead out of turn. The card illegally led becomes a major penalty card.

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Premature Lead or Play

Declarer's Options: When a defender leads to the next trick before his partner has played to the current trick or plays out of turn before his partner has played, the card so led or played becomes a major penalty card.

Declarer has three options:

1. He may require offender's partner to play the highest card he holds of the suit led.
2. He may require offender's partner to play the lowest card he holds of the suit led.
3. He may prohibit offender's partner from playing a card of a different specified suit.

NOTE: When offender's partner is unable to comply with the choice made by declarer, he may play any legal card.

When a defender plays before his partner, there is no penalty:

1. If declarer has played from both hands or indicated a play from dummy. (A premature play by declarer from either hand is a played card, it may not be withdrawn.)
2. If dummy has played a card on his own initiative or illegally suggested that it be played.

NOTE: A singleton in dummy or one of a group of cards in the same suit which are equal in rank is not considered to be automatically played.

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 both defenders lead at the same time, for example, and one was the proper leader, the lead from the defender who was not the proper leader should be treated as a penalty card using Law 50 as a guideline.

If a Player Leads or Plays More than One Card Simultaneously:

1. When only one card is visible, that card is played and the other card(s) is returned to the player's hand without penalty.
2. When more than one card is visible, the player chooses the card he proposes to play. Each of the other cards becomes a penalty card subject to Law 50 if the player was a defender. If a single remaining card is lower than a 10, it becomes a minor penalty card — the offender is entitled to know this prior to selecting the card to be played.
3. If the simultaneous play remains undiscovered until both sides have played to the next trick, the Director would, without exposing the extra cards, return them to the player's hand. Those cards may constitute a revoke if the player could have played one to an earlier trick rather than not follow suit. (See Law 67.)

NOTE: After a player withdraws a visible card, an opponent who subsequently played to that card has the right to withdraw his card and substitute another without penalty. The Director may award an adjusted score if the withdrawn card gives information to the offending side that benefits them in the play.

59

Inability to Lead or Play as Required

A player is allowed to play any otherwise legal card if he is unable to comply with a penalty because:

1. he holds no card in the required suit.*
2. he has only cards of a suit he is prohibited from leading.
3. he is obliged to follow suit.

*If a defender has a major penalty card but doesn't have a card in the suit declarer has required, the defender must play the penalty card.

60

Play after an Illegal Play

Play of Card after an Irregularity: If a non-offender plays a card following an irregularity and before rectification has been applied either for his RHO's lead or play out of turn or his RHO's premature lead or play —

1. the right to rectification of that offense is forfeited, and
2. the illegal play is treated as though it were in turn.

NOTE: When it was the non-offender's proper turn to lead, See Law 53 C. His play can stand and the offender's card, if not legal, would be returned to the offender's hand without penalty. For example, if the offender played the ♣J and the proper leader, his LHO, led the ♦5 before a penalty was assessed, the ♣J would be returned without penalty to the offender's hand.

3. any previous obligation to play a penalty card or to comply with a lead or play penalty remains at future turns for the offending side.

When a defender plays a card after declarer has been required to retract a lead out of turn from his own hand or dummy but before declarer has led from the correct hand, defender's card becomes a major penalty card.

When a member of the offending side plays after an irregularity and before rectification is determined, it does not affect the rights of the opponents, and that play may also be subject to rectification.

61

Failure to Follow Suit: Inquiries Concerning a Revoke

A revoke is the play of a card of another suit by a player who is able to either follow suit or comply with a lead penalty.

NOTE: See Law 59, when a player is unable to comply.

Right to Inquire about a Possible Revoke

1. Dummy may ask declarer.
2. Declarer may ask the defenders.
3. Defenders may ask one another and declarer.
4. DUMMY MAY NOT QUESTION THE DEFENDERS.

If he does so, he is in violation of Law 42B1 and Law 43A1, which prohibit dummy from participating in or communicating anything about the play to the declarer. Law 16B may apply.

62

Correction of a Revoke

A player must correct his revoke if he becomes aware of it before the revoke becomes established.

A revoke is corrected when the offender withdraws the card he played in revoking and substitutes a legal card.

1. If the withdrawn card was from defender's unfaced hand, it becomes a major penalty card. (See Law 50.)
2. If the withdrawn card belonged to declarer or dummy, it is replaced without penalty.

Subsequent Cards Played after a Revoke May Be Withdrawn:

1. by a member of the non-offending side without penalty provided the card was played before attention was drawn to the revoke.
2. by the partner of the player who revoked if his RHO withdraws a card played after the revoke. This withdrawn card becomes a major penalty card if the player is a defender.

A Revoke on the 12TH TRICK

1. The revoke must be corrected if it is discovered before all four hands have been returned to the board.
2. If a defender revokes on the 12th trick before his partner has played, and if offender's partner has cards in two suits, offender's partner may not choose the play that could possibly have been suggested by seeing the revoke card.

63

Establishment of a Revoke

A Revoke Becomes Established when the Offender or His Partner:

1. leads or plays to the following trick.
2. names or designates a card to be played to the following trick.
3. makes or acquiesces in a claim or concession of tricks.

A revoke, once established, may not be corrected and stands as played, unless it occurred on the 12th trick and was discovered before the hands were returned to the board. (See Law 64 for the Director's responsibility to restore equity.)

64

Procedure after Establishment of a Revoke

The revoke penalty differentiates between cases where the player committing the revoke wins the trick and where his partner wins it.

Two tricks are transferred to the non-offending side if the revoking player won the revoke trick and his side won any subsequent trick.

One trick is transferred to the non-offending side if the trick on which the revoke occurred was not won by the offending player, but the offending side won that or any subsequent trick.

NOTE: Unlike the 1997 version of the Laws, there is no longer a two trick penalty available if the offender later wins a trick with a card he could have played on the revoke trick.

There is no penalty for a revoke:

1. when the offenders do not win any tricks from the revoke trick on.
2. when the revoke is the second one in the same suit by the same player. The penalty still applies to the first revoke.
3. when the revoke involves a card belonging to dummy, or any other faced card (a penalty card, for example).
4. when one of the non-offenders has made a call on a subsequent deal.

5. when attention is first drawn to the revoke after the round has ended.
6. when the revoke occurred on the 12th trick. A revoke on the 12th trick must be corrected if discovered before all four hands have been returned to the board.
7. when both sides have revoked on the same board.

NOTE: In all of the above cases the Director retains the right to award an adjusted score. See the following discussion of Law 64 C.

The Director Is Responsible for Equity

Law 64 C. provides that the offending side will not benefit and the non-offending side will not be damaged by a revoke. This Law gives the Director the right to restore equity in those revoke situations where the penalty does not restore equity and those that are not subject to penalty (such as a revoke in dummy).

How Law 64 C. Works — If a result is inequitable to the non-offenders and there is no penalty or the penalty exacted is not equitable, the Director shall adjust the score. He should restore the likely result had the infraction not been committed (equity).

When the result is in doubt, the non-offenders are entitled to the most favorable result likely had the revoke not occurred. The Director should strain to award a real score. In assigning an artificial score, however, the Director must be aware of the limits of the result had the revoke not occurred. The Director must ensure that the non-offenders receive equity, not a reward. Any doubt in the determination of a likely result, however, should be resolved in favor of the non-offenders.

65

Arrangement of Tricks

The Law establishes that:

1. All players should keep their cards in order of play and must point their cards in the proper direction after each trick. Tricks won are pointed lengthwise toward partner; tricks lost are pointed towards the opponents.

2. Declarer may require cards pointed incorrectly to be pointed as above.
3. Dummy, or either defender, may draw attention to a card pointed incorrectly, but only until a lead has been made to the next trick.
4. if a player complains that another player is not complying with #1, the Director should point out that this is improper procedure; that the failure to comply may result in the player being unable to claim ownership of a doubtful trick or to establish whether or not a revoke has occurred.
5. at completion of play, the quitted tricks should not be disturbed until the number of tricks won by each side is agreed upon.

66

Inspection of Tricks

Current Trick: So long as his side has not played to the next trick, declarer or either defender may, until he has turned his own card face down on the table, require that all cards just played to the trick be faced for his inspection.

NOTE: It is improper to request this inspection unless it is desired for the player's own information. It should not be done if the purpose is to call partner's attention to a play.

Own Trick: a player may look at his own card and only his card after the trick has been turned until a card is led to the next trick. This exception is made so that a player can determine who is on lead, make sure there has been no revoke, etc.

Quitted Tricks: Until play ceases, quitted tricks may not be inspected except at the Director's specific instruction.

After Play: The played and unplayed cards may be inspected to settle a claim of a revoke or the number of tricks won or lost. If a player mixes his cards in such a manner that the Director can no longer ascertain the facts, the Director shall rule in favor of the other side.

Defective Trick

A defective trick is a trick to which a player has omitted playing a card or has played too many cards.

A defective trick must be corrected if attention is drawn to the irregularity before a player on each side has played to the following trick.

1. If a player has failed to play a card, he must supply a card he can legally play to the trick.
2. If a player has played too many cards,
 - a. Law 45 states that a fifth card contributed to a trick by a defender becomes a penalty card (Law 50), unless the Director deems that it was led (Law 53 or Law 56).
 - b. See Law 58 for the ruling on simultaneous plays or leads.

If attention is drawn to a defective trick after a player on each side has played to the following trick or when the Director later determines that there was a defective trick (from the fact that one player has too few or too many cards in his hand, and a corresponding improper number of played cards), the Director establishes which trick was defective.

To rectify the number of cards, the Director should proceed as follows:

1. Too many cards in offender's hand (a three-card trick):
 - a. Player faces a card of the suit led to the defective trick and places it among the played cards. This card does not affect the ownership of the defective trick. He is deemed to have revoked, and he is subject to the loss of one trick per Law 64A2.
 - b. If the offender has no card of the suit led to add to the defective trick, he chooses any card to place among his cards. He is deemed to have revoked and is subject to the loss of one trick per Law 64A2.
2. Too few cards in offender's hand (a five-card trick):
 - a. Director inspects the cards played to the defective trick and requires the player to restore to his hand any extra card(s) which has been played to the defective trick but

has not been faced. If unable to determine which card was faced, the highest of the cards that could legally have been played is left in the quitted tricks. A restored card is deemed to have continuously belonged to the offender's hand, and a failure to have played it to an earlier trick may constitute a revoke.

- b. If two or more cards were faced on the defective trick, the restored cards are major penalty cards (defender only).

NOTE: If attention is drawn to a defective trick in time to correct it by having a player withdraw an extra card, the card must have been visible to be declared a penalty card. A card stuck behind another and withdrawn without the defender's partner either seeing its face or without the card being held in a position where defender's partner could have seen its face would not be a penalty card.

68

Claim or Concession of Tricks

NOTE: For a statement or action to constitute a claim or concession of tricks under these laws, it must refer to tricks other than the one currently in progress.

A Contestant Makes a Claim Whenever:

1. he announces that he will win a specific number of the remaining tricks.
2. he suggests that play may be curtailed.
3. he intentionally faces his hand.

A Contestant Makes a Concession When:

1. he announces he will lose a specific number of tricks.
2. he abandons his hand.
3. when a defender concedes, and his partner immediately objects, no card exposed is a penalty card, but may be treated as unauthorized information. Play continues.

A Clarification of a Claim:

A claim should be accompanied at once by a clear statement of the order of play. Keep in mind that failure to do so does not in itself void a claim to the tricks indicated. Once a claim is made, play ceases, but see Law 70D.

69

Agreed Claim or Concession

Agreement occurs when a contestant assents to an opponent's claim or concession and raises no objection before his side makes a call on a subsequent board or before the round ends, whichever is first. The board is scored as though the tricks claimed or conceded had been won or lost in play.

A player may withdraw an agreement within the correction period established by the sponsoring organization if he has agreed to the loss of a trick his side had won; or if he agreed to the loss of a trick his side would likely have won had the play continued. In either instance, the board is rescored with such tricks awarded to his side.

70

Contested Claim or Concession

NOTE: Laws 70 and 71 are both footnoted to remind the director that when applying these two Laws "normal" play includes play that would be careless or inferior for the class of player involved.

The Director's Goal in ruling on a contested claim is to adjudicate the board as equitably as possible to both sides, but any doubtful points should be resolved against the claimer.

1. The director should have the claim statement repeated.
2. The director should hear any objections.
3. The director may require all hands to be faced.
4. No unstated line, not encompassed in the original statement, should be accepted unless failure to take such a line is inconsistent with the claim.

Play ceases following a claim or a concession. The Director must decide who wins the remaining tricks. However, if any play has occurred subsequent to the claim, the director may take this as evidence of the plays probable from the claimer and from his opponents.

NOTE: There can be no pat solution to rulings on claims. A degree of bridge judgment is required since the intent of the Laws is to resolve each individual case as equitably as possible to both sides. These judgment situations may be appealed. In situations where a committee is not available, it is advisable to seek opinions from other directors or knowledgeable players. Occasionally, a point will be missed by even the most experienced Director.

When a claim is made and there is an outstanding trump, the Director should award a trick(s) to the opponents only when **all** of the following circumstances are present:

1. claimer did not mention the trump(s) in his statement, and
2. there was a chance that the claimer did not realize a trump remained in an opponent's hand, and
3. there is a normal line of play (which may be either careless or inferior for the class of player involved, but not irrational) that would allow the claimer to lose a trick to that trump.

The director's most difficult task, in dealing with claims, is to distinguish between a poor claim and a poorly stated claim. In the first instance the player has erred, the claim is likely to be faulty. In the second instance the player has solved the bridge problem, though stating it poorly; the director should allow the claim.

Here are a few situations to help you understand how to deal with claims and concessions:

Example 1:

	Dummy	
	♠ —	
	♥ 3 2	
	♦ 3 2	
	♣ 2	
West		East
♠ 3		♠ —
♥ 6 4		♥ A K
♦ 6 4		♦ Q J
♣ —		♣ J
	Declarer	
	♠ A K Q J 2	
	♥ —	
	♦ —	
	♣ —	

Spades are trump, the lead is in dummy and declarer claims with no explanation. If, after questioning declarer, the Director feels there is a possibility that declarer was unaware of the outstanding trump, a trick should be awarded to the defense, because if declarer has forgotten about the trump, he may choose to ruff the ♣2 with the ♠2 and West could overruff.

Example 2: On the deal from Example 1, spades are trump, but the lead is in declarer's hand. Declarer claims with no explanation. The Director should allow declarer to win all of the remaining trumps. It is presumed that trumps are played from the top down.

Example 3: On the deal from Example 1, the East and West hands are reversed and the lead is in dummy. The claim would be allowed because it would be irrational for declarer to underruff if East ruffed the ♣2 with the ♠3.

Example 4:

	Dummy	
	♣ K Q 10 5 4 3 2	
West		East
♣ J 9 8 7		♣ —
	Declarer	
	♣ A 6	

Declarer is on lead and claims seven club tricks. Since the East hand will fail to follow suit, declarer would be allowed to take the finesse and win all seven tricks.

Example 5:

	Dummy	
	♠ K Q 10 5 2	
West		East
♠ —		♠ J 6 4 3
	Declarer	
	♠ A 9 8 7	

Declarer's claim of five spade tricks would not be allowed because he might carelessly lead first to the ♠A. But, if the East–West hands were reversed, the claim would be allowed. Whether or not dummy or declarer cashed an honor first, the suit is played for no losers.

71

Concession Canceled

A concession may be canceled by the Director in the following situations when made within the correction period established in Law 79:

1. If a trick has been conceded that has already been won.
2. If a trick is conceded that cannot be lost by any normal play of the remaining cards.

NOTE: Many clubs which hold games only once a week establish a time limit of the start of the next week's meeting of that session as the end of the correction period for score corrections. This gives the players a full week to check for errors in the score, but it is too long a time to apply to canceling concessions because memories have had time to dim.

CHAPTER VII — PROPRIETIES

72–76

Proprieties

In previous Laws the Proprieties were, to a great degree, pious advice. In the 1987 Code, these principles of conduct and ethics were incorporated into the Laws. In the 1997 Code, further changes have increased the emphasis on the fact that these are Laws. The 2008 edition continues with this emphasis. The Director is authorized by Law 12 to award an assigned adjusted score when the Laws do not provide an indemnity to the non-offending side for the particular violation of Law committed by the opponents.

72

General Principles

1. Duplicate bridge tournaments should be played in strict accordance with the Laws. A more casual, sporting attitude may be tolerated in a club duplicate game.
2. The objective of the game is to achieve a higher score than the opponents while complying with these Laws.
3. A player must not infringe a Law intentionally, even if there is a rectification he is willing to accept.
4. There is no obligation to draw attention to your own infraction, except as noted for misinformation and in Laws 62 and 79.
5. A player must not conceal an infraction, as by committing a second revoke.

73

Communication

Proper Communication Between Partners

1. During the auction and play, communication between partners should be effected only by means of calls and plays themselves.

2. Calls and plays should be made without special emphasis, mannerism or inflection and without undue hesitation or haste.

NOTE: The ACBL has authorized the use of the skip bid warning. A player should either use the warning all the time or never use it. Nonetheless, when a player skips one or more levels of bidding, the next player should pause about 8 to 10 seconds, even if the warning was not given, and he should appear to be thinking about his next call.

Inappropriate Communication Between Partners

Partners shall not communicate through the manner in which calls or plays are made, through extraneous remarks or gestures, or through questions asked or not asked of the opponents, through Alerts and explanations given or not given to them. To do so is an infraction of the Laws.

The gravest possible offense against the Proprieties is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws. A guilty partnership risks expulsion from the sponsoring organization.

When a player has available to him unauthorized 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.

Variations in tempo, manner or the like may violate the Proprieties when the player could know at the time of his action that the variation could work to his benefit. Inadvertently varying the tempo or manner in which a call or play is made does not in itself constitute a violation of the Proprieties, but inferences from such a variation may properly be drawn only by an opponent, and at his own risk. It is grossly improper to attempt to mislead an opponent by means of a remark or 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.

It is desirable, though not always required, for players to maintain a steady tempo and an unvarying manner.

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 or experience. It is entirely proper to avoid giving information to the opponents by making all calls and plays in unvarying tempo and manner.

When a violation of the Proprieties as described in this Law results in damage to an innocent, the Director may:

1. award an adjusted score (Law 12) if an innocent player has drawn a false inference from an action for which there is no demonstrable bridge reason and the opponent could have known that such action could work to his advantage.
2. award an adjusted score (Law 12) if a player has chosen from among logical alternative actions one that could demonstrably have been suggested by his partner's tempo, manner or remark.

74

Conduct and Etiquette

Proper Attitude

1. A player should maintain a courteous attitude at all times toward his partner and his opponents.
2. A player 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.
3. Every player should follow uniform and correct procedures in calling and playing.

As a matter of courtesy, a player should refrain from:

1. paying insufficient attention to the game.
2. making gratuitous comments during the auction and play.
3. detaching a card before it is his turn to play.
4. prolonging play unnecessarily (as in playing on although he knows all of the tricks are surely his) for the purpose of disconcerting an opponent.

5. summoning or addressing the Director in a manner discourteous to him or to other contestants.

The following are considered violations of procedure. The Law indicates that these are examples, not an exhaustive list, of procedural violations.

1. Using different designations for the same call.
2. Indicating approval or disapproval of a call or play.
3. Indicating the expectation or intention of winning or losing a trick that has not been completed.
4. Commenting or acting during the auction or play so as to call attention to a significant occurrence or to the number of tricks still required for success.
5. Looking intently at any other player during the auction and play, or at another player's hand in order to see his cards or to observe the place from which he draws a card (but it is appropriate to act on information acquired by inadvertently seeing an opponent's card). (See Law 73 D.2. when a player may have shown his cards intentionally.)
6. Showing an obvious lack of further interest in a deal (as in folding one's cards).
7. Varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.
8. Leaving the table needlessly before the round is called.

75

Mistaken Explanation or Mistaken Call

Law 75 is a very exacting Law in dealing with partnership understandings and should be used in conjunction with Law 40, Partnership Understandings. The 2008 version of this Law has incorporated examples formerly included only as footnotes to Law 75.

A Player Recognizes His Own Error: In alerting or explaining a partnership agreement, if a player realizes his own explanation was erroneous or incomplete, he must immediately call the Director. The Director will apply either Law 21, Call Based on Misinformation, or

Law 40, Director's Option to Award an Adjusted Score in Partnership Misunderstandings.

A Player Recognizes His Partner's Error: 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 any advantage of the unauthorized information so obtained or leave the table to consult with the Director.

1. If the side that has given the mistaken explanation becomes the declaring side, the player **MUST** call the Director after the final pass in the auction and before the opening lead is faced. He must inform the Director and his opponents that, in his opinion, there has been a mistaken explanation. The Director may allow the last bidder on the non-offending side to withdraw his pass if he deems it probable that the pass was based on the misinformation. If the player withdraws his pass and substitutes another call, the bidding can then proceed from that point. If the last passer on the non-offending side does not change his call, the bidding as it occurred stands. The play now proceeds.

NOTE: When the Director arrives at the table before play has been completed, he should speak separately with each non-offender away from the table to ascertain what different action, if any, would have been taken with the correct or alternate information.

2. If the side that gave the misinformation in the bidding becomes the defending side, at the conclusion of the play, the partner of the player who gave the mistaken explanation **MUST** call the Director and inform the Director and his opponents that, in his opinion, his partner gave a mistaken explanation. This is the one case in the Laws where the offending side must own up to its own infraction.

NOTE: In both cases above, the Director can award an adjusted score if he deems that the non-offending side was damaged by receiving the misinformation.

When the Partnership Misunderstanding Results in Giving Misinformation to the Opponents

Two examples may clarify responsibilities of the players (and the Director) after a misleading explanation has been given to the opponents. In both examples following, North has opened 1NT and South, who holds a weak hand with long diamonds, has bid 2♦, intending to sign off. North explains, however, in answer to West's inquiry, that South's bid is strong and artificial, asking for major suits.

Example 1 — MISTAKEN EXPLANATION: A player makes a bid in agreement with the partnership understanding, but partner misinforms the opponents of the meaning of the bid. The actual partnership agreement is that 2♦ is a natural sign-off. The mistake was in North's explanation. This explanation is an infraction of Law since East–West are entitled to an accurate description of the North–South agreement. When this infraction results in damage to East–West, an adjusted score should be awarded.

If North subsequently becomes aware of his mistake, he must immediately notify the Director. South must do nothing to correct the mistaken explanation while the auction continues. After the final pass, South, if he is to be declarer or dummy, should call the Director and must give the opponents a correct explanation. If South becomes a defender, he should call the Director when play is over and give a correct explanation.

Example 2 — MISTAKEN BID: A player makes a bid that is not the partnership agreement but the opponents are informed of the agreement. The partnership agreement is as explained — 2♦ is strong and artificial; the mistake was in South's bid. Here there is no infraction of law, since East–West did receive an accurate description of the North–South agreement. They have no claim to an accurate description of the North–South hands.

Regardless of the outcome, the Director shall allow the result to stand. The Director, however, is to presume a mistaken explanation rather than a mistaken bid in the absence of clear evidence to the contrary. South must not correct North's explanation (or notify the Director) immediately, and he has no responsibility to do so later.

In both examples, South, having heard North's explanation, knows that his own 2♦ bid has been misinterpreted. This knowledge is unauthorized information. Consequently, South must be careful not to base further actions on this information (if he does, the Director shall award an adjusted score).

For instance, if North rebids 2NT, South has the unauthorized information that this bid merely denies a four-card holding in either major. South's responsibility, however, is to bid as though North had made a strong game try opposite a weak response, showing maximum values.

76 Spectators

Proper Conduct during Bidding and Play:

1. A spectator must not display any reaction to the bidding or play while a board is in progress. He should not look at the hand of more than one player without permission from the Director.
2. A spectator must not in any way disturb a player.
3. A spectator must refrain from mannerisms or remarks of any kind (including conversation with a player).
4. A spectator should be seated.
5. A spectator may not touch any player, player's chair or table.
6. A spectator may speak to fact or Law only if requested to do so by the Director.

The Director's Role: The Director is completely within his right to impose necessary restrictions on spectators in order to guarantee reasonable playing conditions for the contestants. Any kibitzer may be barred for cause by the Director.

Example: The Director may limit the number of spectators at a given table and eliminate standing spectators or spectators moving from one table to another. Only in extreme cases should the Director clear the room completely of kibitzers. Such an action would be warranted if the room is already too crowded with players to accommodate spectators. At certain stages of a knockout team event,

it is within the Director's province to forbid kibitzers from watching specific areas of play.

The Players' Role: The players are expected to extend all reasonable privileges to spectators. A player may not bar all spectators from his table. He does have the right, however, to object to the presence of a specific spectator and may have *one* such spectator barred without assigning cause.

The Role of a Club Manager: Club officials are urged to extend all reasonable privileges to spectators and to understand that kibitzing is a part of the game.

Chapter VIII — THE SCORE

77

Duplicate Bridge Scoring Table

See Official Laws of Duplicate Bridge for a complete scoring table.

78

Methods of Scoring

See Official Laws of Duplicate Bridge for a description of options. This Law contains the IMP scoring table.

79

Tricks Won

Agreement as to the Number of Tricks Won

An agreement of the number of tricks won may not be changed after the round has ended, except as permitted in Law 69, Law 71 or as outlined in this Law below.

Disagreement as to the Number of Tricks Won

If a subsequent disagreement arises, the Director must be called. No increase in score need be granted unless the Director is called before the round ends as defined in Law 8. Law 69 or Law 71 may supersede this provision when there has been an acquiescence or a concession.

NOTE: It is ACBL policy to accept a change (for both pairs) whenever the Director is convinced by both pairs that the changed result is the one obtained at the table. However, the Director is not required to grant an increase in score and may make a two-way correction, as in the following example, whenever appropriate. Any change must be submitted within the correction period.

Example: North–South play 4♠, and both sides agree that declarer took 10 tricks. The board is scored as +420 for North–South. Later North–South believe they took 11 tricks, and after some conversation East–West agree. The Director is told but is not convinced 100% that the actual result was +450. He may accept the score change and matchpoint the board showing +450 for North–South. Since no increase in score need be granted, however, the North–South matchpoint score may be reduced to what +420 earned, or would have earned. In other words, each side gets the worst of the situation — East–West minus 450 and North–South +420.

Correcting an Error in Computing or Tabulating the Agreed-Upon Score

If a contract of 2♠ is played and declarer wins 10 tricks, but +140 is scored rather than +170, this Law applies. It states that the correction may be made until the expiration of the period specified for such corrections by the sponsoring organization. Unless otherwise specified, the correction period expires 30 minutes after the official score has been completed and made available for inspection. Many local club games allow the correction period for one session (for example, Tuesday afternoon) to end at the start of the game the following week (Tuesday afternoon of the next week).

When a score is incorrectly entered on the traveling score sheet, it should be corrected whenever it is discovered before the end of the correction period IF the correction has been verified by the opponents and IF the Director is convinced that it is the result that was obtained at the table. This Law does not necessarily apply if there is a claim or a concession.

Should a player be inattentive to either entering or checking scores, thereby causing a number of score corrections, the Director should consider not granting an increase in score by issuing a procedural penalty.

CHAPTER IX — TOURNAMENT SPONSORSHIP

80

Regulation and Organization

The regulating authority for these Laws is the American Contract Bridge League.

The Tournament Organizer is: The ACBL; the sponsoring district; the sponsoring unit; or the local sanctioned club. The Tournament Organizer may establish regulations for the conduct of duplicate games in its own club. These regulations may not contravene the *Laws of Duplicate Bridge* or ACBL regulations for sanctioned club games. A well-managed club will post supplementary play regulations and ask any occasional players or guests to read them before they start to play. Among the conditions generally established by individual clubs:

1. Supplementary play regulations (Conditions of Contest).
2. If your club accomodates appeals, establish arrangements and conditions for hearing appeals.
3. Establish conditions for bidding, play and scoring.
4. Establish a policy for displaying results.

CHAPTER X — TOURNAMENT DIRECTOR

81

The Director

Director's Role

1. He is the official representative of the tournament organizer.
2. He is responsible for the technical management of the game and is bound by these Laws and by supplementary regulations announced by the sponsoring organization.
3. While not relieved of these duties, the Director also has the power to appoint assistants as needed.

Director's Duties and Powers Normally Include:

1. to maintain discipline and ensure the orderly progression of the game / movement.
2. to administer and interpret these Laws.
3. to rectify errors or irregularities within the correction period.
4. to assess rectification when applicable.

NOTE: The Director should never tolerate improper behavior in his game. He should not allow his authority to run the game to be challenged, or he will lose control of his game. Since he has absolute authority during the game, such challenges may be dealt with politely but very firmly. Laws 90 and 91 outline the Director's powers to penalize or suspend a player during the course of the game.

5. to waive rectification for cause upon request of the non-offending side.
6. to adjudicate disputes as needed.
7. to refer matters to a committee, as needed.
8. to report results as required by the sponsor.
9. to retain ultimate responsibility for the correct performance of any duties performed by his assistants.

Rectification of Errors of Procedure

Director's Role: The Laws give the Director the duty of rectifying errors of procedure and maintaining the progress of the game. In so doing, the Director should not take any actions contrary to these Laws.

Director's Error/Incorrect Ruling or Incorrect Penalty: If the Director gives an incorrect ruling or fails to rectify an irregularity correctly, if possible, he should rectify the error in such a way that the board can be scored normally. If this is not possible, he should award an artificial adjusted score, with both sides being considered as non-offenders.

Late Plays:

1. Only one late play should be assigned to any one pair per session.
2. If a pair is unable, through fault of their own, to complete another board after the Director has assigned them a late play; the Director will award the offending pair an average minus and their opponents an average plus.
3. The Director should not allow a late play if any of the players at the table have already seen their cards on the deal. He should either allow the hand to be bid and played to its conclusion, or cancel the board for both sides if playing it will unduly inconvenience the other contestants or unduly delay the progress of the game.
4. If the Director can determine that only one side was responsible for slow play, he awards the offenders an average minus and their opponents an average plus for the unplayed board. Both sides receive average if the Director is not able to determine blame.
5. If a pair has been assigned a late play and is unable to complete the last round and the late play in reasonable time, the Director may award an artificial adjusted score. This is an average plus for pairs that were in no way at fault for the late play and an average minus for pairs that were responsible.

6. It is proper to bar late plays if the sponsor so desires or if time does not permit. The Director assigns artificial adjusted scores (Law 12) on any board that cannot be played in the time limit established for the round.

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Notification of the Right to Appeal

Director's Role

When the Director makes a judgment ruling on a point of fact (damage after a hesitation; unauthorized information passed during the auction) or exercises his discretionary power (as when he assigns an adjusted score under Law 12), it is open to question and/or appeal. He should advise the players involved of their right to appeal. (See Appeals, Law 92.)

If the Director reads his ruling directly from the Laws book, any request for a committee is useless, because the committee can give no redress. The Director should read Law 93B3 out of the Law book to inform the players that an appeal would be a waste of everyone's time. Be sure you, the Director, have read and are aware of Laws 92 and 93 in the Laws, too!

Appeals at the Club Level

The National Laws Commission has stated that a club may establish an appeals committee, but is not obligated to do so. ACBL suggests that a club either have a standing appeals committee or appoint one when necessary. In this way, the Director is not the court of last resort.

The Role of an Appeals Committee

1. The appeals committee allows players an opportunity to obtain a hearing in cases where they do not agree with the Director's ruling.
2. The appeals committee may not overrule the Director on a point of Law or regulation or on the application of a disciplinary penalty.

3. The appeals committee may remove a procedural penalty. Committees, therefore, deal in matters of bridge judgment and should consist of the most experienced players available.

Committee Members

A committee is generally recruited out of the game in which the problem occurs. It should consist of either three or five members so that a majority decision may be reached more easily. The committee should not include any member of the club directorial or management staff. No member of the committee should be personally involved with any of the individuals concerned.

Remember that a club is not required to honor requests for committees.

Suggested Procedure for a Club-Level Committee

1. Survey the game and see if you have enough people for a satisfactory committee. Playing experience, bridge judgment and the ability to analyze all aspects of a question are what is needed. The committee members chosen should have the respect of all concerned.
2. Decide whether or not to hold a committee. If not, talk to the people involved and explain your decision. If yes, ask the prospective committee members if they would be willing to help out with a problem and serve on a committee after the game. Some will say yes, some no. If they can't make it, it is no fault of yours. You did the best you could. If a committee can be formed, notify both pairs (teams) involved so that they can remain afterwards and present their side. All parties involved, including the committee members, should be reminded of the meeting during the last round.
3. As soon as the committee members are finished with play, call the committee to the meeting area. This may mean that you will have to let the scores sit until you are finished with the committee. So be it! You should appoint one of the members as committee chair. If the chair is inexperienced, give him a copy of this article to read so that he will know the procedures involved.

4. Meet with the committee with both sides present. The meeting should proceed in the following manner:
 - a. As a preliminary, the Director should introduce everyone present and specify which pair is appealing.
 - b. The chair should now take over the hearing. He should first assure all concerned that everyone will get a chance to speak — that it would be appreciated if no one interrupted the narratives (including committee members!). The chair should ascertain that there are no objections to any of the committee members by asking each side individually. If any of the parties object to any committee member, the reason for the objection should be heard and the committee should decide whether or not to excuse the member objected to.
 - c. The Director should speak first in the following manner:
On _____ I was called to the table by

to consider a situation involving _____

The following facts were related to me _____

The following (Laws, regulations, procedures, common practices) pertain in this situation: _____

I ruled _____

- d. The chair and then the committee members should ask any questions they may have of the Director.
 - e. The chair should inquire of the appealing parties if they have anything to add to the Director's statements. He should also ascertain why they think the ruling should be changed.
 - f. The other side should now be heard. If they have nothing to add, the chair may ask for any other statements from kibitzers, additional testimony from the Director, from the appealing parties, etc.
 - g. When there is no more testimony to be heard and the chair and his committee members have completed their questioning, the chair should excuse all parties from the deliberations (including the Director, unless he has been requested to remain). The Director should be available to assist and advise the committee (on points of Law and/or regulation only — not judgment) during its deliberations, but should not participate unless requested. The committee should now deliberate and reach a decision concerning the situation. The decision should be commensurate with the instructions from Chapter IX of the ACBL Handbook (Powers and Duties of an Appeals Committee follows this section).
 - h. When a decision has been reached, all parties, including the Director, should again appear before the committee to hear the result. If the Director cannot be present, he should make sure the chair has agreed to transmit the result to the Director so that any score change can be made.
5. After the decision has been rendered, allow no more discussion about the situation!! The time for discussion and dispute was in the prior period, **not now!!!** The committee members should not be subjected to any form of harangue or abuse by dissatisfied players. If this begins, the committee chair or the Director should immediately stop the conversations and warn the players that this is a serious breach of conduct which is simply not allowed. Express to them that it could lead to dis-

- disciplinary penalties (matchpoints taken from their score in the current game) or barring from future games.
6. Make any scoring adjustments deemed necessary by the committee, etc.

POWERS AND DUTIES OF AN APPEALS COMMITTEE

*(This is an excerpt from the
ACBL Handbook of Rules and Regulations — Chapter IX)*

Powers and Duties

The convened appeals committee is considered to have been delegated all judiciary powers and duties of the Tournament Committee, save for any that may have been specifically withheld by ACBL regulations. It must adjudicate every case that is brought before it, but may dismiss an appeal as being frivolous and assess a penalty against the player(s) filing such a charge or appeal. The Chief Director must inform the committee that its rights and powers include, but are not limited to, the following:

- a. Uphold the Director's ruling.
- b. Cancel the Director's ruling and make any adjustment the committee believes will constitute an equitable solution.

The adjustment may be:

1. Assignment of an Adjusted Total Point Score —

The committee may attempt to estimate what final contract would have been played had the infraction in question not occurred and to calculate the probable result that would have been achieved. It may then order the board scored as though that result was actually attained at the table.

2. Award of an Adjusted Score —

The committee may adjust the matchpoint score received by either side or both sides.

3. Cancel Results —

The committee may cancel the result on the board in question and award an average, average plus or average minus score to either or both sides.

NOTE: Please note that, while the scores need not balance, except for rare instances, such as the Director having made an error in Law, the total matchpoints should not exceed top on a board.

4. Award Overall Percentages Scores —

The committee may award one or both sides their overall percentage score in the session on the board in question (in effect not permitting the board to affect the disputants' scores one way or another).

5. Assess Matchpoint Penalties —

The committee may assess a matchpoint penalty against the offenders without granting any compensation to the non-offending side.

Barring of Players by Club Management

A player may not be barred for these reasons:

1. Religious or political affiliation, race, creed, sexual orientation, physical handicap or national origin.
2. Solely because of his proficiency at bridge.

A player may be barred for these reasons (except as detailed above):

1. An open club may bar a player for improper conduct, including cases of unethical practices.
2. A partnership may be excluded as a pair (but each may be permitted to play with other partners) if they are obnoxious or incompatible.

Notifying a Player Who Has Been Barred

The player is privately notified by the club management and is told the specific reason for his exclusion. In no other field of club operation is the use of tact and judgment so necessary as when notifying a player he is no longer welcome to play in an open game. It is not necessary that the player be brought before a committee or be granted a public hearing of any kind.

When a player is barred from participation in an open club, the club manager must immediately report the action to ACBL Headquarters. The report must include the name and player number of the barred player and the reason for barring.

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Rulings on Agreed Facts

This Law describes the mental process that should take place when the Director is called to a table and all players agree as to what occurred.

NOTE: If the Law gives the Director a choice between some rectification or an adjusted score, he should attempt to restore equity by awarding a specific bridge result, resolving any doubtful point in favor of the non-offending side. The Director restores equity by analyzing the deal, checking the other results on the board and determining what the normal result would have been on the board if the infraction had not occurred. He then awards that result to both pairs. If the Director is unable to determine what would have occurred on the board had the infraction not occurred, he awards an artificial adjusted score — average plus to the non-offenders and average minus to the offenders. *This artificial adjustment is your last resort; try to develop a real bridge score.*

When no rectification is prescribed by the Laws for the infraction: Unless there is some truly unusual occurrence, there would be no occasion for the Director to exercise his discretionary powers. He should instruct the players to proceed with the auction or play.

When rectification is provided:

- a) If rectification is clearly covered by Law, implement it.
- b) If a player has options, explain the options and see that a choice is made and implemented.
- c) The last point here, resolving doubtful points in favor of the non-offenders, should not be applied in a rote fashion.

This Law does not use either “must” or “shall”, so to rule otherwise would not be incorrect. The goal should be to resolve doubt

wherever you can, and rule as equitably as possible in applying any rectification.

85 Rulings on Disputed Facts

Director's Role

1. If the Director is satisfied that he has ascertained the facts, he should rule according to Law 84.
2. If the Director is unable to determine the facts to his satisfaction, he must make a ruling that will permit play to continue and notify the players of their right to appeal.

NOTE: The Director is expected to use his judgment in certain cases where there is a dispute about what a player said.

Example: When three people at a table agree they heard an utterance different from what the player claims to have said, it seems prudent for the Director to decide that the threesome heard what they thought they heard. This includes the situation where dummy pulls the same card both defenders thought they heard declarer call. If declarer claims he called for a different card, the Director is faced with a three to one situation — the dummy by his action has agreed with the defenders.

In two to one situations where one player claims not to have been paying attention, the rule is not so clear. If the two players who agree are partners, the Director should tend to accept the version of the person who actually made the questioned statement. If a member from each partnership agrees that the person making the statement erred in what he thought he said, however, the Director should tend to accept the version of the two persons.

NOTE: There are times when the facts themselves can help the Director to arrive at an equitable solution.

Example: North opens 1NT (16 to 18) and South bids (?) NT. After the hand is over and declarer wins nine tricks, South's claim that he bid 3NT is disputed. If he holds, say, 12 points, this is strong evidence to support his claim. Conversely, a holding of 8 HCP and a balanced hand would put South's statement in doubt, and the Director would rule that the final bid was only 2NT.

86

In Team Play or Similar

Average Score at IMPs: At IMPs when a Director chooses to award an artificial adjusted score of average plus or average minus, that score is plus 3 IMPs or minus 3 IMPs respectively. This Law does not allow the sponsor to vary this award at IMP scoring.

Non-balancing Adjustments: In Knockouts, when a Director assigns non-balancing adjusted scores, each side's IMP score on the board is calculated separately. The average of the two IMP scores is then assigned to both sides. In Swiss, when a Director assigns non-balancing adjusted scores, each side's result is based upon the comparison of its side's assigned or artificial score.

Example: A team may lose by 10 IMPs while its opponent wins by only 5 IMPs.

Substitute Board: The Director may not allow one board to be redealt per Law 6 when the final result of a match without that board could be known to the contestants. The Director may award an adjusted score for an irregularity on a board discovered after comparison of scores. For one fouled board with neither team responsible, the Director will score the match with one fewer result.

Result Obtained at Other Table: When awarding an adjusted score, and a result has been obtained between the contesting teams at another table, the Director should assign IMPs or total points when the result appears favorable to the non-offending side.

87

Fouled Board

A board is described as fouled when a card (or cards) or a complete hand (or hands) is placed in the wrong pocket of the duplicate board during the course of the game; or if vulnerability differed between copies of the same board; or if, for comparison groups, the board was not played in an identical form for any reason.

NOTE: With the growing popularity of dealing machines and computer generated hands, a mis-duplicated board is not fouled UNLESS you are scoring across more than one section. When a board is mis-duplicated, but only

played and scored in one section, no penalty should be applied. The scores are valid since they have been played in exactly the same condition each round. For duplicating errors when multiple sections are being scored together, the fouled board procedure must be used, and an outside penalty is often applied to those pairs at fault.

Director's Role in a Pair Game: In today's game, manual scoring is a rarity. The following procedure is included as an aid to understanding the process. Fouled boards are scored appropriately by all scoring software.

There are three basic steps the Director must follow in scoring a fouled board:

1. He must determine at exactly what point in the game the reversal (foul) occurred. He does this by consulting the players, examining the scores, or both.
2. The Director divides the scores into two groups: one group before the foul and one group after.
3. The Director matchpoints each group by itself. A group of seven would be matchpointed on a 6 top; a group of three on a 2 top, etc. The Director then adds a half a matchpoint to each score for each time the board was played by the other group.

NOTE: In tournament play there is a different formula for fouled boards. If you use ACBLscore, you will be using the tournament (the more correct) formula.

Director's Role in Team Play:

1. Board-A-Match
The North-South teams' matchpoint score will be matchpointed within its own group as well as the East-West score, and the percentage matchpoint result of each pair is calculated. Let us add these two percentage numbers together and call it "X". If "X" is less than 80%, the team loses the board. If "X" is greater than 120%, the team wins the board. In all other cases, the board is declared a tie.

2. Swiss

The match is scored on the basis of the non-fouled boards played by both of the teams involved. If only one side is at fault, award the non-offending team 3 IMPs for each fouled board (but see Law 86D)

3. Knockout

a. In the last segment of the match —

The match is scored on the basis of the non-fouled boards played by both teams.

b. In other than the last segment of the match —

That segment is scored on the basis of the non-fouled boards played by both teams and the next segment is increased by the number of fouled boards.

88

Award of Indemnity Points

This entire procedure is moved to Law 12C2.

89

Rectification in Individual Events

This procedure is moved to Law 12C3.

Director's Role

1. In cases where the Director is empowered to award an adjusted score, he shall do so equally against both members of the offending side, even though only one of them may be responsible for the violation.
2. In the awarding of an adjusted score for a procedural penalty, the Director will not assess the penalty on offender's partner if, in the Director's opinion, he is in no way responsible for the violation.

Procedural Penalties

Director's Role

The Director, in addition to implementing rectification, may also assess penalties for any offense that unduly delays or obstructs the game, inconveniences other contestants, violates correct procedure or requires an adjusted score to be awarded at another table. The Director should use considerable restraint in the application or assessment of procedural penalties when only his own inconvenience is involved. When the fairness of the contest and the enjoyment of the other contestants is involved, this Law should be applied.

Offenses subject to penalty include, but are not limited to, the following:

1. Tardiness.
2. Undue slow play.
3. Discussion of the bidding, play or result of a board, which may be overheard at another table.
4. Unauthorized comparison of scores with another contestant during a session.
5. Touching or handling cards belonging to another player (See Law 7).
6. Placing one or more cards in an incorrect pocket of the board.
7. Any error in procedure (failure to count cards, playing the wrong board) requiring a score adjustment.
8. Failure to comply promptly with a tournament regulation or with instructions from the Director.

Penalties Under This Law

A procedural penalty assessed by the Director under this Law may be overruled by a committee. The Director has true disciplinary powers under Law 81 (his general authority to run the game) and under Law 91 (his authority to maintain order and discipline to suspend a player). The penalties he assesses under those powers may not be overturned.

91

Penalize or Suspend

Director's Role

This law empowers the Director to assess disciplinary penalties in points, or to suspend a contestant for the current session or any part thereof. *The Director's decision under this clause is final.*

NOTE: Removing a player for the balance of the game is an extreme measure. In addition to the effect on the contestant, severe problems of a technical nature may result from this action. The director should not, however, shirk his responsibility when it is clear that a contestant should be expelled, as in cases of intoxication.

To maintain control, the appearance of disciplinary measures will often effect a better end result than expulsion. The Director could remove rather than expel a player from the game for attacking his authority. Example: when the Director temporarily removes the offender, visible to surrounding contestants, with a subsequent return to competition, the appearance and total effect is better for the other players and the offender.

When a Director does use his disciplinary powers, he should normally report the matter to the club appeals committee, club management and/or the Unit President for consideration of further action.

CHAPTER XI — APPEALS

92

Right to Appeal

Contestant's Rights

A contestant may appeal for a review of any ruling made by the Director or by any of his assistants.

Time for Appeal

Any appeal for a ruling or an appeal of the Director's ruling must be made within 30 minutes after the official score is available for inspection unless the sponsoring organization has specified a different time period.

How to Appeal

All appeals must be made through the Director.

Director's Role

The Director has the opportunity to discourage frivolous protests but he is not intended to act as a buffer between appellant and committee, passing along only those appeals he considers meritorious. He is intended to refer all protests routinely to committee, although he may, under unusual circumstances, offer informal, friendly advice to an appellant not to waste his own time and that of the committee's.

Concurrence of Appellants

No appeal shall be heard unless both members of a partnership or the captain of a team concur.

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Procedures of Appeal

Director's Role

The Director shall hear and rule upon all appeals

- if there is no established appeals committee,
- when the club has chosen to settle appeals by a review by the Director — when a committee cannot meet without disturbing the orderly progress of the tournament.

Club Appeals Committee

A club is not obliged to establish an appeals committee.

When a club has elected to allow an appeals committee, an appeal on a matter strictly of Law or regulation is heard in the first instance by the Director. An appellant then has the right to carry his case to committee, but the committee can do no more than attempt to convince the Director that he is in error. *No committee can overrule the Director on a point of Law or regulation.* Further appeals may be made to the ACBL Laws Commission. This committee may accept an appeal on a point of Law, and at their sole discretion.

When there is more than Law at issue, the Director must refer all other appeals to the committee for adjudication. In matters of bridge judgment or of disputed fact (*e.g.*, Did a player revoke? Did his revoke cost his opponents more than the penalty gave them?), the committee is the final judge.

NOTE: See discussion in Law 83 of suggested procedures for club level committees.