

## **Card Played**

Not a common problem but one where the Director often has to use their judgement

The rules are different for Declarer, Dummy, and Defenders. It is important because once a card is played it can't normally be taken back even if it is out of turn.

### **Declarer**

Played: "When a card is held, touching or nearly touching the table, or maintained in such a position to indicate that it has been played."

A card dropped accidentally is not played and can be taken back.

The fact that an opponent can see the face does not mean that it is played.

### **Dummy**

Played: When Declarer names the card or purposefully touches it.

The card is played as soon as it is named; not when dummy actually moves the card.

### **Defenders**

Played: When it is possible for the partner to see its face.

Whether the partner actually did see the card or was looking is not relevant.

Unlike for declarer a card dropped face up on the table is played

# Congleton Bridge Club – Directing notes

## Notes

These more complicated situations, apart from the first do not often arise – please ask for help if you are unsure. The Director is only likely to be called if there is some dispute over whether a card has been played or not. This will involve the Director trying to find out exactly what happened – which may not be agreed – and making a decision.

If there is substantial doubt it is normal to give the benefit to the opponents of the player whose action is being queried. Of course the Director will tell players of their right to appeal.

## Declarer

They take a card from their hand and are in the process of putting it on the table when they change their mind and put it back. The Director may need a re-enactment to decide if it has been played.

## Dummy

If Declarer **Inadvertantly** says the wrong card it can be changed – but not if they change their mind. Eg declarer leads towards AQ on table intending to finesse; when the next player unexpectedly plays the K and declarer in quick succession calls "Q oh no A" The Director will need to decide whether they changed their mind having seen the King.

Quite complicated rules apply to partial designations:

- "Spade" means the lowest spade
- "High" or "Top Club" means the highest card
- "Win" means lowest winning card
- "Lead the 4" is deemed to be the 4 of the same suit as won the previous trick
- "Run the Hearts" means from the top; but Declarer can change their mind on a later trick.
- "please" or "yes" means follow suit with the lowest card or lead the lowest card of the suit that won the last trick
- "anything" allows either defender to choose the card to be played or else dummy can choose

If Dummy plays the wrong card and is noticed before both sides play to the next trick then it must be corrected.

## Defenders

A card which wouldn't be considered played by Declarer may very well be a played card from a defender. This, much more strict, definition is because defenders have partners who may be advantaged by seeing a card.

A defender drops a card and, as it lands face up on the table they cover it with their hand. The Director will need to decide whether the card 'could have' been seen by the partner.

If a defender plays a card when it is his partner's turn it cannot be taken back but Declarer can ask the other Defender to do any of the following if they can do so without revoking:

- Play the highest card of the suit led;
- Play the lowest card of the suit led: or
- Not play a card of a chosen suit

The same rules apply if a defender leads before his partner has played to the previous trick. If this results in another player winning the trick the card played is a "lead out of turn"

## Any Player

If two cards are played together the visible one must be played, if both are visible the player may choose which to play. A defender's other card will become a penalty card.