

## **Dummy has too few cards during the play (and everybody else has the correct number)**

Of course this never happens to experienced players! The last time I came across it was.... to me in the match against Holmes Chapel. Ten tricks gone and only two cards left in Dummy!!

What are the possibilities?

- Card is still in board, or on the floor
- Card is hidden behind another card in Dummy,
- A fifth card was played to the current or last trick
- Card is somewhere else in the played tricks.

In the first two cases the card is found (or another pack used to reform the deal) and placed in Dummy. Dummy can be held responsible for the error because:

- in the first case they should have counted their cards at the start
- in the second case as they have not displayed dummy as required

A fifth card just played to a trick is restored to Dummy's unplayed cards without further rectification if both sides have not yet played to the next trick.

The most difficult to deal with is the last case, when both sides have played to another (or possibly many other) trick(s), as it may not be obvious where the 'extra' card is amongst the row of played cards.

The Director could proceed by ascertaining if:

- two cards are obviously stuck together; or
- the won/lost order of tricks becomes wrong part way;
- working through the play trick by trick – trying to expose as few cards as possible

Whichever, once the extra card is discovered it is replaced in Dummy. If the Director cannot be sure which is the extra card the 'earliest possible' is replaced.

Now comes the bad news. In all cases the returned card is deemed as being in Dummy all the time and failing to play it at an earlier trick may be a revoke. As with all established revokes the Director can wait till the end of play to discover if it is.

The even worse news is that the automatic one and two trick revoke rules don't apply to cards in Dummy. So the director will need to ascertain if there has been any damage and adjust the score!