Disclosure of system - when things go wrong

Partner is unsure when asked for its meaning

Partner must not say how they intend to interpret his partner's call

2B3

Call the TD immediately

when a player doesn't answer questions about the meaning of a call.

The right to redress may be lost if the TD is not called promptly

1.1.1(a) 9B1(a)

Unauthorised information

When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an action suggested by such information, he should summon the Director **when play ends** (it is not an infraction to call the Director earlier or later).

The Director shall assign an adjusted score (see Law 12C1) if he considers that an infraction of law has resulted in an advantage for the offender.

16B3

Player has misbid or psyched

Partner has given **correct** statement of partnership understanding
The opponents are not entitled to any redress

2D1(a)

Player has realised he has misbid

Player must continue to alert, where necessary, and explain, if asked, his partner's calls solely on the basis of his belief as to the actual partnership understandings

2D4

Player has forgotten the partnership understanding

If as a result of partner's explanation a player realises he has forgotten the partnership understanding and has therefore **misbid**, he must continue to call and play as if in ignorance of his mistake, until it becomes obvious from the auction or play that something is amiss.

2D8

The Director is to presume **Mistaken Explanation** rather than Mistaken Call in the **absence of evidence** to the contrary

21B1(b)

Partner realised he has given an incorrect explanation, or has failed to alert

Partner must call the TD to explain the situation **before the opening lead**

2D6

The player must summon the TD before the end of the Clarification Period and **correct the misexplanation**

He may elect to call the Director sooner, but he is under no obligation to do so

20F4(a)

If the opponents have been damaged by this they are **entitled** to redress

2D1(b)

Player is confident that he has bid correctly and partner unexpectedly alerts, fails to alert or gives incorrect statement

Player must rectify the situation by calling the TD at the appropriate time

2D5

If he becomes declarer or dummy

before the opening lead is selected, **not earlier**

(The TD may also allow the last member of the defending side to have called to change his final call)

2D5(a)

If he becomes a defender

at the end of the hand not earlier

2D5(b)

The player must not take any advantage of this unauthorised information. He must not choose any call or play suggested by his knowledge that there may be a problem with the auction, either because he realises that partner's bidding may be wrong, or because he is now unsure whether it is he or his partner who has gone wrong.

2D9

If the opponents have been damaged by this they are **entitled** to redress

2D1(b)

White book | Blue book | Laws book