

2017 Duplicate Laws

reference: "Laws of Duplicate Bridge" 2017 Revised Authorized Edition

reference: <http://web2.acbl.org/documentLibrary/laws/2017Laws-Kooijman.pdf>

2017 Duplicate Laws

By The Numbers

- * **General:** When two laws contradict, Specific supersedes general
- * **Law 1** "The Pack" - 52 cards, etc.,
Backs must be symmetrical
- * **Law 2** "Duplicate Boards" - specifies DLR & VUL for 16 boards, repeat for additional
- * **Law 3** "Arrangement of Tables" - Tables should be squared up for pairs games
- * **Law 4** "Partnerships" - Master points are pro-rated for 5 & 6 player teams

2017 Duplicate Laws

By The Numbers

- * **Law 5** "Assignment of Seats" - Director assigns seats, players may not change and will be offenders if move to the wrong place
- * **Law 6** "Shuffle and Deal" - specifies wholly random distribution of cards
- * **Law 7** "Control of Boards and Cards" - Board to be played remains in center of table, don't touch another player's cards
- * **Law 8** "Sequence of Rounds" - Director instructs players as to timing and movement of players and boards

2017 Duplicate Laws

By The Numbers

- * Law 9 "Procedure Following Irregularity" -
- * During the AUCTION: any player may draw attention to an irregularity
- * During PLAY: any player may draw attention, EXCEPT dummy, until play has completed
- * NO obligation to call attention to infraction committed by one's own side
- * Director to be summoned at once after attention is drawn by anyone
- * NO action should be taken by any player until the director fully explains any rectification

2017 Duplicate Laws

By The Numbers

- * **Law 10** "Assessment of Rectification" - Director has sole authority and may cancel any player assessed rectification if any of ruling, rights, or rectification have been incorrectly informed or assessed
- * **Law 11** "Forfeiture of Rectification" - Rectification may be forfeited if non-offenders take premature action

2017 Duplicate Laws

By The Numbers

♠ 873	♠ 64	♠ —
♥ 63	♥ 82	♥ KJ5
♦ 7	♦ J2	♦ 986
♣ —	♣ —	♣ —

split adjustment:
NS: -50
EW: -400

- * Contract: 5 ♦ by South
- * NS have won 6 of 7 tricks
- * @ trick 8, N leads ♦ J, but E plays ♥ 5
- * @ trick 9 S leads ♦ 2 & E notes his revoke
- * S says 1 trick penalty, but doesn't call TD, play goes on
- * S leads last ♦, E claims rest, S calls TD, NS are down 2
- * Without revoke, NS will make 11 tricks

2017 Duplicate Laws

By The Numbers

- * Law 12 “Director’s Discretionary Powers”-
- * Director must give a book ruling, but may award an adjusted score if:
 - * 1: the laws do not prescribe a rectification, and in favor of non-offenders
 - * 2: awards an ARTIFICIAL adjusted score (avg+/avg-) if no rectification will allow normal play
 - * 3: an incorrect rectification has been assessed
- * Objective is to RESTORE EQUITY for non-offenders, not to penalize offenders
- * Equity applies ONLY to non-offenders, not to offenders

2017 Duplicate Laws

By The Numbers

* Law 13 "Incorrect Number of Cards" -

- * Director repairs the board
- * If no call has been made and no cards exposed, auction begins
- * Else: director assigns artificial adjusted score

* Law 14 "Missing Card" -

- * Director finds and restores card to correct hand using additional pack if needed
- * Card is deemed always to have been in hand
- * It may become a penalty card if exposed
- * It may constitute a revoke
(no automatic penalty, but score adjustment possible)

2017 Duplicate Laws

By The Numbers

* Law 15 "Wrong Board Played" -

- * Unplayed by these players: result stands, Procedural Penalty
- * Else: result cancelled, AVG+ to non-offenders

* E.G.: 10.5 table Mitchell,
In R2, NS10 get 1-3 from sitout table 11
(should have picked up 31-33)

- * NS10 & EW9 play 1-3: NP 31-33, save scores for 1-3
NS10: -1/4 board per board Procedural Penalty
- * Separately have NS5 & EW8 play 1-3 and save their scores
- * R3: NS10 & EW8 play 1-3: split-score NS10 & EW8
- * R8: NS5 & EW9 play 1-3: split-score NS5 & EW9

2017 Duplicate Laws

By The Numbers

- * Law 16 “Un/Authorized Information” -
- * Authorized info comes ONLY from legal plays/calls, bridge knowledge, current score, or opponent’s actions. (NOTE: an illegal play/call may become legal if accepted)
- * No player may make a play/call based on other info.
- * Extraneous info from partner includes remarks, gestures, emphasis, haste or delay, etc.
- * A player must choose from logical alternatives NOT suggested by extraneous or unauthorized info.
- * Director is authorized to make score adjustment IF damage arises due to use of unauthorized info.

2017 Duplicate Laws

Unauthorized & Mis-Information Example

♠ 9832 ♥ 654 ♦ KJ98 ♣ Q2	♠ Q764 ♥ K73 ♦ T653 ♣ 76	♠ AKJT ♥ T8 ♦ A7 ♣ KJT84
	♠ 5 ♥ AQJ92 ♦ Q42 ♣ A953	

Change S ♠ 5 to ♠ A
Will TD change ruling?

- * E Deals, EW Vul
- * Auction: 1♣-Int- P- 2♣-
P- 2♥- P- P-
P-
- * Before opening lead is faced, S says failure to alert Int as ♣ and a higher suit
- * S knows that because Int was not alerted that 2c is stayman and bids 2h
- * What are the irregularities?
- * What actions can/should the TD take?

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By The Numbers

- * **Law 17 & 22** "The Auction Period" - defines start, order of rotation, and auction end
- * **Law 18** "Bids" - defines suit hierarchy, superseding bids, and in/sufficient bids
- * **Law 19** "Doubles and Redoubles" - defines legal re/doubles
- * **Law 20** "Review and Explanation" - review may only be by an opponent, explanation by partner of caller, **questions may create UI**, don't ask for partner, don't look at own CC

2017 Duplicate Laws

By The Numbers

- * Law 21 "Mis-Information" - A call based on MI may be changed until partner calls
- * West-1 ♥, North-3 ♣!, East-3 ♦, South-pass
! = ♦ + ♠
- * If South's alert is late, East may change his call. Director may cancel up to one call/side. Information from withdrawn calls is authorized for non-offenders only.
- * If no alert, it is still MI, and if non-offenders are damaged due to the MI, adjust the score.

2017 Duplicate Laws

By The Numbers

* Law 24 "Card Exposed During Auction" -

- * All cards exposed remain face up during the auction
- * Information from such cards: Authorized for non-offenders, Unauthorized for offenders
- * Low Card not Led: no further rectification
- * Honor Card or any card Led: Partner must pass once
- * Two or More cards: Partner must pass once
- * Declaring Side: Exposed cards are returned to hand
- * Defending Side: Exposed cards become penalty cards

2017 Duplicate Laws

By The Numbers

* Law 25 “Legal and Illegal Changes of Call” -

- * Until partner has called or the auction ends, a player may change an unintended call (mechanical error only, but BE GENEROUS)
- * Any indication of inadvertence is sufficient to apply law 25
- * If LHO has called and change is made, LHO may also change
- * An intended change of call may be accepted by LHO
- * Otherwise 1st call stands and 2nd is cancelled
- * Information from withdrawn calls is authorized for non-offenders and unauthorized for offenders
- * Occurs after insufficient bids and calls out of rotation
- * Lead penalties may apply

2017 Duplicate Laws

By The Numbers

- * Law 26 - "Lead Penalty" -
 - * Happens after a Change of Call
 - * AND the change is NOT a Comparable Call
- * Forbid offender's partner ANY one suit NOT mentioned by offender legally
- * Example:
 - * W-1 ♣, N-2 ♠, E-1 ♥/3 ♣, S-3 ♠
 - * East will be on lead without restriction. But when West first gains the lead, restrictions apply: in this case, declarer may forbid the lead of ♦, ♥, or ♠!

2017 Duplicate Laws

By The Numbers

- * **Law 23 “Comparable Call” - Applies to:**
 - * Insufficient Bid - Law 27,
 - * Pass Out-Of-Rotation - Law 30,
 - * Bid Out-Of-Rotation - Law 31,
 - * Double or Redouble Out-Of-Rotation - Law 32.
- * **Intent is to increase the chances for a normal table result after an irregularity.**
 - * Director still responsible for equity.
- * **Comparable Call definition:**
 - * Has same or similar meaning as withdrawn call,
 - * Or describes a subset of the meanings of withdrawn call,
 - * Or has same purpose (e.g. an asking bid) as withdrawn call.

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Comparable Call - Insufficient Bid Examples

- * W-2NT, N-pass, E-2♣ (stayman)
 - * 3♣ is comparable even though puppet asks for 5 cards
 - * Both 2♣ and 3♣ are asking bids
- * W-1♣, N-pass, E-1♥, S-pass,
W-1♠, N-2♦, E-2♦ (4th suit forcing)
 - * Here, 3♦ is comparable because
 - * Both are forcing bids, both are asking bids
- * W-1NT, N-2♠, E-2♦ (transfer)
 - * 3♥, if natural, is comparable
 - * 3♦, if transfer, is comparable
 - * 2NT (lebensohl intending 3♥ rebid), NOT comparable
West would be barred from remainder of the auction

2017 Duplicate Laws

Comparable Call - More Insufficient Bid Examples

- * W-1NT, N-pass, E-2♦, S-3♣
W-~~2♥~~ (accepts transfer)
 - * Acceptance of the transfer carries no information
 - * Any bid by West (including pass) will be comparable
- * W-1♠, N-3♦, E-4NT, S-5♦, W-~~5♦~~ (1430)
 - * Dbl/Rdbl are now allowable only if it's a comparable call
 - * If playing DOP1, Dbl by West is comparable (showing 0)
- * W-1♦, N-1♠, E-~~1♥~~ (4+♥ & 6+ HCPs)
 - * 2♥ is a subset of 1♥: 5+♥ & 10+ HCPs, comparable
 - * Double also is more specific, and therefore comparable, every hand that would double would have bid 1♥

2017 Duplicate Laws

Comparable Call - Call Out-Of-Rotation Examples

* ~~E-1♥~~ (not accepted)

W-1♠, N-2♦

* 2♥ is comparable, 5♥+ and 10+ HCPs

* ~~E-1♥~~ (not accepted)

W-1♣, N-pass

* Now, 1♥ is NOT comparable, 4♥+ and 6+ HCPs

* Unless playing strong jump shifts, East does NOT have a comparable call, West will be required to pass ONCE

* ~~E-pass~~ (not accepted)

W-1♣, N-pass

* INT is comparable, 1♠ is NOT, why??

2017 Duplicate Laws

By The Numbers

* Law 28 "Calls Considered In Rotation" -

- * If a player calls at his RHO's turn to call, but that player is required by law to pass
- * If a player calls when it is his turn to call but an opponent has called out of rotation ahead of him
- * In this last case, the player forfeits the right to rectification, any lead penalties, but VI may still exist

* Law 29 "After Call Out of Rotation" -

- * LHO may elect to call after OOR, forfeits any rectification
- * Else, OOR is cancelled, correct player calls, apply 30-32
- * If OOR is artificial, apply 30-32 to suit SPECIFIED, not named

2017 Duplicate Laws

By The Numbers

- * **Law 27 - "Insufficient Bid" -**
 - * Insufficient bid may be accepted by LHO
 - * if replaced by comparable call, no rectification
 - * also a minimum bid of suit SPECIFIED, no penalty
 - * else a legal bid (not double or redouble) & partner is barred
 - * director responsible for equity for non-offenders
- * **Law 30, 31, & 32 "Calls Out of Rotation" -**
 - * Calls out of rotation may be accepted by LHO, but not inadmissible doubles and redoubles (see law 36)
 - * If not accepted, call reverts to correct player
 - * Offender's partner may make any call but there may be UI
 - * If offender makes a comparable call, no rectification
 - * else offender's partner must pass ONCE

2017 Duplicate Laws

Comparable Call - Call Out-Of-Rotation Example

* E-2♥ (Flannery, Out of Rotation)

* S may accept 2♥, if so, auction proceeds normally

* If S calls before rectification, 2♥ is accepted

* E-2♥ (Flannery, not accepted)

N-1♦, ??

* 1♥ or 2♥ (weak or strong) is NOT comparable

* DBL would show ♥ & ♠, but not 5♥, not a subset

* Conclude that E has NO comparable call

* E can bid anything, but W must pass ONCE

* Ignore artificial nature of bid,
deal with its meaning

2017 Duplicate Laws

Comparable Call - Call Out-Of-Rotation Example

* N-1 ♦, E-1 ♠, S-2 ♦, W-2 ♠
N-, E-3♣

* S may accept 3♣, if so, S bids & auction proceeds normally

* If S calls before rectification, 3♣ is accepted

* N-1 ♦, E-1 ♠, S-2 ♦, W-2 ♠
N-, E-3♣ (game try, not accepted)

* If N bids 3♦, 4♣ will be comparable

* because 4♣ is minimum level of suit specified

* if N passes, E must restate his bid

* if N bids 5♦ and E & S pass,
any action by W may be UI induced

2017 Duplicate Laws

By The Numbers

* Law 33 "Simultaneous Calls" -

- * A call made simultaneously with a correct call is deemed to be subsequent and therefore possibly out of rotation

* Law 34 "Retention of the Right to Call" -

- * If any of the three final passes are out of rotation, auction reverts to correct player

* Law 35 "Inadmissible Calls" -

- * Double or redouble not permitted by Law 19
- * Any call by a player required to pass
- * A bid of more than seven or a call after the final pass

2017 Duplicate Laws

By The Numbers

* Law 36 "Inadmissible Re/Doubles" -

- * If LHO calls before rectification, double and subsequent calls cancelled, offender may make any legal bid, no penalties
- * Else, offender makes any legal bid & partner is barred, lead penalties may apply
- * If the auction has completed, the inadmissible call is ignored

* Law 37 "Action when Required to Pass" -

- * If LHO calls, call stands, offender must still pass for remainder of the auction
- * Else, call is replaced by pass, offender & partner must pass throughout
- * Lead penalties may apply

2017 Duplicate Laws

Comparable Call - Inadmissible Double Examples

* W-1 ♥, N-1 ♠, E-pass, S-DBL (law 36)

* W may NOT accept

* DBL cancelled, S substitutes legal call, N is barred

* W-1 ♥, N-1 ♠, E-, S-DBL (law 32)

* W may NOT accept

* DBL cancelled, E calls

* If E passes, rule as above

* If E bids, S to make comparable call

* If not comparable, N passes ONCE

2017 Duplicate Laws

By The Numbers

* Law 38 "Bids of More than Seven" -

- * Such calls are cancelled
- * Offender & partner must pass throughout
- * Lead penalties may apply

* Law 39 "Call After Final Pass" -

- * Such calls are cancelled
- * IF LHO calls, there is no rectification
- * Lead penalties may apply

2017 Duplicate Laws

By The Numbers

* Law 40 "Partnership Understandings" -

- * Explicit agreements & implicit partnership experience
- * Must be available on system card and disclosed on request subject to score adjustment when there is damage
- * Players may make any call even if it deviates from announced methods provided partner is equally unaware
- * Both partners must use the same system card, but style and judgement may vary
- * Regulating authority may dis/allow any convention and use of disallowed conventions is subject to score adjustment
- * Players may not consult their own system card
- * Players are allowed no aid to memory or calculation

2017 Duplicate Laws

By The Numbers

- * Law 75 "Mistaken Explanation or Call" -
- * Players are entitled to a correct explanation of any/all opponent's agreements, NOT a description of what cards they hold.
- * Example 1, mistaken call:
- * W-1 ♥, N-3♣!, E-Pass, S-3♠, != ♦+♠
- * North = ♠Q6 ♥6 ♦953 ♣AQJ8652
- * North forgot the agreement and mis-bid, but there is NO infraction (and no adjustment) as long as South properly alerts the agreement and doesn't know about the mis-bid.

2017 Duplicate Laws

By The Numbers

- * Law 75 "Mistaken Explanation or Call" -
- * Players are entitled to a correct explanation of any/all opponent's agreements, NOT a description of what cards they hold.
- * Example 2, mistaken (no) explanation:
- * West-1 ♥, North-3♣!, East-4♥, != ♦+♠
- * If South's alert is late, East may change his call.
- * If South doesn't alert, it is an infraction, it is Mis-Information; Director summoned ASAP.
- * Play proceeds, IF EW are damaged because South doesn't alert, director adjusts the score.

2017 Duplicate Laws

By The Numbers

* Law 41 "Commencement of Play" -

- * Face-Down Opening Lead - may not be returned to hand
- * Review of Auction - any player, but dummy, may ask for a review (to be provided by an opponent), question a call (made or not made), until he has played first card
- * Questions about Methods - always, at player's turn
- * Opening Lead Faced - play begins, may ask the contract
- * Dummy's Hand Tabled - each suit in a column in rank order, trump to dummy's right

2017 Duplicate Laws

By The Numbers

* Law 42 "Dummy's Rights" -

- * Give information as to fact or law (when director present)
- * Count tricks & play dummy's cards
- * Question ONLY declarer regarding failure to follow suit
- * Try to prevent any irregularity
- * Identify an irregularity (only after play concludes)

* Law 43 "Dummy's Limitations" - MAY NOT:

- * Identify an irregularity during play
- * Participate in the play nor communicate regarding the play
- * See another hand
- * Violation: forfeits rights & potential subsequent penalties

2017 Duplicate Laws

By The Numbers

* Law 44 "Sequence and Procedure of Play" -

- * Lead to a trick: may be any card (unless restricted by rectification)
- * Play to a trick: in turn clock-wise, one card per player
- * **Must follow suit: HIGHEST REQUIREMENT IN THE LAWS**
No rectification nor director instruction may violate this
- * If none of suit led: may play any card (unless restricted by rectification)
- * Trick containing trump: won by highest trump
- * Trick not containing trump: won by highest of suit led
- * Leads to next trick: by player winning previous trick

2017 Duplicate Laws

By The Numbers

* Law 45 "Card Played" -

- * Play of card from hand: detach & face on/near table
- * Play of card from dummy: declarer names a card
- * Card deemed to be played: card held so partner 'could' see, declarer: face-up near table, dummy: touched or named
- * Declarer may change 'slip of the tongue' not change of mind
- * Dummy plays incorrect card: correct until both sides play to next trick; subsequent cards may be retracted
- * 5th card played to a trick: if not led: penalty (if by defender), if led: treat as lead out of turn
- * Dummy indicates card: play continues, may adjust score
- * Turning the trick: cards remain face-up till all have played

2017 Duplicate Laws

By The Numbers

* Law 46 "Calling a Card from Dummy" -

- * "high" means highest of suit, "low" means lowest of suit
- * "win it" means lowest to beat current card
- * naming suit without rank means lowest of suit
- * naming rank with out suit means last played suit when leading, else a legal card of that rank
- * "anything" gives choice to defenders

* Law 47 "Retraction of Card Played" -

- * "A card laid is a card played", retraction usually not allowed
- * OK, to correct some illegal plays, and after a change of play
- * OK when based on mis-information (else adjusted score)

2017 Duplicate Laws

By The Numbers

* Law 48 "Exposure of Declarer's Cards" -

- * Not subject to any restriction for exposing a card
- * May not have a penalty card
- * Need not play a card accidentally dropped
- * Facing hand after opening lead out of turn: becomes dummy
- * Facing hand at other times is a claim/concession

* Law 49 "Exposure of Defender's Cards" -

- * When not a normal play, becomes a penalty card

2017 Duplicate Laws

By The Numbers

* Law 50 "Disposition of Penalty Card" -

- * Penalty cards remain face-up
- * Minor penalty card: non-honor card accidentally exposed
- * Major penalty card: all others
- * Multiple penalty cards: all become major penalty cards
- * Minor penalty card is required to be played only when defender intends to play a non-honor card of same suit
- * Major penalty card must be played at first legal chance
- * When offender's partner is on lead, declarer may:
require or forbid the lead of that suit (no longer penalty)
allow any lead (penalty card remains)
(takes precedence over leader's own penalty card)

2017 Duplicate Laws

By The Numbers

* Law 51 "Two or More Penalty Cards" -

- * When offender is to play, declarer designates which one
- * When offender's partner is to lead, declarer may:
 - * require lead of penalty suit (all cards of suit are picked up)
 - * forbid lead of one or more penalty suits (all picked up)
 - * allow any lead (penalty cards remains)

* Law 52 "Failure to Play Penalty Card" -

- * Play may be accepted explicitly or via subsequent play (penalty card and restrictions remain)
- * When not accepted, played card becomes major penalty (correct penalty card is substituted)
- * NOTE: Director's obligation to stay at table till played

2017 Duplicate Laws

By The Numbers

* Law 53 "Lead Out Of Turn Accepted" -

- * Accepted either explicitly or via subsequent play (either defender may accept) (except 1st trick must lead from proper hand)
- * Else lead from proper hand (may become penalty card)
- * Proper hand may lead without being deemed acceptance (improperly played cards are returned to hand, but UI)
- * If dummy or declarer lead out of turn and RHO plays, lead is accepted but RHO's play is premature (declarer may require LHO to play highest or lowest card of led suit, or require or forbid play of a different suit)

2017 Duplicate Laws

By The Numbers

* Law 54 "Faced Opening Lead Out of Turn" -

- * Option 1: Accept lead: become dummy
if declarer has exposed any card, he becomes dummy
- * Option 2: Accept lead: see dummy, then play from hand
if declarer could see any card in dummy, lead accepted
- * Option 3: Reject lead: may require lead of that suit,
out of turn lead card is returned to hand
- * Option 4: Reject lead: may forbid lead of that suit
out of turn lead card is returned to hand
lead restriction remains until lead is given up
- * Option 5: Reject lead: allow any lead
out of turn lead card is major penalty card
must be played at first legal opportunity

2017 Duplicate Laws

By The Numbers

* Law 55 "Declarer's Lead Out of Turn" -

- * Either defender may accept or reject lead
- * If they disagree, defender next to play prevails
- * When rejected, no further rectification

* Law 56 "Defender's Lead Out of Turn" -

- * Declarer may accept lead
- * When rejected, lead card becomes major penalty card

2017 Duplicate Laws

By The Numbers

* Law 57 "Premature Lead or Play" -

- * When a defender leads to the next trick or plays out of turn before his partner plays to current:
- * Card played becomes a major penalty card must be played at first legal opportunity
- * Declarer may require offender's partner to:
 - * Play highest or lowest card of the suit
 - * Require or forbid the play of another suit
- * When offender's partner cannot comply, he may play any legal card
NOTE: offender's partner must follow suit if he can
- * No rectification if declarer has played from both hands or dummy has played a card of his own volition

2017 Duplicate Laws

By The Numbers

* Law 58 "Simultaneous Leads or Plays" -

- * Deemed to be subsequent when from separate hands
- * If unseen from one hand, retracted, else penalty cards
- * If undiscovered till subsequent trick, defective trick

* Law 59 "Can't Lead or Play as Required" -

- * May play any legal card

* Law 60 "Play After an Illegal Play" -

- * Such as after lead out of turn or failure to play penalty card and before rectification, forfeits rectification
- * Any remaining penalty cards still retain their obligation
- * Play by offenders may compound rectification

2017 Duplicate Laws

By The Numbers

* Law 61 "Failure to Follow Suit: Inquiries" -

- * Revoke definition: doesn't follow suit or play a required card
- * Declarer may ask defender, Dummy declarer, not defender
Defender may ask declarer and each other
- * Revoke claim doesn't warrant inspection of quitted tricks

* Law 62 "Correction of a Revoke" -

- * Must be corrected if noticed before it is established
- * Card is withdrawn, if defender a major penalty card,
Correct card is substituted
- * Subsequent cards may be withdrawn,
become penalty cards for offending defenders
- * No revoke is possible on 12th trick (cards play themselves)

2017 Duplicate Laws

By The Numbers

* Law 63 "Establishment of a Revoke" -

- * Revoke is established when offending side leads or plays to the next trick or makes a claim or concession
- * Revoke is established if non-offending side makes a claim or concession and it is agreed to by offending side
- * Once established, the revoke trick stands as played

* Law 64 "Procedure After Establishment" -

- * If offending PLAYER won revoke trick:
1 trick plus 1 additional if any subsequent tricks won
ELSE, 1 trick if any subsequent tricks won
- * Subsequent revokes in same suit by same player don't count
- * Director responsible for equity to non-offenders

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By The Numbers

* Law 65 "Arrangement of Tricks" -

- * Cards are turned face-down after all four have played
- * Tricks won are pointed lengthwise toward partner
- * Players may identify pointing error until side plays to next
- * Non-compliance jeopardizes right to claim trick ownership

* Law 66 "Inspection of Tricks" -

- * Player may see the trick until he quits it
- * Player may see his own card until his side plays to next
- * Except at director's instruction, quitted tricks may not be inspected until after play ceases
- * Players may only handle their own cards

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* Law 67 "Defective Trick" -

- * Before both sides have played to next:
- * Offender plays a legal card or retracts one (penalty card)
- * After both sides have played:
- * If offender did not play, he is deemed to have revoked and plays a legal card (one trick penalty)
ELSE retracts a card (penalty), and possible revoke

2017 Duplicate Laws

By The Numbers

* Law 68 "Claims and Concessions" -

- * Claim: a statement that one side will win certain tricks or one suggesting play be curtailed or faces one's hand
- * Concession: a claim that one side will lose certain tricks
- * When defender concedes, partner may immediately object, then no concession has occurred, UI is probable, director should be immediately called, play continues, exposed cards remain so, but not penalty
- * Claim is accompanied by line of play, claimant faces hand
- * Play is suspended
- * If claim is not agreed, director summoned

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By The Numbers

* Law 69 "Agreed Claims and Concessions" -

- * If agreed, scored as if played as per claim
- * A player may not claim a trick he cannot win nor concede a trick he cannot lose

* Law 70 "Contested Claims" -

- * Players should only face their cards when director requests
- * Director rules as equitably as possible, but doubtful points in favor of non-claiming side
- * When there is a trump outstanding:
no statement about trump, and declarer may be unaware, and a trick could be lost by an inferior line of play
- * When no line stated, assume least successful 'normal' play

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* Law 71 "Concession Cancelled" -

- * A claim or concession may be cancelled if objection made within the correction period
- * A player may not claim a trick he cannot win nor concede a trick he cannot lose

* Law 72 "General Principles" -

- * A player must try to win while observing the laws
- * A player must not intentionally infringe the laws even if willing to sustain the rectification
- * No obligation to identify an infraction of one's own side
- * A player may not attempt to conceal an infraction

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* Law 73 "Communication, Tempo, Deception"-

- * Partners may communicate only via legal calls and plays
- * It's illegal to use emphasis, gesture, remark, hesitation, etc.
- * The GRAVEST offense is to communicate illegally through prearranged and non-sanctioned methods
- * A player must not act on UI from partner
- * Attempts to deceive opponents OK via legal calls and plays
- * It's illegal to deceive via remarks, gesture, hesitation, etc.

* Law 74 "Conduct and Etiquette" -

- * Bridge is a gentle-person's game, the HIGHEST standards of conduct and etiquette are required by law

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* Law 76 "Spectators" -

- * May not: interact with players, view more than one hand, react to auction or play, interrupt the game

* Law 77 "Duplicate Scoring Table" -

- * Identifies the scores for all contracts and results

* Law 78 "Scoring Methods" -

- * Defines matchpoint and IMP scoring

* Law 79 "Tricks Won" -

- * If there is a disagreement, the director decides the score

* Law 80 "Regulating Authority" -

- * ACBL, Districts, Units, Clubs

2017 Duplicate Laws

By The Numbers

* Law 81 "The Director" -

- * You are in charge. "The buck stops here."
- * You are bound by the laws and empowered to remedy any and all irregularities
- * You must:
 - * Maintain discipline and orderly progress of the game
 - * Administer and interpret the laws advising players of their rights and responsibilities
 - * Rectify errors you become aware of through any manner
 - * Assess rectification, procedural penalties, and possibly suspend players
 - * Report results for the official record

2017 Duplicate Laws

By The Numbers

* Law 82 "Procedural Errors" -

- * Director's duty to maintain progress of the game consistent with the laws
- * To achieve, director may adjust score as permitted, require/cancel/postpone play of a board
- * When director's ruling is in error, adjust score treating both sides as non-offenders

* Law 83 "Notification of Right to Appeal" -

- * When exercising discretionary powers, director shall inform players of their right to appeal
- * At NKBC, no such right exists, there is no appeal procedure
- * Directors are a team, and we consult with each other on matters requiring director discretion

2017 Duplicate Laws

By The Numbers

* Law 84 "Rulings on Agreed Facts" -

- * If no rectification prescribed, and no harm done, auction and play continue
- * If the laws prescribe a rectification, implement it
- * If the laws offer player options, explain options and implement one selected
- * Rule any doubtful point in favor of non-offenders if there is damage to non-offenders, adjust the score

* Law 85 "Rulings on Disputed Facts" -

- * Determine your best guess of the facts, then rule as above
- * If you cannot determine what happened, **MAKE A RULING THAT ALLOWS PLAY TO CONTINUE**

2017 Duplicate Laws

By The Numbers

* Law 86 "Team Play" -

- * When adjusting a score to an artificial adjusted score, assign +3/-3 IMPs
- * Do not cancel a board, if the results without it could be known, instead assign an adjusted score

* Law 87 "Fouled Board" -

- * Board is fouled if conditions are different between tables
E.G. north and east hands swapped
- * Once fouled: divide into two groups (unfouled & fouled), score groups separately, then add 1/2 MP for each member of other group
- * ACBLSCORE will properly score fouled board (F1 1->FOUL)

2017 Duplicate Laws

By The Numbers

* Law 88 "Award of Indemnity Points" -

- * This is an artificial adjusted score (avg+/avg-)

* Law 89 "Individual Event Rectification" -

- * Rectification penalties apply equally to both offenders
- * Procedural penalties may be applied only to an individual

* Law 90 "Procedural Penalties" -

- * Independent additional penalty
(FI 1-→ADJUST, usually 1/4 board, i.e. 2 MPs)
- * May be assessed for undue inconvenience to others, violations of correct procedure, or score adjustment
- * E.G. Play of wrong boards, Tardiness, Bad behavior, etc.

2017 Duplicate Laws

By The Numbers

* Law 91 "Penalize or Suspend" -

- * In order to maintain order and discipline, you may take ANY action, including Procedural Penalty, give a "time-out", or even expel a player from the game

* Law 92 "Right to Appeal" -

- * Not at NKBC, a director's ruling is FINAL

* Law 93 "Procedures of Appeal" -

- * It's all you, your decision is FINAL at NKBC
- * If a player would like another opinion, you should discuss it with another director, but in the end, it's your decision