

# Commentary to the 2007 edition of the Laws of Duplicate Bridge

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## Law 7C

After play the cards should be shuffled before putting them back into the board. This is to avoid transmitting unauthorized information about the order in which the cards were played.

## Law 9A3

The laws now explicitly allow any player to try to prevent a player from committing an infraction or irregularity. But once the irregularity has occurred (during the play period) the dummy has no right to draw attention to it.

## Law 12: Redress for damage

An infraction may create damage for the non-offending side. Redress is given only for damage caused by that infraction, not for damage as a result of a subsequent serious error. This includes wild or gambling actions, and, for example, the loss of an extra trick as rectification after a revoke.

The TD splits the damage caused by the infraction (consequent damage) from the subsequent damage and compensates the consequent damage.

### Examples:

#### A) Teams; NS vulnerable

NS (team A) play in 5♥ doubled after a competitive auction, where the opponents (team B) bid to 4♠ (NS having bid 4♥) after a significant break in tempo. They make 9 tricks. The TD decides that bidding 4♠ was not allowed and that 5♥ was a gambling, not normal action. He further decides that the play in 4♠ (undoubled) would have resulted in 8 tricks and the play in 4♥ in 9 tricks. The result at the other table is 3♠ -1 for EW.

- With normal play, team A would have received, after the infraction, 2 IMPs (+100/-50).
- Without the infraction, it would have received -4 IMPs (-100/-50).
- The TD decides that team A is not damaged by the infraction, so he does not adjust its score. Therefore, team A receives -11 IMPs (-500/-50).
- Team B receives a score based on the expected result had the irregularity not occurred: +4 IMPs (+100/+50).

#### B) The facts are comparable except that 4♠ would have been made (result at the other table is 3♠+1). Then the calculation becomes:

- With normal play, team A would have received, after the infraction, -6 IMPs (-420/+170).
- Without the infraction, it would have received +2 IMPs (-100/+170).
- The TD decides that the damage caused by the infraction is 8 IMPs, so the score for team A is increased by 8 IMPs, resulting in - 8 (-500/+170) +8 = 0 IMPs.
- Team B receives -2 IMPs (+100/-170).

## Average plus

An artificial adjusted score on a board in a pairs event should be awarded only if a pair at the start of a session was scheduled to play that board, but for some reason could not obtain a normal result. A bye in a session should not result in an average-plus score; the pairs concerned play one or more boards less. Our advice is to restrict by regulation the number of boards on which an average plus score is given, for example, to two boards in a session. If there are more boards without a result obtained by normal play those boards are not scored.

## Weighted scores

In teams, if a contestant receives a score on a board based on more than one of the possible results, the result on the board in IMPs is the weighted average of the outcome in IMPs of the results involved.

### Example:

- The adjusted score for team A on a board is 2/3rds of 4♠ made (+620) and 1/3rd of 4♠-1 (-100). The result at the other table is 3♠ just made (+140).
- Team A receives 2/3rds of 10 (+620/-140) plus 1/3rd of -6 (-100/-140) =  $-4\frac{2}{3}$  IMPs.

In pairs, the weights of the results involved in the adjusted score need to be added to the frequencies on the board and dealt with as described in law 78A.

### Example:

- Pair A receives an assigned adjusted score on a board: 1/3rd of 3NT making (+400), 1/3rd of 3NT-1 (-50), 1/6th of 4♠ making (+420) and 1/6th of 4♠ - 1 (-50).
- The frequencies, not including this result, show 4 times +420, 2 times +400, 1 time +170, 1 time +150 and 3 times -50.
- The TD-decision changes these frequencies to +420, 1/6th times; +400, 1/3rd times; +170, 1 time; +150, 1 time and -50, 3½ times. This awards match points:  $18\frac{5}{6}$ ,  $12\frac{1}{3}$ , 9, 7,  $2\frac{1}{2}$ . For pair A, the relevant match points have to be multiplied by the probability factor:  
$$\frac{1}{6} * 18\frac{5}{6} + \frac{1}{3} * 12\frac{1}{3} + \frac{1}{2} * 2\frac{1}{2} = 8\frac{1}{2}$$
 MPs.

## Serious error

In bridge, it is normal to make mistakes; they are part of the game. When considering the damage related to an infraction, a player should not be punished for making such a mistake unless this is considered to be really unacceptable.

Example 1:

Dealer South. N/S Vulnerable

♠ K 8  
♥ K  
♦ A Q 6 2  
♣ A K 10 8 6 3



♠ J 9 7 6  
♥ 10 8 7 4  
♦ J 9 7  
♣ 5 2

| <u>West</u> | <u>North</u> | <u>East</u> | <u>South</u> |
|-------------|--------------|-------------|--------------|
|             |              |             | 1♦           |
| Pass        | 3♣           | Pass        | 3NT          |
| Pass        | 4♦           | Pass        | 4♥           |
| Pass        | 4♠           | Pass        | 4NT          |
| Pass        | 5♠           | Pass        | 6♦           |
| Pass        | 7♦           | All Pass    |              |

- NS play 5-card majors with better minor. 5♠ shows two aces and the ♦Q. South has broken tempo before bidding 6♦.
- The lead is ♥Q taken by ♥K in dummy; ♣A and ♣K follow; then ♣3.
- The grand slam seems unbeatable, South will overruff. So East discards a heart, but with South holding ♦K 8 4, East can defeat the contract if he ruffs with ♦9 or ♦J, as this promotes West's ♦10(xx).
- If the TD decides that *Pass* is a logical alternative for 7♦, he should regard the possible misplay by East as being within the range of normal bridge, and adjust the score for both sides to 6♦+1.

Example 2:

Dealer North. All Vulnerable

♠ K 7  
♥ 5 3  
♦ A 9 6 4  
♣ A K J 10 2



♠ 10 9 6  
♥ A 8 4  
♦ K Q J 7 5 2  
♣ Q

♠ J 5 3 2  
♥ J 10 7 2  
♦ 10 3  
♣ 9 4 2

| <u>West</u> | <u>North</u> | <u>East</u> | <u>South</u> |
|-------------|--------------|-------------|--------------|
|             | 1NT          | Pass        | 2♣           |
| Pass        | 2♦           | Pass        | 3♣           |
| Pass        | 3♦           | Pass        | 3♥           |
| Pass        | 3♠           | Pass        | 4♣           |
| Pass        | 4♠           | Pass        | 5♣           |
| Pass        | 6♣           |             |              |

- South has asked for majors and minors with broken tempo before bidding 5♣.
- West starts ♦K for ♦A. A small heart for ♥K and ♥A and another diamond from West ruffed by declarer. He plays two rounds of trumps and leads another diamond from dummy for his 12<sup>th</sup> trick. East does not realize that his trump ♣9 will defeat the contract and discards, after which declarer fulfils his contract.
- This should be considered a serious error, which means that the difference in result between 6♣-1 (the expected result after the infraction) and 6♣ made (as the actual result) is treated to be subsequent damage.
- If the TD decides that *Pass*, instead of 6♣, is a logical alternative for North, he will adjust the

score for NS. However, he should also decide that the damage to EW is not caused by the infraction committed by North, but that it is the fault of East who could easily have defeated the contract.

### Law 13F

The general solution when the surplus card has already been played is to award an adjusted score. If at the moment of discovery one of the players still has an extra card it is not easy to solve the problem. The WBF-LC has decided that Law 67 is not applicable for such irregularity. But when the player with 14 cards still has a card identical to the one he has already illegally played (which is very unlikely), it may be removed (strictly speaking, exchanged with the illegal card). Generally speaking, however, if the TD decides that the play of the illegal card does not make a difference with the similar card still in hand he may decide to uphold the table result.

### Law 16

Normally the TD will not act when a player makes available unauthorized information (unauthorized information), for example by a hesitation or by an unexpected answer for his partner to a question from an opponent. Such cases are, generally speaking, not (automatically) infractions. The infraction occurs when the partner chooses from among logical alternatives one that could have been suggested by the hesitation or the unexpected answer. The unexpected answer itself becomes an infraction if it is not in accordance with the system the partnership has agreed upon.

If the partner does not choose an action that could be suggested by the irregularity no infraction has occurred and no decision by the TD regarding the score is required.

**Law 16B** uses the words: ‘...may not choose...’. This leads to the conclusion that when the TD decides to award a weighted adjusted score instead of the actual result he should not take into account any percentage of that result, unless he considers that contract also possible in a legal auction.

### Law 17D2

The auction continues normally only when the call with the right hand is the same as the call with the wrong hand and the hand reasonably fits that call. In addition, only LHO may have made a call after the irregularity. When for example a player bids 1NT (15-17) with a wrong hand he may bid 1NT with 14 or 18 points without destroying the board; he may repeat 1♥ when the agreement is that it shows at least 5 hearts and he has only 4 (and the strength meets more or less the systemic requirements).

### Law 17E

| <u>West</u> | <u>North</u> | <u>East</u> | <u>South</u> |
|-------------|--------------|-------------|--------------|
| Pass        | Pass         |             | Pass         |

If the TD is called he should give West the option to accept the *Pass Out Of Turn*. When he does and passes again, the bidding goes back to East (the calls made by S and W are removed, South's *Pass Out Of Turn* being an infraction). This should be carefully explained to West. If West does not Pass but bids 1♦ (for example) the auction continues normally.

If the auction goes:

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| Pass        | 1♥           | Pass        | Pass         |
|             | Pass         | Pass        |              |

this law still applies, with the first *Pass* of East being the call after which three passes have been made (one of them out of rotation). The fact that East (in this example) passes after the *Pass Out Of Rotation* does not make him an offender, he is allowed to accept that *Pass Out Of Turn*.

## Law 20

This law tells us that players have the obligation to explain their partnership agreements to their opponents. The fact that the explanation might not necessarily concur with their actual holding, might create confusion. Let us take the following example:

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| 1♥          | 3♣*          | Pass        | 3♠**         |

North has ♠Q6 ♥6 ♦953 ♣AQJ8652 and intended to show a weak hand with long clubs. But the agreement is that it shows diamonds and spades, so 3♣ is a mistaken bid. This is not an infraction. South alerts 3♣ and bids 3♠. Without having seen the alert it is likely that North will interpret 3♠ in accordance with his understanding of his 3♣-bid: showing long spades. But having seen the alert he realizes his mistake and knows that 3♠ shows preference for that suit over diamonds. It is his obligation to alert the 3♠-bid and to explain it as such. This means that he has put himself in the awkward position that he has created unauthorized information which limits his choices in the auction, but which also helps him to give the right information about the partnership agreements. In that respect the knowledge about his mistake is not considered to be unauthorized.

We take the same start of the auction but now North has ♠KJ ♥874 ♦94 ♣AQ1083 6 and South does not alert his 3♣-bid. That is an infraction, but North is not entitled to draw attention to it explicitly: by telling the opponents that partner should have alerted the 3♣-bid. It might be unavoidable that his partner is informed about his mistake in which case probably their opponents become aware of it as well. (If South bids 3♠, North should alert that call and explain it as showing a preference for spades; that certainly will awake partner who receives unauthorized information).

Suppose the auction continues:

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| 1♥          | 3♣           | 3♥          | 4♣*          |

Given the absence of alert on 3♣, North may assume that South supports his supposed club holding, but according to the agreements 4♣ shows a strong hand with trump support in either diamonds or spades. So he should alert it and, if asked, explain it as such. This obligation supersedes the demand described in **Law 5(a)** not to indicate in any manner that a mistake has been made. That sentence tells the player to conform to **Law 73A1**: ‘communication between partners during the auction and play shall be effected only by means of calls and plays’.

This implies that giving alerts and answering questions is not considered to be a way of communicating with partner but solely with the opponents.

None the less partner hears what is said and then has an obligation to call the TD and to tell him that he mistakenly explained the 3♣-bid. After which he should forget what he heard; more precisely: should not choose from among logical alternatives one that could be suggested by the unauthorized information.

## Law 25a

It is no longer allowed to change an intended call, old Law 25B has been removed. Only when a player has substituted his intended call do the provisions in B1 apply; the TD should not give a player the opportunity to change an intended call.

This leaves us with unintended calls, a regular phenomenon when playing with bidding cards, where a wrong one is pulled out of the box and put on the table. As long as partner has not made a call after such irregularity the mistaken bidding card may be put back and replaced with the intended call. Such action in itself cannot create unauthorized information since the wrong card doesn't carry bidding information. But if LHO has already made a call thereafter he may retract his bidding card. The information related to that call is unauthorized for his opponents and authorized for his partner.

Four passes would normally close the auction, but it must be continued if the third or fourth Pass is unintended and the player making that call wants to change it. This possibility ends when all four hands are put back in the board (L 22 B2).

It is not easy to determine whether a call is unintended or not. The TD should decide it is unintended only if he is convinced that the player never, not even for a split second, wanted to make that call. An example of a call that certainly is a big mistake but nevertheless was intended is the following:

North opens 1♥, Pass by East and South bids 4♣, a splinter showing slam interest in hearts. West passes and North thinks for a while, eventually deciding that he is not going to encourage partner to bid a slam. But he forgets that they are not yet even in game and passes; he discovers his mistake immediately and calls the TD.

North will tell the TD that he never intended to *Pass*, but the TD should not accept this statement. For a split second North thought that *Pass* was closing the auction in 4♥. He never intended to play in 4♣, that is for sure, but it is also irrelevant. Another argument to support this decision is that the *Pass* did carry information; the player told his partner that he was not interested in slam.

Apart from this criterion there is another one. There should not be a pause for thought. This means that the player needs to know what he wants to do before he makes his mistake. It does not mean that he needs to change his unintended call immediately. That condition applies from the moment he discovers his mistake.

A player who absent-mindedly pulls a bidding card from the box surprising even himself without having decided what call to make, is not allowed to change that call. But it is almost impossible for the TD to decide that things happened that way. A change of mind is not allowed either but the TD, normally not being a mind reader, is not always able to discover such situation. It is part of his job to judge the facts and circumstances and to decide what has happened.

## Law 26

This is a law which deals with all cases of withdrawn calls that have a meaning (not with 25A cases). This means that when a law tells us that Law 26 does not apply lead rectifications may not be given. The fact that a reference tells that it does apply is helpful but not really necessary. Let us take Law 25B as an example. A reference to Law 26 is not given but in both B1 and B2 Law 26 applies.

Law 26 is not changed, though some words are. When a withdrawn call relates to just (a) known suit(s), Law 26A applies. Calls showing balanced hands, for example NT-openings, or doubles, whether for take out or for penalty, are not considered to relate to suits. A negative double promising the other major suit does relate to that suit, as there are other kind of doubles related to a suit.

Let us consider the following situations:

North is dealer, but East opens a multi 2♦, not accepted by South. North opens 1♠ and now East overcalls 2♥. Suppose EW become defenders, does Law 26 apply? To know what reply we should give, we need to decide if 2♥ is a different call from 2♦. Of course it is: 2♦ shows one of the majors while 2♥ shows just hearts. So, yes: Law 26 applies and since 2♦ does not show a specified suit the TD uses Law 26B. This means that with West on lead for the first time declarer can prohibit the lead of any suit, even hearts.

North is dealer, but East opens 2♥ showing 5 hearts and a minor, weaker than a one-level opening. South does not accept 2♥ and North opens 1NT. East overcalls with 2♥ having the same meaning as his withdrawn call though it could be stronger now. If agreed that this call does not have a much different meaning there are no lead penalties.

Same situation but now the legal 2♥ does show hearts. In that case the meaning is much different. The withdrawn call is not related to just known suits, so Law 26B applies and again declarer may forbid the lead in any suit when West becomes defender and is on lead for the first time. The fact that he has shown hearts in the legal auction is not relevant when applying Law 26B.

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| 1♣          | Pass         | 1♥          | Pass         |
| 2♣          | 1NT          |             |              |
|             | 2♦           | 3♣          | Pass         |
| Pass        | Pass         |             |              |

1NT shows the unbid suits ♦+♠ and is not accepted. East replaces it with 2♦. East leads ♦Q, South ♦K, for the Ace in West. The withdrawn call was related solely to specified suits, so Law 26A applies, since East did not show the spades in the legal auction. North may prohibit or require the lead of a spade in trick 2.

### Law 27B1

The laws allow a normal auction in the old-pre-2007 situation: both calls natural in the same denomination (lowest level) but (new-from 2007 on) also when the substituted call has a more precise meaning than the insufficient call and is contained in the insufficient call. (A call showing 18-19 balanced is more precise than a call showing 15-17 balanced but is not contained.)

The intention of the change is to allow the auction to continue normally if the insufficient bid does not carry disturbing unauthorized information. Such a situation arises when all possible hands shown in the legal auction are included in the meaning of the insufficient call (under the intention the player had when he made it). We have to look at it with a mathematical view: the sample of hands described in the sufficient call has to be a partition of the hands described with the insufficient call. This relates to suits but also to strength.

- If this is the case the auction continues with the information arising from the insufficient call being available for both sides. Law 16D does not apply, neither in B1(a) nor in B1(b).
- If this information appears to be essential for the offending side related to the contract being reached, or for the result of the contract, Law 27D tells the TD to adjust the score.

Both B1 (a) and B1 (b) use: 'the auction proceeds without further rectification', which leaves the question what to do with possible lead penalties if this side becomes defenders. The WBF-LC has decided that in any case when applying law 27 where the TD allows the auction to be continued normally, Law 26 does not apply. And if this leads to an advantageous result for the defenders Law 27D helps the TD to adjust it.

Let us look at some examples (West opening the auction):

- 1) 1♣ - 1♠ - 1♥ (showing 4 or more hearts and 6+ HCP; not accepted). The TD accepts the replacement by *double* which either has the same meaning or, in other partnership agreements, shows hearts and diamonds and then it is contained in the meaning of the 1♥-bid, just showing hearts. He also accepts 2♥ under B1(a).

A take-out double normally does not show specified suits. When West opens 1♠ and North follows with 1♥, not accepted, the replacement by a double does not allow South to take part in the normal auction, while 2♥ instead allows for a normal continuation. (If the convention card shows that such a double promises 4 hearts, it is acceptable if the 1♥ opening call - which North thought of making – can be made with a 4-card suit, not if it promises a 5-card suit).

- 2) If West opens 1NT and North bids 1♣ (meant as an opening 16+ HCP), not accepted, the replacement by a *double* showing the same strength or 16-18 HCP, is in accordance with B1(b).
- 3) 2NT – Pass – 2♣ (acting on the assumption of a 1NT-opening; asking for majors, not accepted). If 3♣ can be bid with, for example, ♠xx ♥KJ87 ♦Q87 ♣xxxx, the TD has to assume that such hand is not included in the sample using 2♣ after a 1NT opening. The auction cannot be continued normally.
- 4) In an irrelevant auction, South asks for aces with 4NT, and West overcalls 5♦. North does not notice this and bids 5♣ which shows 1 or 4 key cards, not accepted. If NS play the convention that *Pass* now shows 1 ace, the TD allows the auction to continue without restrictions; both calls by South showing the number of aces, and showing 1 ace being more precise than showing 1 or 4 aces. (With 5♣ showing 0 or 3 key cards, a double now has the same effect.) Notice that a double or redouble is not automatically forbidden anymore.
- 5) 1NT – 2♠ - 2♦ (transfer to hearts, not accepted). If East now bids 3♥ the auction continues normally. 3♥ is a more precise call than 2♦ which shows the same suit. But if the 2♦- transfer can be made only with a weak hand, partner has to *Pass* now and Law 23 could be involved.
- 6) 1NT – 2♠ - 2♦ (transfer to hearts, not accepted). NS play *Lebensohl* which allows East to show hearts by bidding 2NT, asking partner to bid 3♣ after which East bids 3♥. These two bids (2NT and 3♥) do have a similar meaning as the insufficient 2♦-bid but the 2NT-bid in itself does not; therefore the condition described in B1(b) is not satisfied.
- 7) 2NT – 2♠ (North based his call on a 1NT-opening; it shows exactly 5 spades and an unknown 4+ minor suit). When 3♠ shows the same holding the auction continues normally, but when it only shows spades partner has to *Pass* throughout.
- 8) 1NT – Pass – 2♦ – 3♣ – 2♥ (replying to the transfer, not noticing the 3♣-bid). If 2♥ is automatic after the 2♦-transfer, it does not carry any information and may be substituted by any legal call, also *Pass*. But if 3♥ now shows a maximum, while 2♥ denied that maximum there is a problem.
- 9) 1♣ – Pass – 1♥ - Pass  
1♠ – 2♦ – 2♦ meant as ‘4<sup>th</sup> suit’, not having seen the opponent’s call. Bidding 3♦ now should allow the auction to continue normally. It has the same meaning (asking, forcing) as the 2♦ bid. It might be stronger but those hands are also included in the 2♦-call.

The WBF-LC has decided to give Regulating Authorities the right to apply the criteria in Law

27B1(b) with a liberal interpretation, which for example could lead to accepting the 3♣-bid in example 3 above (if both calls 2♣ and 3♣ are considered to be just asking bids they fulfil the requirements given).

There are more changes: being more lenient in 27B1 the laws are more severe in B3 and C.

An attempt to replace the insufficient call with a bid cannot be ignored anymore. It stands if it is legal (unless LHO wants to accept the insufficient bid) and this law should be applied. Doubles or redoubles not allowed in accordance with B1(b) are cancelled and replaced by a legal call; partner has to Pass throughout.

### Law 27 D

If the infraction has demonstrably helped the offending side to get into the advantageous contract the TD should award an adjusted score. But in considering such cases, the TD needs to realise that information gained through the insufficient bid is authorized and may be used.

West has ♠AJ1052 ♥AJ ♦Q87 ♣Q64 and the auction develops like:

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| 1♠          | 2♥           | 1NT         |              |

- East had not noticed the overcall. After intervention from the TD, East bids 2NT. With 1NT showing 6-9 HCP, West decides to pass 2NT, though with a partner bidding 2NT at once he would have bid 3NT. Taking this decision he does not infringe the laws in any manner.
- When, on the other hand, he decides to bid 3NT ignoring the 1NT and he makes it, that in itself is no reason to adjust the score either. This lucky result is not influenced by the infraction - on the contrary!
- But this is not the whole picture. The TD also has to answer the question whether the offending side would have reached the contract without the insufficient bid.

Let us give East ♠87 ♥Q74 ♦K1073 ♣K852. In a normal auction he will double; West will bid 2NT, and this will close the auction. Apparently, a normal contract.

With both East's kings transformed to queens, the double is less obvious. East might *Pass*; then and bid 2♠ on the reopening double. That would make 2NT an impossible contract without the insufficient bid.

This illustrates that, once in a while, some analysis is needed in the case of insufficient bids. It is important to understand that when adjusting the score under this law (27D), the side that made the insufficient bid should not be treated as offending side. The question to answer is whether without the insufficient bid (in a normal auction) the offending side would have reached the same contract. If the answer is 'probably yes' the result should stand.

### Law 28

South is the dealer. West opens the auction with 1♥ after which South bids 1♦. It is obvious that South did not notice the 1♥-bid, or he did not care and wants to use his right to open the auction. The 1♥-bid is withdrawn and it is now West's turn to call, following the 1♦-opening. The information from the withdrawn call is unauthorized for East. But if similar information becomes available via the legal auction, for example by a 1♥ overcall, this removes or reduces the unauthorized information.

Assume that, with South as dealer, East opens the auction with 1♥ and South thereafter bids 1♠. The

situation is less clear now. It is possible that South noticed the bid out of turn and made an overcall, but it is also possible that he ignored the 1♥-bid and wanted to open the auction. Both situations are legal options, so the TD has to ask South about his intentions. With an overcall the auction just continues, otherwise the 1♥-bid is withdrawn and creates unauthorized information for West.

When South is dealer and East opens the auction with a Pass after which South bids 1♦, the situation is not different. If the TD is called, he has to find out what was South's intention, to open the auction or not, which leads to removing the Pass or not.

The TD has to understand that Law 29A does not prevail over Law 28B.

### Law 29C

A reminder of its existence, see Law 31A2 for an example.

### Law 30A

With North dealer the auction goes:

|             |              |             |              |
|-------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|             | Pass         |             |              |
| Pass        |              |             |              |

West passes out of turn. Law 29A dictates that North should get the opportunity to accept this Pass (and might bid 1♥ now to show his borderline *Pass*). If North does not accept this call, Law 30A applies (the *Pass* by North is not a bid), and West is obliged to Pass at his first legal turn. Had North opened 1♦, Law 30B2 would have applied: West would have to Pass continuously during this auction, and it is a potential Law 23 case.

### Law 31A2

In the auction:

|             |              |             |   |
|-------------|--------------|-------------|---|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i>  |
| 1NT         |              | 2♦          | (bid <i>Out Of Turn</i> meant as a transfer for hearts, not accepted) |
|             | 2♦           | 2♥          | (showing hearts)  |

West now has to Pass once (A2(a)), which is important information for East. With game values, he had better bid game instead of 2♥. When bidding 4♥, A2(a) is still applicable, bidding 3NT brings us to A2(b).

The approach is similar to that in Law 26.

West is the dealer; North opens 2♦ multi, not accepted. The auction continues:

|             |              |   |
|-------------|--------------|---|
| <i>West</i> | <i>North</i> |   |
| 1♠          | 2♥           | [North does not repeat the denomination he described with 2♦, so Law A2(b) applies] |

But if West opens 1NT:

1NT      2♦      [multi-Landy, showing either long hearts or long spades,  
Law 29C tells the TD to apply A2(a)].

#### Law 40

The regulating authority has now more opportunities to control partnership agreements; it may define special partnership understandings and regulate (also forbid) their use. It also may restrict the use of any psychic artificial call.

An interesting possibility is described in B3: disallowing anticipation in the system (varying the agreements) in case of questions asked, answers given or irregularities occurring. With the new Law 27 a pair could, for example, decide to use a *double* as the substituted call in the case of any insufficient bid, and give this *double* the same meaning as the insufficient bid! That would result in the auction's continuing normally. The regulating authority has the power to prevent such 'clever solutions'. A partnership of course should always be allowed to vary its agreements depending on the meaning of an opponent's call. And if a player makes an artificial call out of turn, causing his partner to Pass throughout, he should not be forced to repeat that bid in the normal auction. A pair does not need a partnership agreement to understand each other.

#### Example:

With West the dealer, East starts the auction with a preemptive 3♣, which shows long diamonds. If this bid is not accepted, Law 31B dictates that West has to Pass throughout. Suppose that North also passes. Of course East should be allowed to open 3♦ now, though in the EW system this is a transfer for hearts.

What comes close to cheating is to ask a question only when the holding of a player raises surprise. Well known is the following case:

| <u>West</u> | <u>North</u> | <u>East</u> | <u>South</u> |
|-------------|--------------|-------------|--------------|
| Pass        | 1♦           | 3♣          |              |

3♣ is not alerted, but South has ♣KJ1073 and no majors. He suspects that East meant to show a 2-suiter in the majors, and asks for the meaning. A player only has to do this twice and his partner will understand the situation. This is not allowed. A player may not pass information about his hand by means of a question to his opponent.

In B5 the approach regarding non-allowable agreements is described. Apart from a possible procedural penalty, the score is adjusted if the TD judges that the opponents are damaged. This means that the TD should not give an automatic artificial adjusted score but wait for the actual result and then adjust it, if necessary.

#### Law 41

The last moment for declarer to ask for a review of the bidding is just before he plays a card from dummy to the first trick (lead from LHO). He may ask explanations about a call whenever he has to play a card, either from dummy or from his own hand.

**Law 41C** states that once the opening lead has been faced up, it is impossible to return to the auction. Wrong explanations given by declarer's side have to be dealt with after the end of play.

**Law 41D** has been made more specific about the way dummy spreads his hand. Not just towards declarer in lengthwise columns but also in descending order.

### Law 43B2(b)

There will be a penalty of one trick transferred to the defenders, if declarer wins a trick starting the count with the trick dummy has asked about.

### Law 43B3

The description is somewhat cryptic. The reference to Law 12B1 means that the defenders should not profit from their irregularity. But since there is no innocent side in this case the score for declarer's side should not be increased, which results in a split score.

### Law 45

The word 'designat-es/ion' in C4 is used to distinguish the play of a card as described in A and B (second sentence) from playing it in another way. A card manually played by declarer from dummy or by a defender cannot be replaced if it is a legal card. Only in the case of a card played in another way, by naming it for example, it is possible to change it. This law states that such designation needs to be *unintended* and that the player already knew which card he wanted to play, at that moment. Moreover, partner (in practice we are talking about dummy) may not have already put a card in the played position.

**Law 45D** states that it is possible that 5 cards may have to be withdrawn if dummy plays a card that declarer did not designate to be played. If declarer leads from dummy and a wrong card is played, the trick may be completed and the lead to the next trick put on the table. If declarer now notices the mistake, he is allowed to play the intended card from dummy. The TD should carefully explain to RHO that if he does not change his card declarer is not allowed to change his card either. LHO is allowed to change it anyway.

In **Law 45F**, last sentence, the TD should not decide that the defenders are damaged if the suggested card would have been played by declarer anyway.

### Law 46

It is important to notice and understand the sentence between brackets in the heading of B: 'except when declarer's different intention is incontrovertible'.

An example to show the meaning:



Declarer (South) is in 4♠ and has already won 8 tricks, the last one in his hand. ♣A and ♣Q have not been played yet, while there are 5 outstanding clubs with the defenders. Declarer continues with a small club from his hand and West contributes the ♣8. Declarer bow thinks for a while, shrugs his shoulders and says: 'I don't know, play one'. The defenders ask the TD to apply **B5**, giving them the choice of card to be played from dummy, which, obviously, will be ♣6. That is not a reasonable ruling.

It is completely obvious that South is going to play either ♣J or ♣K to fulfil his contract. So that should be the choice the TD should offer to the defenders. Of course, the remark by declarer is stupid, as it reduces the chance of the contract being made from 50% to 25%!

### **Law 50D**

Note that in the case of penalty cards for both defenders, the possible lead restriction on partner takes priority over that caused by the player's own penalty card.

#### Example:

LHO is to lead while he has ♠J as penalty card; at the same time, his partner has ♠7 as a major penalty card. Declarer forbids the spade lead. This means that ♠7 must be put back in hand, while LHO cannot lead his penalty card for as long as he retains the lead.

- If declarer demands a spade lead, ♠7 goes back and LHO has to play ♠J.
- If declarer does not exercise his options related to ♠7 being a penalty card, LHO has to play ♠J and RHO ♠7. It is mandatory that the TD explains these consequences.

### **Law 50E**

The knowledge that a penalty card has to be played at the first legal opportunity is admissible information for both sides and has a remarkable consequence. Declarer is playing 4♥. If LHO holds ♠KQJ5, RHO has ♠A as a penalty card (first lead from the wrong side) and declarer does not forbid a spade lead, LHO is allowed to play ♠5 - but he is not allowed to use the information that his partner seems to have ♠Ax. If this results in an extra trick for the defending side, the TD should use his discretionary powers, as described in Law 12A1, to adjust the score.

### **Laws 53/55**

In the case of a lead from the wrong hand by declarer, both defenders may accept that lead and they do so by making a statement to that effect. But if no such statement is made, the TD offers the player next in turn to the seat from which the wrong lead was played, the opportunity to accept it.

In **Law 55 B** and **C** the assumption is that the application of Law 55A has led to the conclusion that the lead out of turn is not accepted.

In **Law 53C**, the TD follows the same procedure as in Law 28B. If North leads while it was the turn of East to lead, then, if East plays a card, the TD has to find out whether he followed or wanted to lead. The case becomes quite obvious if North leads Out Of Turn and West, on lead, plays a card thereafter. The TD may exclude the possibility that West added a card to the trick started by North. And this law does not apply in cases where both partners play a card, the first out of turn and the second by the right player. In that case the TD starts by offering LHO of the player who led out of turn the choice of accepting that lead. If he does, the other card becomes a major penalty card. If he does not accept it, the first played card becomes a major penalty card and the second becomes the lead to that trick.

In **Law 55A**, a sentence has been added, which most probably leads to a new approach. Whilst, it is assumed that most TD's followed the wish of the defender who chose first, they are now told to follow the choice of the LHO whenever the defenders expressed different opinions.

### **Law 56**

The reference to Law 54 is meant to indicate that any lead out of turn by a defender is treated the same way as the opening lead out of turn by a defender.

## Law 58

Assume that LHO, being on lead, ‘produces’ two cards on the table, both small. The TD asks him what was his intention and he says that:

1. while picking another card which he wanted to play, these two cards dropped. Strictly speaking both cards become major penalty cards and declarer chooses the one to be played.
2. he wanted to play one of these two cards, and the other dropped simultaneously. The TD lets him play the card he wanted to play and the other becomes a minor penalty card.

Practically speaking the TD should not get into position (1) by assuming that the player wanted to play one the cards dropped. This also prevents the possibility of creating unauthorized information.

Assume that the same happens but with an honor card and a small card. Now the TD should tell LHO that if he plays the honor card, the remaining card will become a minor penalty card, while if he chooses the small card, he will be left with a major penalty card.

## Law 61B3

The default position has become that it is allowed to ask partner-defender about a possible revoke. But the regulating authority may prohibit this question. If it does so, it would also need to decide what should happen if a player asks about a possible revoke. Contrary to the previous edition of the laws, this is not regulated anymore. It seems reasonable to describe a procedural penalty and not to convert such an infraction into an established revoke.

The laws mention the possibility of creating unauthorized information by asking partner. This normally will not be the case; it might happen when the object of the question is not to avoid a revoke but to draw attention to an unexpected situation, while declarer still has cards in that suit, for example.

One of the problems created by this change is that a message of surprise may be given when the question: ‘no “suit” partner’ is only asked once in a while.

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| Pass        | Pass         | Pass        | 1NT          |
| Pass        | 2♥           | Pass        | 2♠           |
| Pass        | 3NT          | Pass        | 4♠           |
| Pass        | Pass         | Pass        |              |

West starts with ♦Q; dummy has ♠K9873 ♥K94 ♦632 ♣A95. When RHO discards a club, West asks: ‘no diamonds partner?’ Do not be surprised if declarer appears to have something like ♠A64 ♥A7 ♦AK10854 ♣J6

## Law 62C2

The TD should explain the consequences of withdrawing a card by a non-offender: it allows the player next in turn to withdraw his card too and replace it with another card. That withdrawn card becomes a penalty card.

## Law 62D2

Once again, the word ‘suggested’ is used. It is meant to say that partner has a choice and his partner may help him to make the right one. If the play is obvious, the fact in itself that partner suggested it does not jeopardize his partner’s right to choose it.

## Law 64

The penalty for an established revoke has been changed. It is only a two trick penalty if the player instead of following suit ruffs and therewith wins the trick, in all other cases the penalty is one trick. Naturally, it is always to be assumed that the offending side won at least the number of tricks that are to be transferred under the revoke law.

This change means that Law 64C has to be used more often than before. Not following suit once in a while causes more damage than just one trick, for which compensation needs to be given.

There is a case added where no rectification is made: when both sides revoke on the same board. As made clear in the heading of **Law 64B**, this is only true if both revokes have become established.

A special situation arises when there is a second revoke by the same player in the same suit. It asks for application of Law 64C if the result on the board would have been better, for the non-offending side, without that second revoke.

*Example:*



South is declarer in a NT contract. He plays to the ♠A, East does not follow suit: one trick penalty. He continues with the ♠K and East revokes again. Later East wins a trick with ♠J.

If East had not revoked for a second time, declarer would have made 4 spade tricks and an extra trick as rectification for the revoke. Due to the second revoke he only makes three spade tricks. Applying Law 64C, the TD adjusts the score by giving him the tricks he would have received with only one revoke made (4 plus 1).

## Law 65B

A player, other than declarer, may draw attention to a wrongly pointed played card until the lead has been made to the next trick. Thereafter, doing so creates unauthorized information. Declarer may draw attention to a wrongly pointed played card anytime he likes.

If, for example, declarer plays 3NT and has made 7 tricks, with a finesse still available to win his ninth trick, and dummy warns him, too late, that he has a card wrongly placed (as if won), the TD has to consider the fact that declarer may have thought he had eight tricks already and might not wish to risk his contract by taking a finesse. In teams, this seems an almost automatic decision; in pairs it may be more complicated.

## Law 67

Creating an abnormal trick by not playing a card to it, is treated as an established revoke costing one trick if the mistake is discovered after both sides have played to the next trick.

If a player played too many cards to a trick, that might also create a revoke: when the restored card should have been played following suit after the infraction **B2(b)**.

## Law 68

A claim and/or concession is an initiative to curtail play. It is the task of the opponents to agree or not with such claim/concession. Play ceases with one exception: if a defender concedes one or more tricks (therewith claiming the others, if there are) and his partner immediately objects, the TD will decide that play continues. And he will warn the conceding player that he may not use the information that his partner expects him to win more tricks than he had thought. Any logical alternative play by the conceding player that leads to fewer tricks will lead to an adjusted score. This case shows another exception in the creation of penalty cards. Cards exposed by defenders to support or contradict the claim/concession can be taken back and do not become penalty cards. The information arising from exposing those cards is authorized for declarer and unauthorized for partner-defender.

The footnote to this law refers to cases like the following:

Dummy: ♠KJ8 (possibly with cards in other suits too)

Declarer plays ♠5 to this holding in dummy and poses to think. If RHO now puts down ♠AQ, he just wants to tell that he will play the appropriate card to win the trick. These cards do not become penalty cards, but it might be wise to collect both ♠A and ♠Q in this and the next trick since the possession of these cards is unauthorized information for LHO; if declarer succeeds with a play that avoids losing a second trick in the suit, (LHO getting the lead and having a logical alternative), the TD could be asked to adjust the score.

## Law 69

The laws have become more lenient towards the agreeing side which later discovers that it conceded a trick too easily (that the claiming side got a trick too easily). When the TD decides that it is likely that the agreeing side would have won this trick had play been continued he restores the situation.

*Example 1:*

|     |   |     |  |
|-----|---|-----|--|
|     | ♠ -   |     |  |
|     | ♥ 8   |     |  |
|     | ♦ 6   |     |  |
|     | ♣ -   |     |  |
| ♠ 8 | <div style="background-color: black; color: white; padding: 5px; display: inline-block;">             N<br/>W      E<br/>S           </div> | ♠ 7 |  |
| ♥ J |   | ♥ - |  |
| ♦ - |   | ♦ 8 |  |
| ♣ - |   | ♣ - |  |
|     | ♠ 9 6   |     |  |
|     | ♥ -   |     |  |
|     | ♦ -   |     |  |
|     | ♣ -   |     |  |

Playing a spade contract, South leads ♥8 from dummy and claims the last two tricks without showing any card (he knows that West is unable to overruff as he has ♥J). East assumes that South has ♠98 in trumps, so everybody is happy and they move to the next board.

Only later, when seeing the hand records, East realizes that South had made an invalid claim. The TD should assume that, had play continued, East would have ruffed, thus promoting West's trump; so the TD should award a trick to EW.

Example 2:

|       |  |     |   |  |   |  |   |  |   |  |       |
|-------|--|-----|---|--|---|--|---|--|---|--|-------|
|       | ♠ K Q J 6  |     |   |  |   |  |   |  |   |  |       |
|       | ♥ -  |     |   |  |   |  |   |  |   |  |       |
|       | ♦ -  |     |   |  |   |  |   |  |   |  |       |
|       | ♣ -  |     |   |  |   |  |   |  |   |  |       |
| ♠ 5 2 | <table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table> |     | N |  | W |  | E |  | S |  | ♠ A 3 |
|       | N  |     |   |  |   |  |   |  |   |  |       |
| W     |  | E   |   |  |   |  |   |  |   |  |       |
|       | S  |     |   |  |   |  |   |  |   |  |       |
| ♥ 3   |  | ♥ 8 |   |  |   |  |   |  |   |  |       |
| ♦ 7   |  | ♦ - |   |  |   |  |   |  |   |  |       |
| ♣ -   |  | ♣ 2 |   |  |   |  |   |  |   |  |       |
|       | ♠ 7  |     |   |  |   |  |   |  |   |  |       |
|       | ♥ A  |     |   |  |   |  |   |  |   |  |       |
|       | ♦ A  |     |   |  |   |  |   |  |   |  |       |
|       | ♣ A  |     |   |  |   |  |   |  |   |  |       |

South is declarer in NT. When he leads ♠K from dummy, he shows his three aces claiming three tricks.

*Case 1:* Both defenders accept the claim. But if one of them discovers, before their side makes a call on the next board, that ducking ♠A, squeezes declarer, Law 70A applies and the claim should be denied.

*Case 2:* In after play, but within the correction period, EW discover that declarer's winning three tricks is not automatic. The TD should decide that it is too late to change the result. Had play continued, it is clear that EW would not have won extra tricks, if East failed to see this play at the table.

**Law 70**

When judging the validity of a claim it is important to follow and understand the reasons for the claim at that specific moment.

|   |  |   |   |  |   |  |   |  |   |  |  |
|---|--|---|---|--|---|--|---|--|---|--|--|
|   | ♠ 10 9 6   |   |   |  |   |  |   |  |   |  |  |
|   | <table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table> |   | N |  | W |  | E |  | S |  |  |
|   | N  |   |   |  |   |  |   |  |   |  |  |
| W |  | E |   |  |   |  |   |  |   |  |  |
|   | S  |   |   |  |   |  |   |  |   |  |  |
|   | ♠ A K J 8 7  |   |   |  |   |  |   |  |   |  |  |

The only problem on this board for declarer is to find ♠Q. He plays ♠10 from dummy, RHO follows suit, ♠7 from hand and LHO discards. Reaching for ♠9 and claiming four more tricks without further explanation might not be what the laws prefer but should not be penalized by awarding a trick to the defenders. If declarer does not play ♠9 and does not have an entry to dummy, claiming now is sloppy.

It regularly happens that play continues after a claim/concession. The laws say that evidence arising from such play may be used to decide the result. But the laws do not say in what way. If the claiming side 'succeeds' in conceding an extra trick, that seems a good reason not to allow the claim. But if declarer succeeds in winning an extra trick the TD should be reluctant to award that trick. Often the opponents will try to find a way to escape from the loss of an announced trick, which instead leads to the loss of an extra trick. That should not go to the claiming side.

Hopefully superfluous, but doing no harm, D2 tells that a claim by a defender which only succeeds when partner-defender plays the right not obvious cards should be denied.

## **Law 79**

A scoring error is defined as a registered result which is not in accordance with the agreed upon result (normally related to the number of tricks won and lost, (re)doubled or not). Examples are: score entered in the wrong direction, wrong vulnerability, wrong contract, or a mistaken correction of an adjusted score.

The correction period for both a scoring error and a miscounted number of tricks, won or lost, is normally the same: 30 minutes, unless decided otherwise. But Law 79 allows to make a distinction and to increase the period for correction of a scoring error. Regulations need to explain how to handle this possibility. It includes the approval of the tournament organizer.

## **Law 80**

In these laws the regulating authority needs to define the circumstances under which bridge is played in its territory in case the laws offer a choice. It may decide to delegate or assign this choice to the tournament organizer.

## **Law 81C3**

The intention expressed here is to strive for equitable results even if the players do not notice an irregularity or do not care about it. When a revoke goes unnoticed but (later) the TD becomes aware of it (for example he hears about it from a spectator), he needs to use Law 64C if that revoke changes the result. If he is in doubt about a result handed in, he needs to take action.

## **Law 86D**

When, in team play, a board cannot be played at the table for whatever reason, while it has already been played at the other table, it is possible to deviate from the routine artificial adjusted score. To do this we need an unusual result on the played board. The TD works with a range of normal results on a board, which do not ask for the application of this law. Given the fact that the innocent side will receive some IMPs anyway (average plus), a couple of not doubled overtricks are not considered to create an unusual result.

When the innocent side received a very good score and the board is made unplayable at this table (by the other side), it is mandatory to give an assigned adjusted score with full weight to this result. Assume that the team that got a good score at one table caused the board to be cancelled at the other; if the TD gives an assigned adjusted score the weight of the good result needs to be small; 30% sounds reasonable.

If the board has to be cancelled because of a mistake at the second table, and the innocent side received a very good result at the first table, it should get full weight. If the offenders received a very good score the weight can be less (50% looks reasonable). And if no side is responsible the weight could be somewhat higher (let us say 60%).

## **Law 92/93**

There is a default description of the procedure for appeals. With reference to Law 80 this procedure has to be followed if the regulating authority does not prescribe a different approach.

**Law 93C3(b)** states that appeals may be dealt with in any way the regulating authority wishes. But the possibility of appealing a decision to the Chief TD, as described in **Law 93A**, is mandatory and should be maintained.