

The Laws of Duplicate Bridge

Plain-Language Working Draft — proposed for the 2027 edition

Working draft, for review only. Not an official WBF publication. Same legal meaning as the current Laws, in plainer English. Gender-neutral throughout.

How to Read These Laws

The Laws exist to keep the game running correctly and to put things right when they don't — not to punish mistakes. If something goes wrong, the aim is to fix the situation for the side that wasn't at fault, not to penalise the side that was, beyond what's needed. If you caused the problem, you're expected to accept the ruling or rectification without argument.

Five words tell you how strict a rule is. From weakest to strongest:

Word	What it means
may	Optional. Not doing it isn't wrong.
does	A plain statement of how something works — not an instruction, and not penalised.
should	Expected. Not doing it is an infraction and can cost you an advantage, but it usually isn't penalised on its own.
is required to (replaces “shall”)	Stronger than “should.” Not doing it is a violation and is usually penalised.
must	The strongest word. Breaking this is a serious matter.

For prohibitions, strongest to weakest: must not — may not — is not to (replaces “shall not”).

This table and the Definitions that follow are as much a part of the Laws as everything after them. And unless the context clearly says otherwise, anything written in the singular also covers the plural.

Definitions

Adjusted Score — A score the Director awards (see Law 12), either “artificial” or “assigned”.

Alert — A signal, in whatever form the Regulating Authority specifies, that your opponents may want an explanation of your last call.

Artificial Call — 1. A bid, double, or redouble that tells partner something beyond (or instead of) “I want to play in the suit or no-trump I just named” — as long as that extra meaning isn't something players would assume anyway. 2. A pass that promises more than a specified amount of strength. 3. A pass that promises or denies strength in a suit other than the one last named.

Auction — 1. The process of settling the contract through a series of calls; it starts with the first call. 2. All the calls made, taken together (see Law 17).

Bid — A commitment to win at least a stated number of odd tricks (tricks beyond the first six) in a stated denomination.

Board — 1. The physical duplicate board described in Law 2. 2. The four hands as originally dealt into that board for a session (also called a “deal”).

Call — Any bid, double, redouble, or pass.

Cancelled — See “Withdrawn.”

Contestant — One player (in an individual event); two players who partner each other throughout the event (in a pairs event); or four or more players on the same team (in a teams event).

Contract — Declarer's side's commitment to win the number of odd tricks named in the final bid, at the denomination named — undoubled, doubled, or redoubled (see Law 22).

Deal — 1. Dealing the pack out into the four hands. 2. Those four hands treated as a single unit, including the auction and play that follow.

Declarer — On the side that makes the final bid, the player who first named that bid's denomination. This player becomes declarer once the opening lead is faced (see Law 54A if the opening lead is made out of turn).

Defender — An opponent of the (presumed) declarer.

Denomination — The suit, or no-trump, named in a bid.

Double — A call, made over an opponent's bid, that raises the scoring value if the contract is made or defeated (see Laws 19A and 77).

Dummy — 1. Declarer's partner, from the moment the opening lead is faced until play ends. 2. That player's cards, once spread on the table after the opening lead.

Event — A contest of one or more sessions (synonym for “Tournament”).

Extraneous — Not part of the lawful procedures of the game.

Follow Suit — Play a card of the suit that has been led.

Game — 100 or more trick points scored on one deal (see Law 77).

Hand — The cards originally dealt to a player, or whatever is left of them.

Honour — Any Ace, King, Queen, Jack, or 10.

Infraction — A player's breach of a Law or a lawful regulation.

International Matchpoint (IMP) — A unit of scoring awarded according to a schedule set out in Law 78B.

Irregularity — Any deviation from correct procedure — including, but not limited to, one that involves a player's infraction.

Lead — The first card played to a trick.

LHO — Left-hand opponent.

Matchpoint — A unit of scoring a contestant earns by comparing their result with one or more other scores (see Law 78A).

Misinformation — A side's failure to accurately disclose a partnership method or understanding, when law or regulation requires disclosure.

Odd Trick — Each trick to be won by declarer's side beyond the first six.

Opening Lead — The card led to the first trick.

Opponent — A player on the other side — a member of the partnership you're playing against.

Overtrick — Each trick won by declarer's side beyond the contract.

Pack — The 52 playing cards with which the game is played.

Partner — The player you team up with, as one side, against the other two players at the table.

Partscore — 90 or fewer trick points scored on one deal (see Law 77).

Pass — A call meaning the player chooses not to bid, double, or redouble at that turn.

Penalty — (See also “Rectification.”) There are two kinds: disciplinary penalties, imposed to maintain courtesy and good order (see Law 91); and procedural penalties, which the Director may impose at their discretion for

procedural irregularities, on top of any rectification (see Law 90).

Penalty Card — A card subject to disposition under Law 50.

Play — 1. Contributing a card from your hand to a trick (including the first card, the lead). 2. All the cards played, taken together. 3. The period during which the cards are played. 4. All the calls and plays on a board, taken together.

Play Period — Begins when the opening lead on a board is faced. Each contestant's rights and powers during this period expire as the relevant Law sets out. The play period itself ends when the cards are taken from their slots on the next board (or when the last board of a round is left).

Premium Points — Any points earned other than trick points (see Law 77).

Presumed Declarer — The player who would become declarer if no irregularity had occurred.

Psychic Call — (commonly “psych” or “psychic”) A deliberate, gross misstatement of honour strength and/or suit length.

Rectification — The remedy applied once an irregularity has come to the Director's attention.

Redouble — A call, made over an opponent's double, that raises the scoring value if the contract is made or defeated (see Laws 19B and 77).

Retracted — See “Withdrawn.”

RHO — Right-hand opponent.

Rotation — The clockwise order of normal turns to call or play; also the clockwise order recommended for dealing the cards, one at a time.

Round — A part of a session played without progression of players.

Session — An extended period of play in which a set number of boards, fixed by the Tournament Organizer, is scheduled to be played. (Its meaning can differ slightly between Laws 4, 12C2, and 91.)

Side — Two players at a table who form a partnership against the other two players.

Slam — A contract to win six odd tricks (Small Slam) or seven odd tricks (Grand Slam).

Sorted Deck — A pack that hasn't been randomised from its previous order.

Suit — One of four groups of thirteen cards in the pack, each with its own symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).

Team — Two or more pairs, playing in different compass directions at different tables, for a shared score. (Regulations may allow more than four members per team.)

Trick — The unit that decides the contract's outcome. Normally four cards, one from each player in rotation, starting with the lead.

Trick Points — Points scored by declarer's side for fulfilling the contract (see Law 77).

Trump — Each card of the denomination named in a suit contract.

Tournament — A contest of one or more sessions (synonym for “Event”).

Turn — The correct time at which a player is due to call or play.

Undertrick — Each trick by which declarer's side falls short of fulfilling the contract (see Law 77).

Unintended — Involuntary; not under the player's control; not what the player meant to do at that moment.

Visible Card — A card held so that its face can be seen by either an opponent or partner.

Vulnerability — The conditions for assigning premiums and undertrick penalties (see Law 77).

Withdrawn — Covers both a “cancelled” action and a “retracted” card.

Law 1 — The Pack

A. Suits and Card Rank

Duplicate Bridge uses a standard 52-card pack — four suits of 13 cards. Suits rank spades, hearts, diamonds, clubs, highest to lowest. Within a suit, cards rank Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, highest to lowest.

B. Card Faces

The Regulating Authority may require symmetrical card faces.

C. Card Backs

The backs of all 52 cards in a deck should be identical. They may include text, a logo, or a picture, but the design used should have a centre of symmetry.

Law 2 — The Duplicate Boards

Each deal is played from a numbered duplicate board with four pockets — North, East, South, and West — holding the four hands. Dealer and vulnerability follow a fixed 16-board pattern:

	Dealer / Vulnerable on boards
North dealer	1, 5, 9, 13
East dealer	2, 6, 10, 14
South dealer	3, 7, 11, 15
West dealer	4, 8, 12, 16
Neither vulnerable	1, 8, 11, 14
North-South vulnerable	2, 5, 12, 15
East-West vulnerable	3, 6, 9, 16
Both vulnerable	4, 7, 10, 13

This pattern repeats for boards 17–32, and every group of 16 after that. A board that doesn't match this pattern shouldn't be used — but if it is, whatever dealer and vulnerability is marked on it applies for that session.

Law 3 — Arrangement of Tables

Four players sit at each table. The Director numbers the tables and decides which direction is North at each one; the other directions follow their normal position relative to North.

Law 4 — Partnerships

The four players at a table form two partnerships: North-South against East-West. In pair and team events, partnerships stay the same all session unless the Director allows otherwise. In individual events, players enter separately and partnerships change during the session.

Law 5 — Assignment of Seats

A. Starting Position

The Director assigns each contestant (individual, pair, or team) a starting position at the start of a session. Unless told otherwise, pair or team members can agree between themselves which of their assigned seats to take. Once a

player has chosen a compass direction, they can only change it during the session if the Director instructs or allows it.

B. Changing Direction or Table

Players change direction or move to another table as the Director instructs. It's the Director's job to announce instructions clearly; it's each player's job to move when directed and take the correct seat afterward.

Law 6 — The Shuffle and Deal

A. The Shuffle

Each pack is thoroughly shuffled before play starts. Either opponent can request a cut.

B. The Deal

Cards must be dealt face down, one at a time, into four hands of thirteen cards each, then placed face down in the board's four pockets. Two cards that were next to each other in the pack are not to end up in the same hand. The recommended method is to deal clockwise, in rotation.

C. Both Sides Represented

Someone from each side should be present for the shuffle and deal, unless the Director says otherwise.

D. New Shuffle and Redeal

1. If it's discovered, before the auction on a board begins, that the cards were dealt incorrectly, or that a player might have seen the face of another player's card during the shuffle and deal, a new shuffle and deal is required. After that point, Law 16D governs accidentally seeing another player's card before play of the board is finished (but see Law 24).
2. Unless the tournament's purpose is replaying past deals, no result may stand if the cards were dealt from a sorted deck without shuffling, or if the deal was imported from a different session. (This is not to prevent arrangements to exchange boards between tables, where wanted.)
3. The Director may require a new shuffle and redeal for any reason consistent with the Laws (but see Law 22B and Law 86A).

E. The Director's Options for Shuffling and Dealing

1. The Director may have the shuffle and deal done at each table immediately before play starts.
2. The Director may shuffle and deal in advance.
3. The Director may have an assistant or other appointed agent shuffle and deal in advance.
4. The Director may require a different dealing or pre-dealing method, as long as it produces results just as random as A and B above.

F. Duplicating a Board

If the conditions of play require it, the Director may have one or more exact copies made of each original deal. After that, a board is not normally redealt, though the Director can still order one.

Law 7 — Control of Board and Cards

A. Placement of the Board

When a board is to be played, it's placed in the centre of the table, correctly oriented, and is required to stay there until play is completed.

B. Removing Cards from the Board

1. Each player takes a hand from the pocket matching their compass position.
2. Each player counts their cards face down to make sure there are exactly thirteen. After that, and before making a call, each player must look at the faces of their cards.
3. During play, each player keeps their own cards separate from everyone else's. Except by permission of an opponent or the Director, no player is to touch any other cards during or after play (though declarer may play dummy's cards, per Law 45).

C. Returning Cards to the Board

After play, each player should shuffle their original thirteen cards and put them back in their compass-position pocket. After that, a hand is not to be removed from the board unless a member of each side, or the Director, is present.

D. Responsibility for Procedure

A contestant who stays at a table for the whole session is primarily responsible for keeping proper playing conditions there.

Law 8 — Sequence of Rounds

A. Moving Boards and Players

1. The Director tells players how boards and contestants are meant to move.
2. Unless the Director says otherwise, North at each table is responsible for moving that table's just-completed boards to the correct table for the next round.

B. End of Round

1. A round generally ends when the Director signals the start of the next one. If a table hasn't finished playing by then, the round continues there until players move on.
2. If the Director postpones play of a board, the round doesn't end for the players involved — for that board — until it's been played and the score agreed and recorded, or the Director cancels play of the board.

C. End of the Last Round and End of the Session

For each table, the last round — and the session itself — ends once all scheduled boards there have been played and all scores entered without objection.

Law 9 — Procedure Following an Irregularity

A. Drawing Attention to an Irregularity

1. Unless a Law says otherwise, any player may point out an irregularity during the auction, whether or not it's their turn to call.
2. Unless a Law says otherwise, declarer or either defender may point out an irregularity during play. (For a wrongly pointed card, see Law 65B3.)
3. Any player, including dummy, may try to prevent an irregularity happening (dummy's attempts are limited by Laws 42 and 43).
4. Dummy may not point out an irregularity until play of the hand is over (but see Law 20F5 on correcting declarer's apparently mistaken explanation).
5. No one is obliged to point out an infraction committed by their own side (but see Law 20F5 on correcting partner's apparently mistaken explanation).

B. After Attention Is Drawn to an Irregularity

1. (a) The Director should be called at once when an irregularity is pointed out.
(b) Any player, including dummy, may call the Director once attention has been drawn to an irregularity.
(c) Calling the Director doesn't forfeit any rights a player would otherwise have.
(d) Pointing out an irregularity committed by your own side doesn't affect your opponents' rights.
2. No player is to take any action until the Director has explained the options for putting things right.

C. Correcting an Irregularity Too Soon

If the offender corrects an irregularity before the Director has ruled, that correction may itself need further rectification (see the lead restrictions in Law 26B).

Law 10 — Assessment of Rectification

A. Who Decides Rectification

Only the Director may decide on a rectification. Players cannot decide (or waive — see Law 81C5) a rectification on their own.

B. Overriding a Player-Made Waiver

If players enforce or waive a rectification without the Director's instruction, the Director may allow it to stand or cancel it.

C. Choice After an Irregularity

1. When these Laws offer an option after an irregularity, the Director is required to explain all the available options.
2. A player choosing between options after an irregularity must decide without consulting partner.
3. When these Laws give the innocent side an option after an opponent's irregularity, it's fine for them to pick whichever option helps them most.
4. Subject to Law 16C2, once an infraction has been rectified, the offending side may make any call or play that helps them — even if this appears to let them profit from their own infraction (but see Laws 27 and 72C).

Law 11 — Forfeiture of the Right to Rectification

A. Action by the Non-Offending Side

The non-offending side can lose its right to a rectification if either member acts before calling the Director. If a side then gains an advantage because an opponent, not knowing the relevant Law, acted afterward, the Director adjusts only that side's score, removing the advantage gained. The other side keeps the score achieved at the table.

B. Penalty Despite Forfeiture

Even if the right to rectification has been forfeited under this Law, the Director may still assess a procedural penalty (see Law 90).

Law 12 — Director's Discretionary Powers

A. Power to Award an Adjusted Score

Within the period set by Law 92B, on a player's application or the Director's own initiative, the Director may award an adjusted score wherever these Laws allow it (for team play, see Law 86B). This includes:

1. Awarding an adjusted score for a non-offending contestant when these Laws don't specify a rectification for that particular violation.
2. Awarding an artificial adjusted score when no rectification would let the board be played normally (see C2 below).
3. Awarding an adjusted score when an irregularity was rectified incorrectly.

B. What Score Adjustment Is For

1. Score adjustment aims to make up for damage to the non-offending side and remove any advantage the offending side gained from its infraction. Damage occurs when an infraction leaves an innocent side with a worse result than they could otherwise have expected.
2. The Director may not adjust a score just because the Laws' standard rectification seems too harsh or too generous to one side.

C. Awarding an Adjusted Score

1. (a) When the Director is empowered to adjust a score after an irregularity and can award an assigned adjusted score, this should be done — it replaces the score obtained at the table.
 - (b) In awarding an assigned adjusted score, the Director should try to recreate, as closely as possible, the likely outcome had the infraction not happened.
 - (c) An assigned adjusted score may weigh several possible results by their likelihood, but only results that could legally have been reached.
 - (d) If the possible outcomes are numerous or unclear, the Director may award an artificial adjusted score instead (see C2 below).
 - (e) If, after the irregularity, the non-offending side adds to its own damage through an extremely serious unrelated error, or a gambling action it hoped would pay off through the rectification, then:
 - (i) the offending side gets the score it would have received had its infraction been properly rectified, and
 - (ii) the non-offending side gets no relief for the part of the damage it brought on itself.
2. (a) When an irregularity means no result can be obtained at all [see also C1(d)], the Director awards an artificial adjusted score based on responsibility: average minus (at most 40% of available matchpoints in pairs) to a contestant directly at fault; average (50%) to one only partly at fault; average plus (at least 60%) to one not at fault at all.
 - (b) An artificial average plus or average minus at IMP scoring is worth +3 or –3 IMPs. The Tournament Organizer may vary this, subject to the Regulating Authority's approval, per Laws 78D, 86B3, and (d) below.
 - (c) This is adjusted for a non-offending contestant already scoring above 60% for the session, or an offending contestant already scoring below 40% (or the IMP equivalent) — they instead receive their actual percentage (or IMP equivalent) from the rest of the session's boards.
 - (d) The Regulating Authority may set different rules for a contestant who fails to get a result on more than one board in the same session, varying the scores in (a) and (b) above.
3. In individual events, the Director applies these Laws' rectifications and adjusted-score rules equally to both members of the offending side, even if only one of them caused the irregularity. But the Director is not to give a procedural penalty to the offender's partner if satisfied that only the offender was at fault.
4. When the Director awards non-balancing adjusted scores in knockout play, each contestant's score on the board is worked out separately, and each is given the average of the two.

Law 13 — Incorrect Number of Cards

A. No Call Made

If no player with an incorrect number of cards has called yet:

1. The Director is required to correct the discrepancy, and — if no player has seen another's card — is required to have the board played normally.
2. If a pocket had the wrong number of cards and a player has seen part of another player's hand, the Director lets the board be played and scored. If that extraneous information affected the outcome, the Director is required to adjust the score [see Law 12C1(b)] and may penalise an offender.

B. Discovered During the Auction or Play

If the Director finds a player's hand originally held more than 13 cards (with another player short), and a call has already been made by a player with a wrong-sized hand:

1. If the Director judges the deal can be corrected and played, it may be played that way with no calls changed; the Director may award an adjusted score at the end of play.
2. Otherwise, the Director is required to award an adjusted score [see Law 12C1(b)] and may penalise an offender.

C. Surplus Card

Any extra card that isn't part of the deal is removed if found. The auction and play continue with no further rectification. No adjusted score may be awarded unless that card turns out to have been played to a quitted trick.

D. Play Completed

If it's found, after play ends, that a player's hand originally held more than 13 cards (with another player short), the result must be cancelled and an adjusted score awarded (Law 86B may apply). An offending contestant may face a procedural penalty.

Law 14 — Missing Card

A. Hand Found Short Before Play Begins

If one or more hands turn out to have fewer than 13 cards (with none having more than 13) before the opening lead is faced, the Director searches for the missing card:

1. If found, it's restored to the short hand.
2. If it can't be found, the Director reconstructs the deal with another pack.
3. Either way, the auction and play continue normally with no calls changed; the restored hand is treated as having always held all its cards.

B. Hand Found Short Afterwards

If one or more hands turn out short (with none having more than 13) any time after the opening lead is faced, up to the end of the Correction Period, the Director searches for the missing card:

1. If it's among the played cards, Law 67 applies.
2. If found elsewhere, it's restored to the short hand; rectification and/or penalties may apply (see B4).
3. If it can't be found, the deal is reconstructed with another pack; rectification and/or penalties may apply (see B4).
4. A card restored under this Section B is treated as having always belonged to the short hand. It may become a penalty card, and not having played it may count as a revoke.

C. Information From Replacing a Card

Knowing that a card was replaced is unauthorized information for the partner of the player whose hand was the wrong size.

Law 15 — Wrong Board or Hand

A. Cards From the Wrong Board

1. A call is cancelled (along with any later call) if made by a player holding cards picked up from the wrong board.
2. (a) If the offender's partner has since called, the Director is required to award an adjusted score.
(b) Otherwise, after looking at the correct hand, the offender calls again and the auction continues normally from there.
(c) Law 16C applies to any call withdrawn or cancelled this way.
3. If the offender then repeats their call on the board the cards were mistakenly drawn from, the Director may let that board be played normally — but is required to award an adjusted score if the offender's call differs from the original, cancelled one.
4. A procedural penalty (Law 90) may apply on top of the above.

B. Wrong Board Found During the Auction or Play

If, after the auction period has started, the Director finds a contestant playing a board not scheduled for the current round:

1. If one or more players at the table have already played that board (against the correct opponents or otherwise), the board is cancelled for both sides.
2. If none of the four have played it before, the Director is required to have the auction and play completed; the score stands, and both pairs may later be required to play the correct board against each other.
3. The Director is required to award an artificial adjusted score [see Law 12C2(a)] to any contestant denied the chance to earn a valid score.

Law 16 — Authorized and Unauthorized Information

A. Players' Use of Information

1. A player may use information from the auction or play if:
 - (a) it comes from legal calls and plays on the current board (including illegal ones that were accepted), and isn't affected by unauthorized information from elsewhere; or
 - (b) it's authorized information from a withdrawn action (see C); or
 - (c) a law or regulation specifically authorizes it, or — where nothing specific is said — it arises from the legal procedures these Laws and regulations authorize (but see B1); or
 - (d) the player already had it before taking their hand from the board (Law 7B), and the Laws don't bar using it.
2. Players may also factor in their own estimate of their score, their opponents' tendencies, and anything the tournament regulations require.

B. Extraneous Information From Partner

1. Any extraneous signal from partner that might point toward a call or play is unauthorized — remarks, questions, answers, an unexpected Alert or a missed one, obvious hesitation, unusual speed, particular emphasis, tone, gesture, movement, or mannerism.

(a) A player may not pick a call or play that unauthorized information demonstrably suggested over another, if that other call or play is a logical alternative.

(b) A logical alternative is one that a significant proportion of similar players, using this partnership's methods, would seriously consider — and some would choose.

2. If a player thinks an opponent has given this kind of information and it could cause damage, they may announce — unless the Regulating Authority forbids this and requires calling the Director instead — that they intend to reserve the right to call the Director later. (If the opponents dispute that unauthorized information was conveyed, they should call the Director immediately instead.)

3. If a player has good reason to believe an opponent chose an action that unauthorized information suggested, when a logical alternative existed, the Director should be called once play ends. The Director is required to assign an adjusted score (see Law 12C1) if the infraction gave the offender an advantage.

C. Information From Withdrawn Calls and Plays

When a call or play has been withdrawn under these Laws:

1. For the non-offending side, all information from a withdrawn action — theirs or their opponents' — is authorized.

2. For the offending side, information from its own withdrawn action, and from the non-offending side's withdrawn actions, is unauthorized. An offending-side player may not pick a call or play that such information demonstrably suggested over a logical alternative.

3. The Director is required to assign an adjusted score (see Law 12C1) if breaking C2 has damaged the non-offending side.

D. Extraneous Information From Other Sources

1. If a player accidentally picks up outside information about the current board or one still to be played — say, by looking at the wrong hand, overhearing calls, results, or remarks, seeing cards at another table, or seeing another player's card at their own table before the auction starts (see also Law 13A) — the Director should be told right away, ideally by the player who received the information.

2. If that information would likely disrupt normal play, and no call has been made yet, the Director may:

(a) rearrange the players at the table (where the contest and scoring allow) so the player with information about a hand actually holds it;

(b) order the board redealt for those contestants, if the competition format allows;

(c) let play of the board finish, ready to award an adjusted score if the information affected the result; or

(d) award an adjusted score directly (for team play, see Law 86B).

3. If this kind of information arrives after the first call but before play of the board is finished, the Director follows 2(c) or 2(d) above.

Law 17 — The Auction Period

A. Auction Period Starts

The auction period on a deal begins for a side once either partner takes their cards from the board.

B. First Call

The player the board designates as dealer makes the first call.

C. Successive Calls

The player to dealer's left calls second, and after that each player calls in turn, clockwise.

D. End of Auction Period

1. The auction period ends once either defender faces an opening lead, after the auction itself has ended as in Law 22A. (For a lead out of turn, see Law 54.) The gap between the end of the auction and the end of the auction period is called the Clarification Period.
2. If no one ever bids (see Law 22B), the auction period ends once all four hands are back in the board.
3. If a call is followed by three passes, the auction doesn't end if any of those passes was out of turn and cost a player their turn to call. When that happens, the auction goes back to the player who missed their turn; every later pass is cancelled, and the auction carries on normally. Law 16C applies to the cancelled calls, and any player who passed out of turn is the offender.

Law 18 — Bids

A. Proper Form

A bid names a number of odd tricks (tricks beyond the first six), from one to seven, and a denomination. (Pass, double, and redouble are calls, but not bids.)

B. Superseding a Bid

A bid supersedes an earlier one if it names either the same number of odd tricks in a higher-ranking denomination, or more odd tricks in any denomination.

C. Sufficient Bid

A bid that supersedes the last preceding bid is sufficient.

D. Insufficient Bid

A bid that fails to supersede the last preceding bid is insufficient. Making one is an infraction (see Law 27 for rectification).

E. Rank of the Denominations

Highest to lowest: no trump, spades, hearts, diamonds, clubs.

F. Different Methods

Regulating Authorities may authorize other ways of making calls.

Law 19 — Doubles and Redoubles

A. Doubles

1. A player may double only the last preceding bid, and only if an opponent made it, with no call other than pass in between.
2. When doubling, a player should not name the number of odd tricks or the denomination — the only correct form is the single word “Double.”
3. If a player misstates the bid (or its odd-trick count or denomination) while doubling, the double applies to the bid as it was actually made. (Law 16, unauthorized information, may apply.)

B. Redoubles

1. A player may redouble only the last preceding double, and only if an opponent made it, with no call other than pass in between.
2. When redoubling, a player should not name the number of odd tricks or the denomination — the only correct form is the single word “Redouble.”

3. If a player misstates the doubled bid (or its odd-trick count or denomination) while redoubling, the redouble applies to the bid as it was actually made. (Law 16 may apply.)

C. Double or Redouble Superseded

Any double or redouble is superseded by a later legal bid.

D. Scoring a Doubled or Redoubled Contract

If no legal bid follows a doubled or redoubled bid, scoring values increase as Law 77 sets out.

Law 20 — Review and Explanation of Calls

A. Call Not Clearly Recognized

A player may ask for clarification right away if in doubt about what call was made.

B. Review of the Auction During the Auction Period

During the auction, a player is entitled to have all previous calls restated at their turn to call, unless they're required by law to pass. Alerts should be included in the restatement. A player may not ask for only part of the calls to be restated, and may not stop the review once it's started.

C. Review After the Final Pass

1. After the final pass, either defender may ask whether it's their opening lead (see Laws 47E and 41).
2. Declarer, or either defender, may require all previous calls to be restated at their first turn to play (see Laws 41B and 41C). As in B, a player may not ask for a partial restatement or stop the review.

D. Who May Review the Auction

Only an opponent should respond to a request to have calls restated.

E. Correcting Errors in a Review

Every player, including dummy or a player who must pass, is responsible for promptly correcting any error in a restatement (see Law 12C1 if an uncorrected error causes damage).

F. Explanation of Calls

1. During the auction, before the final pass, any player may ask — at their own turn to call — for an explanation of the opponents' auction. A player is entitled to know which calls were actually made, what relevant alternative calls were available but not made, and what inferences follow from the choice of action, where these are matters of partnership understanding. Unless the Director says otherwise, the partner of whoever made the call in question should answer. The partner of a player who asks a question may not ask a follow-up question until their own turn to call or play. Law 16 may apply, and the Regulating Authority may set regulations for written explanations.
2. After the final pass, and throughout the play period, either defender may ask for an explanation of the opposing auction at their turn to play. Declarer may ask about a defender's call or card-play understandings before playing from hand or dummy. Explanations follow the same basis as in 1, given by the partner of whoever's action is being explained.
3. Under 1 and 2, a player may ask about a single call, but Law 16B1 may apply.
4. (a) If a player gives an explanation that's wrong or incomplete and realizes this during the auction, the Director must be summoned — and the misexplanation corrected — before the end of the Clarification Period. The Director may be called sooner, though there's no obligation to. (For a correction during the play period, see Law 75B2.)
(b) Once summoned, the Director applies Law 21B or Law 40B3.

5. (a) A player whose partner has given a mistaken explanation may not correct it during the auction, or hint in any way that a mistake was made. 'Mistaken explanation' here covers failing to Alert or announce when regulations require it, or Alerting (or announcing) when they don't.

(b) A player who believes their partner's explanation was wrong (see Law 75B) must call the Director and tell the opponents — but only at the first legal opportunity, which is:

(i) for a defender, at the end of play;

(ii) for declarer or dummy, after the final pass of the auction.

6. If the Director decides a player based an action on misinformation from an opponent, see Law 21 or Law 47E, as appropriate.

G. Improper Procedure

1. A player may not ask a question purely to help their partner.

2. A player may not ask a question purely to trick an opponent into an incorrect response.

3. Except where the Regulating Authority allows it, a player may not consult their own system card or notes during the auction or play [but see Law 40B2(b)].

Law 21 — Misinformation

A. Call or Play Based on a Player's Own Misunderstanding

No rectification or redress is due to a player who acts on their own misunderstanding.

B. Call Based on Misinformation From an Opponent

1. (a) Until the end of the auction period (see Law 17D), and provided partner hasn't called since, a player may change a call — with no other rectification for their side — if the Director judges the call could well have been influenced by misinformation an opponent gave them. Failing to Alert promptly, where the Regulating Authority requires an Alert, counts as misinformation.

(b) In the absence of evidence otherwise, the Director assumes a Mistaken Explanation rather than a Mistaken Call.

2. If a player changes a call because of misinformation (as in 1), their left-hand opponent may then change any later call they made in turn — but Law 16C applies.

3. If it's too late to change a call, and the Director judges the offending side gained an advantage from the irregularity, an adjusted score is awarded.

Law 22 — End of Auction

The auction ends when either:

A. Following one or more bids, there are three consecutive passes in rotation after the last bid. The last bid becomes the contract (but see Law 19D).

B. All four players pass (but see Law 25). The hands go back into the board unplayed, and there is no redeal.

Law 23 — Comparable Call

A. Definition

A call that replaces a withdrawn call is a comparable call if it:

1. has the same or a similar meaning to the withdrawn call, or

2. covers a subset of the withdrawn call's possible meanings, or
3. serves the same purpose (e.g. an asking bid or a relay) as the withdrawn call.

B. No Rectification

If a call is cancelled (per Law 29B) and the offender, in their proper turn, replaces the irregularity with a comparable call, the auction and play continue with no further rectification. Law 16C2 doesn't apply here, but see C below.

C. Non-Offending Side Damaged

If, after a comparable-call substitution [see Laws 27B1(b), 30B1(b)(i), 31A2(a), and 32A2(a)], the Director judges at the end of play that the board's outcome could well have been different without the benefit gained from the infraction, and the non-offending side was damaged as a result, an adjusted score is required to be awarded [see Law 12C1(b)].

Law 24 — Card Exposed or Led During the Auction

If the Director finds that, during the auction, one or more of a player's cards were in a position for partner to see their face because of the player's own error, the Director is required to have every such card placed face up on the table until the auction ends. Information from those exposed cards is authorized for the non-offending side, but unauthorized for the offending side (see Law 16C).

A. Low Card, Not Prematurely Led

If it's a single card below honour rank and wasn't led prematurely, there's no further rectification (but see E).

B. Single Honour Card, or Any Card Led Prematurely

If it's a single card of honour rank, or any card led prematurely, the offender's partner must pass at their next turn to call (see Law 72C if that pass damages the non-offending side).

C. Two or More Cards Exposed

If two or more cards are exposed this way, the offender's partner must pass at their next turn to call (see Law 72C if that pass damages the non-offending side).

D. Offending Side Becomes Declaring Side

If the offender becomes declarer or dummy, the cards are picked up and returned to the hand.

E. Offending Side Becomes Defenders

If the offender ends up defending, every such card becomes a penalty card (see Laws 50 and 51).

Law 25 — Legal and Illegal Changes of Call

A. Unintended Call

1. If a player makes a call they didn't intend, and this is discovered before partner calls, it may be replaced with the intended call. The second (intended) call stands and is governed by the appropriate Law, but the lead restrictions in Law 26 don't apply.
2. If the player's original intent was to make the call they actually selected or said, that call stands. A change is allowed for a mechanical error or slip of the tongue, but not for a change of mind about what to do.
3. A player may replace an unintended call under the A1 conditions, however the error came to light.
4. No substitution is allowed once partner has made a later call.
5. If the auction ends before reaching the player's partner, no substitution can happen after the auction period ends (see Law 17D).

6. If a substitution is allowed, LHO may withdraw any call they made over the first call. Information from that withdrawn call is authorized for their own side and unauthorized for the opponents.

B. Call Intended

1. A substitution that A doesn't permit may still be accepted by the offender's LHO — accepted if LHO calls intentionally over it. The first call is then withdrawn, the second call stands, and the auction continues (Law 26 may apply).
2. Otherwise, a substitution A doesn't permit is cancelled. The original call stands and the auction continues (Law 26 may apply).
3. Law 16C applies to any call withdrawn or cancelled here.

Law 26 — Call Withdrawn, Lead Restrictions

A. No Lead Restrictions

If an offending player's withdrawn call is replaced with a comparable call (see Law 23A), and that side ends up defending, there are no lead restrictions. Law 16C doesn't apply, but see Law 23C.

B. Lead Restrictions

If an offending player's withdrawn call is not replaced with a comparable call, and the offender ends up defending, declarer may — at the offender's partner's first turn to lead — forbid them from leading any one suit the offender didn't specify in the legal auction. That prohibition lasts as long as the offender's partner holds the lead.

Law 27 — Insufficient Bid

A. Accepting an Insufficient Bid

1. Any insufficient bid may be accepted as legal, at the option of the offender's LHO — accepted if that player calls.
2. If a player makes an insufficient bid out of turn, Law 31 applies instead.

B. Insufficient Bid Not Accepted

If an insufficient bid made in turn isn't accepted (see A), it must be corrected with a legal call (but see B3):

1. (a) If it's corrected with the lowest sufficient bid naming the same denomination(s) as the withdrawn call, the auction proceeds with no further rectification. Laws 26B and 16C don't apply, but see D.
(b) Otherwise, if it's corrected with a comparable call (see Law 23A), the auction proceeds with no further rectification. Law 16C doesn't apply, but see D.
2. Otherwise, if it's corrected with a sufficient bid or a pass, the offender's partner must pass at every later turn to call. The lead restrictions in Law 26B may apply (see also Law 72C).
3. Unless B1(b) applies, if the offender tries to replace the insufficient bid with a double or redouble, that attempted call is cancelled — the offender must replace it as above, and partner must then pass at every turn to call. Law 26B's lead restrictions may apply (see also Law 72C).
4. If the offender tries to replace one insufficient bid with another insufficient bid, and LHO doesn't accept it under A1, the Director rules as in B3.

C. Correcting Too Soon

If the offender replaces an insufficient bid before the Director has ruled, the substitution stands (if legal) unless the insufficient bid is accepted under A1 (but see B3). The Director then applies whichever section above fits the substitution.

D. Non-Offending Side Damaged

If, after B1 applies, the Director judges at the end of play that the board's outcome could well have been different without the benefit gained from the infraction, and the non-offending side was damaged as a result (see Law 12B1), an adjusted score is required to be awarded. The Director should aim to recreate, as closely as possible, the likely outcome had the insufficient bid never happened.

Law 28 — Calls Considered to Be in Rotation

A. When RHO Must Pass

A call counts as being in rotation if made at RHO's turn to call, when RHO is required by law to pass.

B. Call by the Correct Player, Cancelling an Out-of-Turn Call

A call counts as in rotation if made by the player whose actual turn it was, before the Director has ruled on a call an opponent made out of turn. Making that call forfeits the right to any rectification for the out-of-turn call — the auction proceeds as though the opponent hadn't called at all at that turn. Law 26 doesn't apply, but see Law 16C2.

Law 29 — Procedure After a Call Out of Rotation

A. Forfeiting the Right to Rectification

After a call out of turn, the offender's LHO may choose to call anyway, which forfeits their side's right to any rectification.

B. Out-of-Turn Call Cancelled

Unless A applies, a call out of turn is cancelled, and the auction goes back to whoever's turn it actually was. The offending side is then subject to Law 30, 31, or 32.

C. An Out-of-Turn Call That's Artificial

If the out-of-turn call was artificial, Laws 30, 31, and 32 apply based on the denomination(s) it actually specified, not the denomination it named.

Law 30 — Pass Out of Rotation

If a player passes out of turn and the call is cancelled (with the Law 29A option not used), the following applies — unless the pass was artificial, see C:

A. At RHO's Turn to Call

If the pass out of turn came at the offender's RHO's turn, the offender must pass at their next turn to call (Law 72C may apply).

B. At Partner's or LHO's Turn to Call

1. If the offender passed at partner's turn, or at LHO's turn (having not called before), then:

- (a) offender's partner may make any legal call in their proper turn, but Law 16C2 applies;
- (b) the offender may make any legal call in their correct turn, and:
 - (i) if it's a comparable call (see Law 23A), there's no further rectification — Law 26B doesn't apply, but see Law 23C;
 - (ii) if it's not a comparable call, the offender's partner must pass at their next turn to call — Laws 16C, 26B, and 72C may apply.

2. If the offender had already called, a pass out of turn at their LHO's turn is treated as a change of call — Law 25 applies.

C. When the Pass Was Artificial

If the out-of-turn pass was artificial, or was a pass of an artificial call, Law 31 applies instead of Law 30.

Law 31 — Bid Out of Rotation

If a player has bid out of turn, passed artificially, or passed partner's artificial call (see Law 30C), and the call is cancelled (with the Law 29A option not used), the following applies:

A. At RHO's Turn to Call

If the offender called at RHO's turn, then:

1. if RHO passes, the offender must repeat the out-of-turn call — and if it's legal, there's no rectification;
2. if RHO makes a legal bid, double, or redouble, the offender may make any legal call:
 - (a) if it's a comparable call (see Law 23A), there's no further rectification — Law 26B doesn't apply, but see Law 23C;
 - (b) if it's not a comparable call, the offender's partner must pass at their next turn to call — Laws 16C, 26B, and 72C may apply.

B. At Partner's or LHO's Turn to Call

If the offender bid at partner's turn, or at LHO's turn (having not called before), then:

1. offender's partner may make any legal call in their proper turn, but Law 16C2 applies;
2. the offender may make any legal call in their correct turn, and the Director rules as in A2(a) or A2(b) above.

C. Later Bids at LHO's Turn to Call

These are treated as changes of call; Law 25 applies.

Law 32 — Double or Redouble Out of Rotation

A double or redouble out of turn may be accepted, at the option of the next opponent in rotation (see Law 29A) — except an inadmissible double or redouble (see Law 36), which can never be accepted. If it's not accepted, it's cancelled, and:

A. At RHO's Turn to Call

If the double or redouble out of turn was made at the offender's RHO's turn, then:

1. if RHO passes, the offender must repeat the out-of-turn double or redouble, with no rectification — unless it's inadmissible, in which case Law 36 applies;
2. if RHO bids, doubles, or redoubles, the offender may then make any legal call:
 - (a) if it's a comparable call (see Law 23A), there's no further rectification — Law 26B doesn't apply, but see Law 23C;
 - (b) if it's not a comparable call, the offender's partner must pass at their next turn to call — Laws 16C, 26B, and 72C may apply.

B. At the Offender's Partner's Turn to Call

If the double or redouble out of turn came at the offender's partner's turn, then:

1. offender's partner may make any legal call, but Law 16C2 applies;
2. the offender may make any legal call in their proper turn, and the Director rules as in A2(a) or A2(b) above.

C. Later Calls at LHO's Turn to Call

These are treated as changes of call; Law 25 applies.

Law 33 — Simultaneous Calls

A call made at the same time as the call of the player whose actual turn it was counts as coming after it.

Law 34 — Retention of the Right to Call

If three consecutive passes follow a call, and one or more of those passes was out of turn, Law 17D3 applies.

Law 35 — Inadmissible Calls

These calls are inadmissible:

- A. A double or redouble Law 19 doesn't permit — Law 36 applies.
- B. A bid, double, or redouble by a player required to pass — Law 37 applies.
- C. A bid of more than seven — Law 38 applies.
- D. A call made after the auction's final pass — Law 39 applies.

Law 36 — Inadmissible Doubles and Redoubles

A. If Offender's LHO Calls Before the Director Rules

If offender's LHO calls before an inadmissible double or redouble is rectified, that call and everything after it is cancelled. The auction goes back to whoever's turn it actually was and continues as if the irregularity never happened. Law 26B's lead restrictions don't apply.

B. If Offender's LHO Doesn't Call Before the Director Rules

When A doesn't apply:

1. any double or redouble Law 19 doesn't permit is cancelled;
2. the offender must substitute a legal call; the auction continues, and the offender's partner must pass at every turn to call;
3. Law 72C may apply, and so may Law 26B's lead restrictions;
4. if the call was also out of turn, the auction goes back to whoever's turn it was; the offender may then make any legal call in turn, and partner must still pass at every turn to call. Law 72C and Law 26B's lead restrictions may apply.

C. Irregularity Found After the Auction Period

If an inadmissible double or redouble isn't noticed until after the opening lead is faced, the final contract is scored as though it had never been made.

Law 37 — Action Violating the Obligation to Pass

A. If Offender's LHO Calls Before the Director Rules

If the inadmissible call was a bid, double, or redouble by a player who was required to pass (but not a breach of Law 19A1 or 19B1), and offender's LHO calls before the Director rules, that call and everything after it stands. An offender still required to pass for the rest of the auction must keep passing at later turns. Law 26B's lead restrictions don't apply.

B. If Offender's LHO Doesn't Call Before the Director Rules

When A doesn't apply:

1. any bid, double, or redouble by a player required to pass is cancelled;
 2. a pass replaces it, the auction continues, and every member of the offending side must pass at every turn to call.
- Law 72C and Law 26B's lead restrictions may apply.

Law 38 — Bid of More Than Seven

A. No Such Contract Can Be Played

A contract of more than seven is never playable.

B. Bid and Later Calls Cancelled

A bid of more than seven is cancelled, along with any calls after it.

C. Offending Side Must Pass

A pass replaces it; the auction continues (unless it's already finished), and every member of the offending side must pass at every turn to call.

D. When Laws 26B and 72C Don't Apply

Law 72C and Law 26B's lead restrictions may apply — except that if the offender's LHO called after the infraction but before the Director ruled, neither of those Laws is available.

Law 39 — Call After the Final Pass

A. Calls Cancelled

Every call made after the auction's final pass is cancelled.

B. A Pass by a Defender, or Any Call by the Declaring Side

If offender's LHO calls before the Director rules, or the infraction was a defender's pass or any call by the future declarer or dummy, there's no further rectification.

C. Other Action by a Defender

If offender's LHO hasn't called since the infraction, and the infraction was a bid, double, or redouble by a defender, Law 26B's lead restrictions may apply.

Law 40 — Partnership Understandings

A. Partnership Agreements

1. (a) Partnership understandings about a partnership's methods can be reached explicitly, through discussion, or implicitly, through shared experience or awareness.
(b) Every partnership must make its understandings available to its opponents, in whatever way the Regulating Authority specifies.
2. Information passed to partner through these understandings must come from the calls, plays, and conditions of the current deal. Each player may take into account the legal auction and, subject to any exclusions in these Laws, any cards they've seen. Information these Laws specify elsewhere as authorized may also be used. (See Law 73C.)
3. A player may make any call or play without announcing it first, as long as it isn't based on an undisclosed partnership understanding (see Law 40C1).

4. The agreed meaning of a call or play is not to change depending on which partner makes it. (This governs method, not style or judgement.)

B. Special Partnership Understandings

1. (a) Any agreement between partners, explicit or implicit, is a partnership understanding.

(b) The Regulating Authority may, at its discretion, label certain understandings ‘special partnership understandings’ — ones whose meaning, in its judgment, a significant number of tournament players wouldn't readily understand or expect.

(c) Unless the Regulating Authority decides otherwise, any call with an artificial meaning counts as a special partnership understanding.

2. (a) The Regulating Authority:

(i) may freely allow, disallow, or conditionally allow any special partnership understanding;

(ii) may require a System Card (with or without extra sheets) listing a partnership's understandings in advance, and regulate how it's used;

(iii) may set Alerting procedures or other ways partnerships must disclose their methods;

(iv) may disallow a partnership's prior agreement to change its understandings during the auction or play in response to an opponent's irregularity;

(v) may restrict the use of artificial psychic calls.

(b) Unless the Regulating Authority says otherwise, no player may consult their own system card between the start of the auction period and the end of play — except that players on the declaring side may consult theirs during the Clarification Period.

(c) Unless the Regulating Authority says otherwise, a player may consult an opponent's system card:

(i) before the auction starts,

(ii) during the Clarification Period,

(iii) during the auction and play, but only at their own turn to call or play, and

(iv) after an opponent asks for an explanation under Law 20F, in order to explain partner's call or play correctly.

(d) Unless the Regulating Authority says otherwise, a player isn't entitled to any memory, calculation, or technique aids during the auction or play.

3. (a) A side damaged because its opponents failed to disclose the meaning of a call or play, as these Laws require, is entitled to an adjusted score.

(b) Repeated failures to disclose partnership understandings may be penalised.

4. If a side is damaged by an opponent's special partnership understanding that breaks the tournament's regulations, the score is required to be adjusted; the side in breach may also face a procedural penalty.

5. (a) When explaining partner's call or play in answer to an opponent's question (see Law 20), a player is required to disclose all special information from partnership agreement or experience — but need not disclose inferences drawn from general bridge knowledge.

(b) The Director adjusts the score if information left out of an explanation was crucial to an opponent's decision and damaged them as a result.

C. Deviating From System, and Psychic Calls

1. A player may deviate from an announced understanding, as long as partner has no more reason than the opponents to expect it [but see B2(a)(v)]. Repeated deviations become implicit understandings in their own right,

which then must be disclosed like any other part of the system. If the Director decides undisclosed knowledge damaged the opponents, the score is required to be adjusted, and a procedural penalty may follow.

2. Outside of C1, a player who deviates from an announced method isn't otherwise obliged to tell the opponents.

Law 41 — Commencement of Play

A. Face-Down Opening Lead

Once a bid, double, or redouble has been followed by three passes in rotation, the defender to presumed declarer's left makes the opening lead face down. That face-down lead may only be withdrawn on the Director's instruction, after an irregularity (see Laws 47E and 54); the withdrawn card goes back to the defender's hand.

B. Reviewing the Auction and Asking Questions

Before the opening lead is faced, the leader's partner and the presumed declarer (not the presumed dummy) may each ask for a review of the auction, or an explanation of an opponent's call (see Law 20F2 and 20F3). Declarer or either defender may ask for a review of the auction at their first turn to play a card; this right ends once that hand plays a card. Defenders (subject to Law 16) and declarer keep the right to ask for explanations throughout the play period, each at their own turn to play.

C. Opening Lead Faced

After this Clarification Period, the opening lead is faced, the play period begins and can't be undone, and dummy's hand is spread (but see Law 54A for a faced opening lead out of turn). Once it's too late to have previous calls restated (see B), declarer or either defender is entitled to be told what the contract is, and whether — but not by whom — it was doubled or redoubled, at their turn to play.

D. Dummy's Hand

After the opening lead is faced, dummy spreads their hand face up directly in front of them on the table, sorted into suits, cards ranked with the lowest toward declarer, in separate columns pointing lengthwise toward declarer. Trumps go to dummy's right. Declarer then plays both hands.

Law 42 — Dummy's Rights

A. Absolute Rights

1. Dummy may give information about fact or law, in the Director's presence.
2. Dummy may keep count of tricks won and lost.
3. Dummy plays dummy's cards as declarer's agent, as directed, and makes sure dummy follows suit (see Law 45F if dummy suggests a play).

B. Qualified Rights

Dummy may exercise other rights, subject to the limits in Law 43.

1. If declarer (not a defender) fails to follow suit to a trick, dummy may ask whether that hand has a card of the suit led.
2. Dummy may try to prevent any irregularity.
3. Dummy may point out an irregularity, but only after play of the hand has ended.

Law 43 — Dummy's Limitations

Except as Law 42 allows:

A. Limits on Dummy

1. (a) Dummy may not call for the Director during play, unless another player has already drawn attention to an irregularity.
 - (b) Dummy may not point out an irregularity during play.
 - (c) Dummy must not take part in the play, or tell declarer anything about it.
2. (a) Dummy may not swap hands with declarer.
 - (b) Dummy may not stand up to watch declarer play the hand.
 - (c) Dummy may not look at the face of a card in either defender's hand.
3. A defender may not show their hand to dummy.

B. If a Violation Happens

1. Dummy is liable to a penalty under Law 90 for breaking any limit listed in A1 or A2.
2. If dummy, after breaking a limit listed in A2:
 - (a) warns declarer not to lead from the wrong hand, either defender may choose which hand declarer leads from;
 - (b) is the first to ask declarer whether a play from declarer's hand is a revoke, declarer must substitute a correct card if the play was illegal, and Law 64 then applies as though the revoke had been established.
3. If dummy, after breaking a limit listed in A2, is the first to point out a defender's irregularity, there's no immediate rectification — play continues as if nothing happened. If the defending side gained from its irregularity by the end of play, the Director adjusts only its score, removing that advantage. The declaring side keeps the score achieved at the table.

Law 44 — Sequence and Procedure of Play

A. Leading to a Trick

Whoever leads to a trick may play any card from hand (unless that side committed an irregularity and is now under restriction).

B. Later Plays to a Trick

After the lead, each other player plays a card in turn; the four cards played make up a trick. (For how cards are played and tricks arranged, see Laws 45 and 65.)

C. Requirement to Follow Suit

Each player must follow suit if possible when playing to a trick. This takes priority over every other requirement in these Laws.

D. Unable to Follow Suit

If a player can't follow suit, they may play any card (unless that side committed an irregularity and is now under restriction).

E. Tricks With a Trump

A trick containing a trump is won by whoever played the highest trump to it.

F. Tricks Without a Trump

A trick with no trump is won by whoever played the highest card of the suit led.

G. Leading to Later Tricks

The lead to the next trick comes from whoever won the last one.

Law 45 — Card Played

A. Playing From Hand

Every player except dummy plays a card by taking it from their hand and placing it face up on the table right in front of them.

B. Playing From Dummy

Declarer plays a card from dummy by naming it; dummy then picks it up and faces it on the table. Declarer may pick up the desired card themselves if needed.

C. When a Card Counts as Played

1. A defender's card counts as played to the current trick if it's held so partner could see its face (if the defender has already legally played to the current trick, see Law 45E instead).
2. Declarer's card from hand counts as played if it's either:
 - (a) held face up, touching or nearly touching the table, or
 - (b) held in a position that shows it's been played.
3. A dummy card counts as played if declarer deliberately touches it — except when arranging dummy's cards, or reaching past it for a card above or below.
4. A card counts as played if a player names or otherwise indicates it as the one they intend to play (but see Law 47).
 - (a) Declarer may correct an unintended designation of a dummy card, up until the next card is played from hand or dummy. A correction is allowed for a slip of the tongue, but not for a change of mind or loss of concentration. If an opponent has already played a card that was legal before the correction, that opponent may withdraw it, return it to hand, and play something else instead (see Laws 47D and 16C1).
5. A penalty card, major or minor, may have to be played instead (see Law 50).

D. Dummy Picks Up the Wrong Card

1. If dummy plays a card declarer didn't name, it must be withdrawn if this is noticed before both sides have played to the next trick. A defender may withdraw and take back a card played after the error but before it was noticed; if declarer's RHO changes their play, declarer may withdraw a card they played after that to the same trick. (See Law 16C.)
2. Once it's too late to fix dummy's misplaced card, play continues normally with no change to the cards already played to this or any later trick. If the misplaced card was the trick's first card, failing to follow suit to it may now count as a revoke (see Laws 64A, 64B7, and 64C). If it was played into a trick already in progress and caused dummy to revoke, see Laws 64B3 and 64C.

E. A Fifth Card Played to a Trick

1. A defender's fifth card to a trick becomes a penalty card, subject to Law 50 — unless the Director judges it was led, in which case Law 53 or 56 applies instead.
2. Declarer's fifth card to a trick, from hand or dummy, goes back with no further rectification — unless the Director judges it was led, in which case Law 55 applies.

F. Dummy Indicating a Card

Once dummy's hand is faced, dummy may not touch or point at any card (except to arrange them) without declarer's instruction. If dummy does, the Director should be called right away and told what happened; play continues. At the end of play, the Director is required to award an adjusted score if dummy is judged to have suggested a play to declarer, and the defenders were damaged by it.

G. Turning a Trick

No player should turn a card face down until all four players have played to the trick.

Law 46 — Incomplete or Invalid Designation of a Card From Dummy

A. Proper Form

When calling for a card from dummy, declarer should clearly state both its suit and rank.

B. Incomplete or Invalid Designation

With an incomplete or invalid designation, these rules apply (unless declarer's real intention is beyond doubt):

1. (a) If declarer says 'high' (or similar) when playing from dummy, the highest card of the suit led is deemed called.
(b) If declarer tells dummy to 'win' the trick, the lowest card known to win it is deemed called.
(c) If declarer says 'low' (or similar), the lowest card of the suit led is deemed called.
2. If declarer names a suit but not a rank, the lowest card of that suit is deemed called.
3. If declarer names a rank but not a suit:
 - (a) when leading, declarer is deemed to have continued the suit dummy won the last trick with, provided dummy holds a card of that rank in that suit;
 - (b) otherwise, declarer must play a dummy card of that rank if legally able — and if more than one such card could legally be played, declarer must specify which.
4. If declarer calls for a card dummy doesn't hold, the call is invalid, and declarer may designate any legal card instead.
5. If declarer indicates a play without naming a suit or rank (e.g. 'play anything'), either defender may choose the card played from dummy.

Law 47 — Retraction of a Card Played

A. During Rectification

A played card may be withdrawn when a rectification after an irregularity requires it (but a defender's withdrawn card may become a penalty card, see Law 49).

B. To Correct an Illegal Play

A played card may be withdrawn to correct an illegal play (for defenders, see Law 49's penalty-card rule, except where this Law says otherwise). For simultaneous plays, see Law 58.

C. To Change an Unintended Designation

A played card may be withdrawn and returned to hand, with no further rectification, following a change of designation Law 45C4(b) allows.

D. Following an Opponent's Change of Play

After an opponent changes their play, a played card may be withdrawn and returned to hand, with no further rectification, and another card substituted. (Laws 16C and 62C2 may apply.)

E. Changing Play Because of Misinformation

1. A lead or play out of turn is retracted with no further rectification if the player was misled by an opponent about whose turn it was (see Law 16C). LHO may not accept that lead or play in this case, and Law 63A1 doesn't apply.

2. (a) A player may retract a card played because of a mistaken explanation of an opponent's call or play, with no further rectification, if this happens before the explanation is corrected and no card has since been played (see Law 16C). An opening lead can't be retracted once dummy has faced any card.

(b) If it's too late to correct a play under (a), the Director may award an adjusted score.

F. Other Retraction

1. A card may be withdrawn as Law 53B allows.

2. Outside what this Law specifies, a played card may not be withdrawn.

Law 48 — Exposure of Declarer's Cards

A. Declarer Exposes a Card

Declarer faces no restriction for exposing a card (but see Law 45C2), and no card of declarer's or dummy's hand ever becomes a penalty card. Declarer isn't required to play a card dropped by accident.

B. Declarer Faces Cards

1. If declarer faces cards right after an opening lead out of turn, Law 54 applies.

2. If declarer faces cards at any other time, it may be treated as a claim or concession of tricks (unless there's clearly no intention to claim), and Law 68 then applies.

Law 49 — Exposure of a Defender's Card

Outside the normal course of play or applying the Law (see e.g. Law 47E), if a defender's card is positioned so partner could see its face, or a defender names a card as being in their hand, that card becomes a penalty card (Law 50). But see Law 68 if a defender has made a statement about an unfinished trick in progress, and Law 68B2 if partner objects to a defender's concession.

Law 50 — Disposition of a Penalty Card

A card a defender exposes prematurely (but doesn't lead — see Law 57) is a penalty card, unless the Director rules otherwise (see Law 49; Law 72C may apply).

A. Staying Exposed

A penalty card must stay face up on the table, right in front of the player it belongs to, until a rectification is chosen.

B. Major or Minor

A single card below honour rank, exposed by accident (say, playing two cards to a trick, or dropping one), becomes a minor penalty card. Any honour card, or any card exposed through a deliberate act (like leading out of turn, or revoking and then fixing it), becomes a major penalty card. If one defender has two or more penalty cards, all of them become major.

C. Handling a Minor Penalty Card

A defender holding a minor penalty card may not play any other below-honour card of that suit until the penalty card has been played, though an honour card may be played instead. The offender's partner faces no lead restriction (but see E).

D. Handling a Major Penalty Card

While a defender has a major penalty card, both that defender and their partner may face restrictions: the offender at each turn to play, the partner whenever on lead.

1. (a) Except as (b) allows, a major penalty card must be played at the first legal chance — leading, following suit, discarding, or trumping. If a defender has two or more playable penalty cards, declarer chooses which is played.

(b) Following suit, or obeying a lead or play restriction, comes before the duty to play a major penalty card — but the penalty card still stays face up on the table and must be played at the next legal chance.

2. A defender on lead while partner holds a major penalty card may not lead until declarer states which option below they're choosing (leading prematurely is subject to rectification under Law 49). Declarer may:

(a) require the defender to lead the penalty card's suit, or forbid leading that suit for as long as that defender holds the lead (for two or more penalty cards, see Law 51) — either way, the card stops being a penalty card and is picked up; or

(b) neither require nor forbid a lead, in which case the defender may lead anything, and the penalty card stays on the table as a penalty card. If declarer picks this option, Law 50D keeps applying for as long as the card remains.

E. Information From a Penalty Card

1. Information from a penalty card, and from the requirements for playing it, is authorized for everyone for as long as the card stays on the table.

2. Information from a penalty card that's been returned to hand [under Law 50D2(a)] is unauthorized for the partner of the player who had it (see Law 16C), but authorized for declarer.

3. Once a penalty card has been played, information from how it came about is unauthorized for the partner of the player who had it. (For one not yet played, see E1.)

4. If, after E1 applies, the Director judges at the end of play that the board's outcome could well have been different without the benefit of the exposed card, and the non-offending side was damaged as a result (see Law 12B1), an adjusted score is required to be awarded. The adjustment should aim to recreate, as closely as possible, the likely outcome without the penalty card's effect.

Law 51 — Two or More Penalty Cards

A. Offender to Play

If it's a defender's turn to play, and that defender has two or more legally playable penalty cards, declarer chooses which is played.

B. Offender's Partner to Lead

1. (a) If a defender has two or more penalty cards in one suit, and declarer requires the defender's partner to lead that suit, those cards stop being penalty cards and are picked up; the defender may then make any legal play to the trick.

(b) If a defender has two or more penalty cards in one suit, and declarer forbids the defender's partner from leading that suit, the defender picks up every penalty card in that suit and may make any legal play to the trick. The prohibition lasts until that player loses the lead.

2. (a) If a defender has penalty cards in more than one suit [see Law 50D2(a)] and partner is to lead, declarer may require the defender's partner to lead a specific suit where the defender holds a penalty card [B1(a) above then applies].

(b) If a defender has penalty cards in more than one suit and partner is to lead, declarer may forbid the defender's partner from leading one or more of those suits; the defender then picks up every penalty card in every forbidden suit and may make any legal play to the trick. The prohibition lasts until that player loses the lead.

(c) If a defender has penalty cards in more than one suit and partner is to lead, declarer may choose to neither require nor forbid a lead — the defender's partner may then lead anything, and the penalty cards stay on the table. If declarer picks this option, Laws 50 and 51 keep applying for as long as the cards remain.

Law 52 — Failing to Lead or Play a Penalty Card

A. Defender Fails to Play a Penalty Card

A defender who doesn't lead or play a penalty card as Law 50 or 51 requires may not, on their own, withdraw any other card already played.

B. Defender Plays a Different Card

1. (a) If a defender leads or plays a different card when required to play a penalty card, declarer may accept that lead or play.

(b) If declarer has since played from hand or dummy, they must accept it.

(c) If the card is accepted under (a) or (b), any still-unplayed penalty card remains a penalty card.

2. If declarer doesn't accept the illegal lead or play, the defender must substitute the penalty card for it. Every card the defender illegally led or played while committing the irregularity becomes a major penalty card.

Law 53 — Lead Out of Turn Accepted

A. Treated as a Correct Lead

Before the thirteenth trick, any lead faced out of turn may be treated as correct (but see Law 47E1). It becomes correct if declarer or either defender (whichever applies) says they accept it, or if the hand next in rotation plays to it (but see B). Otherwise, the Director requires the lead to come from the correct hand instead (see Law 47B).

B. A Proper Lead Made After the Irregular One

Under Law 53A, if it was actually an opponent of the out-of-turn leader's turn to lead, that opponent may make their own proper lead to the trick, without it counting as a play to the irregular lead. If they do, the proper lead stands, and any cards mistakenly played to this trick may be withdrawn (Law 16C applies).

C. The Wrong Defender Plays to Declarer's Irregular Lead

If declarer leads out of turn from hand or dummy, and the defender to the right of that lead plays a card (but see B), the lead stands, and Law 57 applies.

Law 54 — Faced Opening Lead Out of Turn

If an opening lead out of turn is faced, and the offender's partner then leads face down, the Director requires that face- down lead to be retracted. Also:

A. Declarer's Hand May Be Spread

After a faced opening lead out of turn, declarer may spread their hand, becoming dummy instead. If declarer starts spreading their hand and exposes any card in doing so, the whole hand must be spread — and dummy becomes

declarer.

B. Declarer Accepts the Lead

If a defender faces the opening lead out of turn, declarer may accept it under Law 53, and dummy is spread as Law 41 sets out.

1. The trick's second card is played from declarer's hand.
2. If declarer instead plays the second card from dummy, that card may not be withdrawn except to correct a revoke.

C. Declarer Must Accept the Lead

A declarer who could have seen any of dummy's cards (other than cards dummy exposed during the auction under Law 24) must accept the lead, and the presumed declarer then becomes declarer.

D. Declarer Refuses the Opening Lead

Declarer may require a defender to retract a faced opening lead out of turn. The withdrawn card becomes a major penalty card, and Law 50D applies.

E. Opening Lead by the Wrong Side

If a player on the declaring side tries to make the opening lead, Law 24 applies.

Law 55 — Declarer's Lead Out of Turn

A. Declarer's Lead Accepted

If declarer leads out of turn from hand or dummy, either defender may accept it under Law 53, or require it to be retracted (for misinformation, see Law 47E1). If the defenders disagree, whichever option the player next in turn to the irregular lead chooses wins out.

B. Declarer Required to Retract the Lead

1. If declarer led from hand or dummy when it was a defender's turn, and is required to retract it under Law 55A, declarer returns the wrongly led card to the correct hand — with no further rectification.
2. If declarer led from the wrong hand when the lead should have come from the other, and is required to retract it under Law 55A, the wrongly led card is withdrawn, and the lead must come from the correct hand.

C. Declarer Might Have Gained Information

If declarer's chosen line of play could have been influenced by information from their own infraction, Law 16 applies.

Law 56 — Defender's Lead Out of Turn

When a lead out of turn is faced, declarer may either:

- A. accept the irregular lead under Law 53, or
- B. require the defender to retract it. The withdrawn card becomes a major penalty card, and Law 50D applies.

Law 57 — Premature Lead or Play

A. Playing or Leading Too Soon

If a defender leads to the next trick before partner has played to the current one, or plays out of turn before partner has played, that card becomes a major penalty card, and declarer picks one of:

1. requiring the offender's partner to play the highest card of the suit led;

2. requiring the lowest card of the suit led;
3. requiring a card of another suit declarer specifies;
4. forbidding a card of another suit declarer specifies.

B. When the Offender's Partner Can't Comply

If the offender's partner can't follow declarer's chosen rectification (see A), they may play any card, as Law 59 provides.

C. If Declarer or Dummy Has Already Played

1. A defender faces no rectification for playing before partner if declarer has already played from both hands. But a dummy card doesn't count as played until declarer has instructed (or otherwise indicated) the play.
2. A defender faces no rectification for playing before partner if dummy chose a card prematurely, on their own, before RHO — or illegally suggested one.
3. A premature play (not a lead) by declarer from either hand counts as played, and if legal, can't be withdrawn.

D. Premature Play at RHO's Turn

If a defender tries to play (not lead) to a trick at RHO's turn, Law 16 may apply. If that card could legally be played to the trick, it must be played in its proper turn — otherwise, it becomes a major penalty card.

Law 58 — Simultaneous Leads or Plays

A. Two Players Play at Once

A lead or play made at the same time as another player's legal lead or play counts as coming after it.

B. Two or More Cards From One Hand at Once

If a player leads or plays several cards at once:

1. If only one card's face is visible, that one is played; the rest are picked up with no further rectification (see Law 47F).
2. If more than one face is visible, the offending player chooses which card is played; for a defender, every other exposed card becomes a penalty card (see Law 50).
3. After an offending player withdraws a visible card, an opponent who'd already played to that trick may withdraw and substitute another card, with no further rectification (but see Law 16C).
4. If this isn't discovered until both sides have played to the next trick, Law 67 applies.

Law 59 — Unable to Lead or Play as Required

If a player can't lead or play as a rectification requires — because they hold no card of the required suit, only cards of a forbidden suit, or must follow suit instead — they may play any otherwise legal card.

Law 60 — Play After an Illegal Play

A. Playing After an Irregularity

1. If a member of the non-offending side plays after RHO has led or played out of turn or prematurely, and before the Director has ruled, they forfeit their side's right to rectification for that offence.
2. Once that right is forfeited, the illegal play is treated as though it were in turn (except where Law 53B applies).
3. If the offending side already owed a penalty-card obligation, or had to follow a lead or play restriction, that obligation carries over to later turns.

B. A Defender Plays Before Declarer's Required Lead

If a defender plays after declarer has been required to retract an out-of-turn lead, but before declarer has led from the correct hand, the defender's card becomes a major penalty card (Law 50).

C. The Offending Side Plays Before the Director Rules

A play by the offending side before the Director has ruled on rectification doesn't affect the opponents' rights, and may itself need rectifying.

Law 61 — Failure to Follow Suit — Inquiries Concerning a Revoke

A. What Counts as a Revoke

Failing to follow suit as Law 44 requires, or failing to lead or play a required card or suit when able to — whether the Law requires it, or an opponent specified it while exercising a rectification option — is a revoke. (If unable to comply, see Law 59.)

B. Asking About a Possible Revoke

1. Declarer may ask a defender who failed to follow suit whether their hand holds a card of the suit led.
2. (a) Dummy may ask declarer [but see Law 43B2(b)].
(b) Dummy may not ask a defender — Law 16B may apply.
3. Defenders may ask declarer and each other (though this risks creating unauthorized information).

C. Inspecting Tricks

Claiming a revoke doesn't automatically allow inspecting quitted tricks (see Law 66C).

Law 62 — Correction of a Revoke

A. A Revoke Must Be Corrected

A player must correct a revoke if it's pointed out before it becomes established.

B. Correcting a Revoke

To correct a revoke, the offender withdraws the played card and substitutes a legal one.

1. The withdrawn card becomes a major penalty card (Law 50) if it came from a defender's unfaced hand.
2. It's replaced with no further rectification if it came from declarer's hand [subject to Law 43B2(b)], from dummy, or was a defender's faced card.

C. Cards Played Afterward

1. Any non-offending player may withdraw and take back a card they played after the revoke but before it was noticed (see Law 16C).
2. Once a non-offender does this, the next offending-side player in rotation may withdraw their played card too — which becomes a penalty card if they're a defender (see Law 16C).
3. If both sides revoke on the same trick, and only one side has played to the next trick, both revokes must be corrected (see Law 16C2). Every card the defending side withdraws becomes a penalty card.

D. A Revoke on the Twelfth Trick

1. A revoke on the twelfth trick must be corrected if it's found before all four hands go back in the board — even if it would otherwise already be established.
2. If a defender revokes on the twelfth trick before partner's turn to play to it, Law 16C applies.

Law 63 — Establishment of a Revoke

A. When a Revoke Becomes Established

A revoke becomes established when:

1. the offender or their partner leads or plays to the next trick (any such play, legal or not, establishes it);
2. the offender or their partner names or otherwise indicates a card to be played to the next trick;
3. a member of the offending side claims or concedes tricks, whether by saying so, facing their hand, or any other way;
4. agreement is reached (per Law 69A) to an opponent's claim or concession, with the offending side raising no objection before the round ends or before calling on a later board.

B. An Established Revoke Can't Be Corrected

Once established, a revoke can no longer be corrected (except as Law 62D allows for a twelfth-trick revoke, or Law 62C3) — the trick where it happened stands as played.

Law 64 — Procedure After Establishment of a Revoke

A. Automatic Trick Transfer

Once a revoke is established:

1. if the offending player won the revoke trick, then at the end of play that trick transfers to the non-offending side, along with one later trick the offending side won (if any).
2. if the offending player didn't win the revoke trick, but the offending side won that trick or a later one, then at the end of play one trick transfers to the non-offending side.

B. When There's No Automatic Adjustment

No automatic trick transfer follows an established revoke (but see C) if:

1. the offending side won neither the revoke trick nor any later one;
2. it's a later revoke in the same suit by the same player, after an earlier one in that suit was already established;
3. the revoke happened by failing to play a penalty card or a dummy card;
4. it wasn't noticed until a non-offending player had already called on the next board;
5. it wasn't noticed until after the round ended;
6. it's a revoke on the twelfth trick;
7. both sides revoked on the same board and both revokes became established;
8. the revoke was corrected under Law 62C3.

C. Making Up for Damage

1. After any established revoke — including one with no automatic trick transfer — if the Director judges this Law hasn't sufficiently compensated the non-offending side for the damage caused, an adjusted score is required to be assigned.
2. (a) After repeated revokes in the same suit by the same player (see B2), the Director adjusts the score if the non-offending side would likely have won more tricks without the later revoke(s).
(b) If both sides revoked on the same board (see B7) and the Director judges a contestant was damaged, an adjusted score based on the likely result without any revokes is required to be assigned.

Law 65 — Arrangement of Tricks

A. A Completed Trick

Once four cards have been played to a trick, each player turns their own card face down on the table.

B. Tracking Who Won Each Trick

1. If the player's own side won the trick, they point their card lengthwise toward their partner.
2. If the opponents won it, they point it lengthwise toward the opponents.
3. A player may point out a card that's pointed the wrong way, but only until that side leads or plays to the next trick. After that, Law 16B may apply instead.

C. Keeping Things Orderly

Each player arranges their own cards in a neat, overlapping row, in the order played, so the play can be reviewed afterward if needed — to settle how many tricks each side won, or the order cards were played in.

D. Agreeing on the Result

A player should not disturb the order of played cards until everyone agrees on the number of tricks won. Not following this Law risks a player's right to claim a doubtful trick, or to claim (or deny) a revoke.

Law 66 — Inspection of Tricks

A. The Current Trick

Until their own card is turned face down, declarer or either defender may ask for all cards just played to the trick to be faced — as long as their side hasn't yet led or played to the next trick.

B. Your Own Last Card

Declarer or either defender may look at (but not show) their own last card played, until their side has led or played to the next trick.

C. Quitted Tricks

After that, and until play ends, quitted tricks may not be inspected — except on the Director's specific instruction (for example, to verify a claimed revoke).

D. After Play Ends

Once play ends, played and unplayed cards may be inspected to settle a claimed revoke, or a dispute about tricks won or lost — but no player should handle cards other than their own. If the Director can no longer establish the facts after such a claim, and only one side had mixed up its cards, the Director is required to rule in the other side's favour.

Law 67 — Defective Trick

A. Before Both Sides Play to the Next Trick

If a player missed playing to a trick, or played too many cards to one, the error must be fixed if it's noticed before a player on each side has played to the next trick.

1. To fix a missed play, the offender supplies a legal card.
2. To fix too many cards played, Law 45E (Fifth Card Played to a Trick) or Law 58B (Simultaneous Cards From One Hand) applies.

B. After Both Sides Play to the Next Trick

If the Director finds there was a defective trick (because a player's hand has too few or too many cards, and correspondingly the wrong number of played cards) — and both sides have already played to the next trick — the Director proceeds as follows:

1. If the offender failed to play a card to the defective trick, the Director requires them to immediately expose a card face up and place it correctly among their played cards (this doesn't affect who won the trick):

(a) if the offender holds a card of the suit led to that trick, they must choose one of those to place among the played cards — they're deemed to have revoked on the defective trick, losing one trick under Law 64A2;

(b) if the offender holds no card of that suit, they choose any card to place there — again deemed to have revoked, losing one trick under Law 64A2.

2. (a) If the offender played more than one card to the defective trick, the Director inspects the played cards and has the offender restore all extra cards to their hand, leaving among the played cards whichever one was actually faced (if the Director can't tell which, the offender leaves the highest-ranking card that could legally have been played). Who won the defective trick doesn't change. (The Director should avoid exposing a defender's played cards where possible — but an extra card exposed while being restored to a defender's hand becomes a penalty card, see Law 50.)

(b) A restored card is treated as having always belonged to the offender's hand — not having played it to an earlier trick may count as a revoke.

3. If the Director finds the offender did play a card to the trick, but it wasn't placed among the quitted tricks, the Director locates it and places it correctly among the offender's played cards. The Director is required to award an adjusted score if that same card was also played to a later trick and it's too late to fix the illegal play.

Law 68 — Claim or Concession of Tricks

For a statement or action to count as a claim or concession under these Laws, it must refer to tricks other than the one currently in progress. If it only concerns winning or losing the trick currently underway, play just continues normally; a defender's exposed or revealed cards don't become penalty cards, though Laws 16 and 57A may apply.

A. What Counts as a Claim

Any statement by declarer or a defender that a side will win a specific number of tricks is a claim of those tricks. A player also claims by suggesting play be cut short, or by showing their cards — unless there's clearly no intention to claim (for instance, if declarer faces their cards after an opening lead out of turn, Law 54 applies instead of this one).

B. What Counts as a Concession

1. Any statement by declarer or a defender that a side will lose a specific number of tricks is a concession of those tricks; claiming some number of tricks concedes the rest, if any. A player who abandons their hand concedes every remaining trick.

2. Despite B1, if a defender tries to concede tricks and their partner immediately objects, neither a concession nor a claim has happened. This may create unauthorized information, so the Director should be called right away; play continues. Any card the defender exposed in doing so isn't a penalty card, but Law 16C governs the information it revealed — which the defender's partner may not use.

C. A Clarification Is Needed

A claim should come with an immediate, clear statement of how the claimer plans to win the claimed tricks — including the order cards will be played in. Whoever claims or concedes then faces their hand.

D. Play Is Suspended

Play stops after any claim or concession.

1. If everyone agrees to it, Law 69 applies.
2. If any player (dummy included) doubts it, then either:
 - (a) the Director may be called immediately, with no action taken until they arrive — Law 70 then applies; or
 - (b) at the request of the side that didn't claim or concede, play may continue instead, subject to:
 - (i) all four players agreeing to this — otherwise the Director is called, and (a) applies;
 - (ii) the earlier claim or concession becoming void and not open to a ruling. Laws 16 and 50 don't apply, and whatever score results from play stands.

Law 69 — Agreed Claim or Concession

A. When Agreement Is Reached

Agreement is reached when a side accepts an opponent's claim or concession and raises no objection before either calling on the next board or the round ending, whichever comes first. The board is scored as if the claimed or conceded tricks had actually been won or lost in play.

B. Withdrawing an Agreement

Agreement with a claim or concession (see A) can be withdrawn within the Correction Period set by Law 79C, if:

1. a player agreed to lose a trick their side had actually won; or
2. a player agreed to lose a trick their side would likely have won had play continued.

The board is then rescored, awarding that trick to that side.

Law 70 — Contested Claim or Concession

A. The General Goal

When ruling on a contested claim or concession, the Director settles the board's result as fairly as possible to both sides — but resolves any doubtful point against the claimer. The Director proceeds as follows.

B. Repeating the Clarification Statement

1. The Director has the claimer repeat the clarification statement made at the time of the claim.
2. The Director then hears the opponents' objections (though isn't limited to only what they raise).
3. The Director may require players to put their remaining cards face up on the table.

C. An Outstanding Trump

If a trump remains in an opponent's hand, the Director is required to award them a trick or tricks if:

1. the claimer said nothing about that trump, and
2. it's at all likely the claimer didn't realize, at the time of the claim, that the opponent still held a trump, and
3. any normal line of play could lose a trick to it.

D. What the Director Won't Accept

1. The Director is not to accept a successful line of play from the claimer that wasn't part of the original clarification statement, if a normal alternative line would have been less successful.
2. The Director won't accept any part of a defender's claim that depends on their partner choosing one particular normal play over other normal alternatives.

E. An Unstated Line of Play

1. The Director is not to accept an unstated line of play from the claimer that only works by guessing correctly which opponent holds a particular card — unless an opponent already failed to follow suit to that card before the claim, or would fail to follow suit to it under any normal line of play.
2. The Regulating Authority may set a default order (e.g. ‘top down’) for the Director to assume a suit was played in, if the claim statement didn't specify — subject always to the rest of this Law.

Law 71 — Concession Cancelled

A concession stands once made, except that within the Correction Period set by Law 79C, the Director is required to cancel it if:

- A. a player conceded a trick their side had actually won; or
- B. a player conceded a trick that no normal play of the remaining cards could have lost.

The board is then rescored, awarding that trick to that side.

Law 72 — General Principles

A. Following the Laws

Duplicate bridge tournaments should be played in strict accordance with the Laws. The main aim is to score higher than other contestants, while following the lawful procedures and ethical standards these Laws set out.

B. Breaking a Law

1. A player must not break a law on purpose, even if willing to accept the rectification that follows.
2. Generally, there's no obligation to point out an infraction by your own side (but see Law 20F for a mistaken explanation, and Laws 62A and 79A2).
3. A player may not try to hide an infraction — for example, by revoking a second time, hiding a card involved in a revoke, or mixing the cards too soon.

C. Awareness of Potential Damage

If the Director decides the offender could have realized, at the time of the irregularity, that it might well damage the non-offending side, the auction and play must continue (if not already finished). At the end of play, the Director awards an adjusted score if the offending side gained an advantage from the irregularity.

Law 73 — Communication, Behaviour, Tempo and Deception

A. Proper Communication Between Partners

1. During the auction and play, partners are required to communicate only through calls and plays, except where these Laws specifically allow otherwise.
2. Calls and plays are required to be made without emphasis, mannerism, or inflection, and without deliberate haste or hesitation (but see Law 73D3).

B. Prohibited Communication Between Partners

Players must not communicate, or try to communicate, by any means other than those Law 73A describes.

C. Incidental Unauthorized Information From Partner

1. If a player has incidental unauthorized information from partner — from a remark, question, explanation, gesture, mannerism, inflection, haste, or hesitation, or an unexpected Alert or missed one — they must carefully avoid taking advantage of it [see Law 16B1(a)].

2. A player who breaks C1 may be penalised; if the opponents were damaged, see also Law 16B3.

D. Variations in Tempo or Manner

1. Players should ideally keep a steady tempo and consistent manner — and should be especially careful when a variation might help their own side. Otherwise, unintentionally varying the tempo or manner of a call or play isn't an infraction. Inferences from such variations are authorized only for the opponents, who act on them at their own risk.

2. A player may not try to mislead an opponent through a question, remark, or gesture; through the haste or hesitancy of a call or play (say, hesitating before playing a singleton); through the manner of making a call or play; or through any deliberate departure from correct procedure (see also Law 73E2).

3. Regulating Authorities may require mandatory pauses — for example, on the first round of the auction, after a skip-bid warning, or on the first trick.

E. Deception

1. A player may legitimately try to deceive an opponent through a call or play — as long as the deception isn't emphasized by mannerism, unusual haste or hesitancy, and isn't backed by a concealed partnership understanding or shared experience.

2. If the Director decides an innocent player drew a false inference from an opponent's question, remark, manner, or tempo — where that opponent had no demonstrable bridge reason for the action, and could have realized at the time it might work in their favour — the Director is required to award an adjusted score.

Law 74 — Conduct and Etiquette

A. Proper Attitude

1. A player should stay courteous at all times.

2. A player should carefully avoid any remark or unnecessary action that might annoy or embarrass another player, or spoil their enjoyment of the game.

3. Every player should follow the same, correct procedure when calling and playing.

B. Etiquette

As a courtesy, a player should avoid:

1. not paying enough attention to the game;

2. making unnecessary comments during the auction and play;

3. detaching a card before their turn to play;

4. drawing out play needlessly (e.g. continuing to play out tricks that are surely already declarer's) just to unsettle an opponent;

5. calling or speaking to the Director in a way that's discourteous to them or to other contestants.

C. Examples of Improper Procedure

These count as improper procedure:

1. using different words for the same call;

2. showing approval or disapproval of a call or play;

3. signalling that you expect or intend to win or lose a trick that isn't finished yet;

4. commenting or acting during the auction or play in a way that draws attention to something significant, or to how many tricks are still needed;

5. staring intently at another player during the auction or play, or at their hand, to try to see their cards or where they draw a card from (though it's fine to act on information you saw by accident);
6. showing an obvious lack of interest in a deal (e.g. folding up your cards);
7. varying the normal tempo of bidding or play to unsettle an opponent;
8. leaving the table unnecessarily before the round is called.

Law 75 — Mistaken Explanation or Mistaken Call

After a misleading explanation has been given to opponents, the responsibilities of the players (and the Director) are as follows:

A. A Mistake That Creates Unauthorized Information

Whether or not an explanation correctly states the partnership agreement, a player who hears partner's explanation and realizes their own call was misinterpreted now has unauthorized information (see Law 16A). They must carefully avoid taking any advantage from it (see Law 73C) — otherwise the Director is required to award an adjusted score.

B. A Mistaken Explanation

1. If the explanation given doesn't match the actual partnership agreement, that explanation is an infraction. If it damages the non-offending side, the Director is required to award an adjusted score.
2. If a player realizes their own explanation was wrong, the Director must be called before the opening lead is faced (or during play, if discovered later), and a corrected explanation given. The player may also call the Director before the auction ends, though there's no obligation to.
3. The player's partner must do nothing to fix the mistaken explanation while the auction continues. If they end up defending, they must call the Director and correct the explanation only after play ends. If they end up as declarer or dummy, they must call the Director and give the correction after the final pass.

C. A Mistaken Call

If the explanation correctly described the partnership agreement, and the mistake was in the call itself, there's no infraction. The explanation is not to be corrected (and the Director not to be notified) right away, and there's no obligation to do so later either. Regardless of any damage, the result stands [but see Law 21B1(b)].

D. The Director's Determination

1. Players are expected to accurately disclose their partnership agreements (see Law 20F1); failing to do so is Misinformation.
2. A genuine partnership agreement requires both players to share the same understanding — describing an 'agreement' where that shared understanding doesn't actually exist is an infraction. If the Director decides the misleading explanation wasn't based on a real partnership agreement, Law 21B applies.
3. Where there's an infraction (under B1 or D2) and there's enough evidence of the call's agreed meaning, the Director awards an adjusted score based on the likely outcome had the opponents gotten the correct explanation in time. If the Director decides the call has no agreed meaning, the adjusted score is based on the likely outcome had the opponents been told that.

Law 76 — Spectators

A. Control

1. Spectators in the playing area are subject to the Director's control, under the tournament's regulations.

2. Regulating Authorities and Tournament Organizers who allow electronic transmission of play as it happens may set regulations for how it's viewed and what viewer conduct is acceptable. (A viewer must not communicate with a player during a session that player is playing in.)

B. At the Table

1. A spectator may not look at more than one player's hand, unless regulations allow it.
2. A spectator must not show any reaction to the bidding or play while a deal is in progress.
3. During a round, a spectator must avoid any mannerisms or remarks, and must not talk with a player.
4. A spectator must not disturb a player.
5. A spectator at the table must not draw attention to any aspect of the game.

C. Participation

1. A spectator may speak about fact or law within the playing area only if the Director asks them to.
2. Regulating Authorities and Tournament Organizers may specify how to handle irregularities caused by spectators.

D. Status

Anyone in the playing area who isn't a player or tournament official counts as a spectator, unless the Director says otherwise.

Law 77 — Duplicate Bridge Scoring Table

Trick Score

Scored by declarer's side if the contract is fulfilled, per odd trick bid and made:

Denomination	Undoubled / Doubled / Redoubled
Clubs or Diamonds	20 / 40 / 80
Hearts or Spades	30 / 60 / 120
No trump — first odd trick	40 / 80 / 160
No trump — each additional odd trick	30 / 60 / 120

A trick score of 100 points or more on one board is **GAME**. Less than 100 points is a **PARTSCORE**.

Premium Score

Scored by declarer's side. Slams (bid and made):

Slam	Not Vulnerable / Vulnerable
Small Slam (12 tricks)	500 / 750
Grand Slam (all 13 tricks)	1000 / 1500

Overtricks (each trick made beyond the contract):

	Not Vulnerable / Vulnerable
Undoubled	Trick value / Trick value
Doubled	100 / 200
Redoubled	200 / 400

Other premiums: making game while vulnerable, 500; making game not vulnerable, 300; making any partscore, 50; making any doubled-but-not-redoubled contract, an extra 50; making any redoubled contract, an extra 100.

Undertrick Penalties

Scored by declarer's opponents if the contract isn't fulfilled — tricks by which declarer falls short:

	Not Vulnerable / Vulnerable
First undertrick, undoubled	50 / 100
First undertrick, doubled	100 / 200
First undertrick, redoubled	200 / 400
Each further undertrick, undoubled	50 / 100
Each further undertrick, doubled	200 / 300
Each further undertrick, redoubled	400 / 600
Extra bonus, 4th+ undertrick, undoubled	0 / 0
Extra bonus, 4th+ undertrick, doubled	100 / 0
Extra bonus, 4th+ undertrick, redoubled	200 / 0

If all four players pass (see Law 22), each side records a zero score.

Law 78 — Methods of Scoring and Conditions of Contest

A. Matchpoint Scoring

In matchpoint scoring, each contestant earns two scoring units (matchpoints or half-matchpoints) for every other comparable score that's worse than theirs, one unit for every score equal to theirs, and zero for every score better than theirs.

B. International Matchpoint Scoring

In IMP scoring, the total-point difference between the two compared scores on each board converts to IMPs on this scale:

Point difference	IMPs
0–10	0
20–40	1
50–80	2
90–120	3
130–160	4
170–210	5
220–260	6
270–310	7
320–360	8
370–420	9
430–490	10
500–590	11
600–740	12
750–890	13
900–1090	14
1100–1290	15
1300–1490	16
1500–1740	17
1750–1990	18
2000–2240	19
2250–2490	20
2500–2990	21
3000–3490	22
3500–3990	23
4000+	24

C. Total Point Scoring

In total point scoring, each contestant's score is the net total points across all boards played.

D. Conditions of Contest

With the Regulating Authority's approval, other scoring methods (e.g. converting to Victory Points) may be used. The Tournament Organizer should publish Conditions of Contest ahead of the event, covering entry conditions, scoring methods, how winners and ties are determined, and similar details. These Conditions must not conflict with any law or regulation, are required to include anything the Regulating Authority specifies, and should be available to contestants.

Law 79 — Tricks Won

A. Agreement on Tricks Won

1. The number of tricks won is required to be agreed before all four hands have been returned to the board.
2. A player must not knowingly accept either the score for a trick their side didn't win, or the concession of a trick the opponents couldn't have lost.

B. Disagreement on Tricks Won

If there's a disagreement, the Director must be called, then:

1. The Director decides whether there was a claim or concession, and if so, applies Law 69B or Law 71.
2. If B1 doesn't apply, the Director rules on what score should be recorded.
3. If the Director isn't called before the round ends, the score can only be changed for both sides if the Director becomes clearly convinced of what actually happened at the table. Otherwise, the recorded score stands — or one side's score may be reduced without increasing the other's.

C. Error in Score

1. An error in recording or calculating the agreed score, whether made by a player or an official, may be corrected until the period(s) the Tournament Organizer sets expires. Unless the Tournament Organizer sets a later time, this Correction Period ends 30 minutes after the official score becomes available for inspection.
2. With the Tournament Organizer's approval, a scoring error may still be corrected after the Correction Period ends, if the Director is satisfied beyond reasonable doubt that the record is wrong.

Law 80 — Regulation and Organization

A. The Regulating Authority

1. Under these Laws, the Regulating Authority is:
 - (a) the World Bridge Federation, for its own world tournaments and events;
 - (b) the relevant Zonal Authority, for tournaments and events held under its auspices;
 - (c) the National Bridge Organization, for any other tournament held under its auspices.
2. The Regulating Authority has the responsibilities and powers these Laws specify.
3. The Regulating Authority may delegate its powers (keeping ultimate responsibility for how they're used) or assign them outright (in which case it has no further responsibility for them).

B. The Tournament Organizer

1. The Regulating Authority may recognize an entity, the 'Tournament Organizer', responsible for arranging and preparing a tournament, subject to the Regulating Authority's requirements and these Laws. The Tournament Organizer's powers and duties can be delegated, but responsibility for them stays with the Organizer. The Regulating Authority and Tournament Organizer may be the same body.
2. The Tournament Organizer's powers and duties include:
 - (a) appointing the Director — if none is appointed, the players should designate someone to act as Director;
 - (b) making advance arrangements for the tournament: venue, equipment, and other logistics;
 - (c) setting the date and time of each session;
 - (d) setting the conditions of entry;
 - (e) setting the conditions for bidding and play under these Laws, plus any special conditions (e.g. play with screens, where rectification for actions not transmitted across the screen can vary);

- (f) announcing regulations that supplement, but don't conflict with, these Laws;
- (g) (i) arranging for any assistants the Director needs, and (ii) appointing other staff and setting their duties and responsibilities;
- (h) arranging for entries to be accepted and listed;
- (i) setting suitable playing conditions and announcing them to contestants;
- (j) arranging for scores to be collected, results tabulated, and an official record kept;
- (k) making suitable arrangements for appeals under Law 93;
- (l) any other powers and duties these Laws give it.

Law 81 — The Director

A. Official Status

The Director is the Tournament Organizer's official representative.

B. Restrictions and Responsibilities

1. The Director is responsible for the on-site technical running of the tournament, and has the power to fix any gaps the Tournament Organizer left.
2. The Director applies, and is bound by, these Laws and any supplementary regulations announced under authority these Laws grant.

C. The Director's Duties and Powers

Rectifying irregularities and redressing damage is the Director's job, not the players'. This normally also includes the power to:

1. maintain discipline and keep the game running in an orderly way;
2. administer and interpret these Laws, and advise players of their rights and responsibilities under them;
3. rectify an error or irregularity, however it comes to light, within the periods Laws 79C and 92B set;
4. assess rectification where it applies, and use the powers in Laws 90 and 91;
5. waive a rectification for good reason, at their discretion, if the non-offending side asks;
6. settle disputes;
7. refer a matter to an appropriate committee;
8. report results for the official record if the Tournament Organizer requires it, and handle anything else the Tournament Organizer delegates.

D. Delegating Duties

The Director may delegate duties to assistants, but stays responsible for them being done correctly.

Law 82 — Rectification of Errors of Procedure

A. The Director's Duty

It's the Director's job to fix procedural errors and keep the game moving in a way that doesn't conflict with these Laws.

B. Fixing a Procedural Error

To fix a procedural error, the Director may:

1. award an adjusted score, where these Laws allow it;

2. require, postpone, or cancel play of a board;
3. use any other power these Laws give them.

C. A Director's Mistake

If the Director later finds a ruling was wrong, and no rectification would let the board be scored normally, an adjusted score is required to be awarded — treating both sides as non-offending for that purpose.

Law 83 — Notifying the Right to Appeal

If the Director thinks a decision on a point of fact, or a use of discretionary power, might well deserve a second look, a contestant is required to be told they can appeal — or the matter may instead be referred to an appropriate committee.

Law 84 — Rulings on Agreed Facts

When a Director is called to rule on a point of law or regulation, and the facts are agreed, they rule as follows:

A. No Rectification Applies

If no rectification is set out in law, and there's no need to use discretionary powers, the Director tells the players to continue the auction or play.

B. A Law Provides the Rectification

If a Law clearly covers the case and sets out the rectification for the irregularity, the Director determines and applies it.

C. A Player Has a Choice

If a Law gives a player a choice of rectification, the Director explains the options and makes sure a choice is made and carried out.

D. The Director's Own Judgment

The Director resolves any doubtful point in favour of the non-offending side, aiming to restore equity. If the Director judges it likely that an irregularity damaged the non-offending side, and these Laws provide no rectification for it, the score is adjusted (see Law 12).

Law 85 — Rulings on Disputed Facts

When a Director is called to rule on a point of law or regulation where the facts are disputed, they proceed as follows:

A. Assessing the Facts

1. The Director is required to base their finding of facts on the balance of probabilities — that is, on the weight of whatever evidence can be gathered.
2. Once satisfied the facts are established, the Director applies Law 84.

B. When the Facts Can't Be Determined

If the Director can't establish the facts satisfactorily, they make whatever ruling lets play continue.

Law 86 — Team Play

A. Substitute Board

The Director is not to use Law 6's authority to order a board redealt if a contestant could already know the match's final result without that board. Instead, the Director awards an adjusted score.

B. A Result From the Other Table

1. Single Result Obtained — In team play, if the Director awards an adjusted score and the result at the other table (between the same contestants) clearly favours one side, the Director is required to award an assigned adjusted score [see Law 12C1(c); for multiple adjusted scores, see B2].
2. Multiple Results Obtained — In team play, if two or more non-comparable results arise between the same contestants, or these Laws otherwise require more than one adjusted score:
 - (a) if no contestant was at fault, the Director is required to cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2] — or, if there's time, play one or more substitute boards (but see A above);
 - (b) if only one contestant was at fault, the Director is required to award the non-offending side, for each board, either an artificial average-plus score [see Law 12C2(b)] or an assigned adjusted score — whichever is more favourable. The offending side gets the complementary score;
 - (c) if both contestants were at fault, the Director is required to cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2].
3. The Regulating Authority may set different rules for boards played at only one table between the same or multiple contestants — varying the score in B2 by regulation. Without a relevant regulation, the Director proceeds as above.

Law 87 — Fouled Board

A. Definition

A board counts as fouled if the Director finds that a card (or more than one) was misplaced in it, or the dealer or vulnerability differed between copies of the same board — and as a result, contestants who should be comparing scores didn't play the board in identical form.

B. Pairs and Individual Scoring

When scoring a fouled board, the Director determines, as closely as possible, which scores came from the board in its correct form and which came from the changed form(s), then divides them into groups and rates each group separately, per the tournament's regulations. (Without a relevant regulation, the Director chooses and announces the method.)

C. Teams Scoring

See Law 86B2.

Law 88 — Award of Indemnity Points

See Law 12C2.

Law 89 — Prohibited Behaviour and Reprehensible Conduct

A. It is an offence to:

1. seek to obtain, by illicit means, information about the board currently in play or about boards set for later play;
2. use illicit information about the board currently in play or about boards set for later play;

3. convey, or try to convey, information to partner about the board currently in play, by prohibited means;
4. convey, or try to convey, information to other players about boards set for later play.

B. A player who breaks A is subject to the sanctions for reprehensible conduct set out in the relevant disciplinary code.

C. Statistical or probabilistic analysis may be used to establish or support a charge that a contestant used prohibited communication methods.

D. Any of the following may count as grounds for finding wrongdoing, regardless of the actual outcome on the boards involved or what partner subsequently did or didn't do:

1. a statistically significant correlation between a player's manner or behaviour and the cards they held;
2. a statistically significant correlation between a player's unusual choice of action and the cards held by either their partner or an opponent;
3. possessing illicitly obtained information about unplayed boards or unpublished results.

A Regulating Authority may also weigh evidence from events outside its own jurisdiction, including disciplinary actions taken by another Regulating Authority.

Law 90 — Procedural Penalties

A. The Director's Authority

Besides applying the rectifications these Laws set out, the Director may also assess procedural penalties for any offence that unduly delays or disrupts the game, inconveniences other contestants, breaks correct procedure, or requires an adjusted score.

B. Examples of Offences

These are examples of offences that can draw a procedural penalty (the list isn't exhaustive):

1. a contestant arriving after the specified starting time;
2. a contestant playing unduly slowly;
3. discussing the bidding, play, or result of a board where another table might overhear;
4. comparing scores with another contestant without authorization;
5. touching or handling another player's cards (see Law 7);
6. putting a card in the wrong pocket of the board;
7. procedural errors (like failing to count your cards, or playing the wrong board) that require an adjusted score for any contestant;
8. not promptly following tournament regulations or the Director's instructions.

Law 91 — Penalize or Suspend

A. The Director's Powers

In maintaining order and discipline, the Director may assess disciplinary penalties in points, or suspend a player or contestant for the current session, or part of it. The Director's decision here is final (see Law 93B3).

B. The Right to Disqualify

The Director may disqualify a player or contestant for good cause, subject to the Tournament Organizer's approval.

Law 92 — Right to Appeal

A. A Contestant's Right

A contestant, or their captain, may appeal any ruling the Director made at that table. If the appeal is judged to lack merit, it may draw a sanction set by regulation.

B. When to Appeal

The right to request or appeal a Director's ruling expires 30 minutes after the official score becomes available for inspection, unless the Tournament Organizer sets a different time.

C. How to Appeal

Every request to review a ruling is required to go through the Director.

D. Agreement to Appeal

An appeal is not heard unless:

1. in a pairs event, both partners agree to make it (in an individual contest, the appellant doesn't need partner's agreement);
2. in a team event, the team captain agrees to make it.

Law 93 — Procedures of Appeal

A. No Appeals Committee

If there's no Appeals Committee (or no alternative arrangement under Law 80B2(k)), or one can't operate without disrupting the tournament's smooth running, the Director in charge is required to hear and rule on all appeals.

B. If an Appeals Committee Is Available

1. The Director in charge is required to hear and rule on any part of the appeal that's purely about a point of Law or regulation. This ruling may itself be appealed to the committee.
2. The Director in charge is required to refer every other appeal for a decision.
3. In deciding appeals, the committee (or authorized alternative) may use all the powers these Laws give the Director — except it may not overrule the Director in charge on a point of Law or regulation, or on their use of Law 91 disciplinary powers (though it may recommend the Director change such a ruling).

C. Further Appeals

1. Regulating Authorities may set up procedures for further appeals once the above steps are exhausted. A further appeal judged to lack merit may draw a sanction set by regulation.
2. The Director in charge, or the reviewing body, may refer a matter to the Regulating Authority for later consideration. The Regulating Authority has final authority to resolve any matter.
3. (a) Despite 1 and 2, if crucial to the tournament's progress, the Regulating Authority may assign final responsibility for an appeal to a specified tournament body — which, along with the parties to the appeal, is then bound by that outcome.

(b) With proper notice to contestants, a Regulating Authority may authorize skipping or modifying any stage of the appeals process these Laws set out.