



International Sport Federation (IF) recognized by the International Olympic Committee

# The Laws of Duplicate Bridge 2017

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## LAW 6 -THE SHUFFLE AND DEAL

### A. The Shuffle

Before play starts, each pack is thoroughly shuffled. There is a cut if either opponent so requests.

### B. The Deal

The cards must be dealt face down, one card at a time, into four hands of thirteen cards each; each hand is then placed face down in one of the four pockets of the board. No two adjacent cards from the deck shall be dealt into the same hand. The recommended procedure is that the cards be dealt in rotation, clockwise.

### C. Representation of Both Pairs

A member of each side should be present during the shuffle and deal unless the Director instructs otherwise.

### D. New Shuffle and Re-deal

1. If it is ascertained before the auction first begins on a board that the cards have been incorrectly dealt or that during the shuffle and deal a player could have seen the face of a card belonging to another player there shall be a new shuffle and deal. Thereafter Law 16D applies to the accidental sighting of a card belonging to another player's hand before completion of the play of the board (but see Law 24).
2. Unless the purpose of the tournament is the replay of past deals no result may stand if the cards are dealt without shuffle from a sorted deck<sup>1</sup> or if the deal has been imported from a

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<sup>1</sup> A 'sorted deck' is a pack of cards not randomized from its prior condition.



different session. (These provisions shall not prevent arrangements, where desired, for exchange of boards between tables.)

3. The Director may require a new shuffle and a redeal for any reason compatible with the Laws (but see Law 22B and Law 86A).

#### **E. Director's Option on Shuffling and Dealing**

1. The Director may instruct that the shuffle and deal be performed at each table immediately before play starts.
2. The Director may himself perform the shuffle and deal in advance.
3. The Director may have his assistants or other appointed agents perform the shuffle and deal in advance.
4. The Director may require a different method of dealing or pre-dealing to produce the same wholly random expectations as from A and B above.

#### **F. Duplication of Board**

If required by the conditions of play, one or more exact copies of each original deal may be made under the Director's instructions. When he so instructs there shall normally be no redeal of a board (although the Director has powers to order it).

### **LAW 7 - CONTROL OF BOARD AND CARDS**

#### **A. Placement of Board**

When a board is to be played it is placed in the centre of the table where it shall remain, correctly oriented, until play is completed.

#### **B. Removal of Cards from Board**

1. Each player takes a hand from the pocket corresponding to his compass position.
2. Each player counts his cards face down to be sure he has exactly thirteen; after that, and before making a call, he must inspect the faces of his cards.
3. During play each player retains possession of his own cards, not permitting them to be mixed with those of any other player. No player shall touch any cards other than his own (but declarer may play dummy's cards in accordance with Law 45) during or after play except by permission of an opponent or the Director.

#### **C. Returning Cards to Board**

After play has finished, each player should shuffle his original thirteen cards, after which he restores them to the pocket corresponding to his compass position. Thereafter no hand shall be removed from the board unless a member of each side, or the Director, is present.

#### **D. Responsibility for Procedures**

Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.

#### **E. End of Last Round and End of Session**

The last round of a session, and the session itself, ends for each table when play of all boards scheduled at that table has been completed, and when all scores have been entered without objection.

## **LAW 9 - PROCEDURE FOLLOWING AN IRREGULARITY**

### **A. Drawing Attention to an Irregularity**

1. Unless prohibited by Law, any player may draw attention to an irregularity during the auction period, whether or not it is his turn to call.
2. Unless prohibited by Law, declarer or either defender may draw attention to an irregularity that occurs during the play period. For an incorrectly pointed card see Law 65B3.
3. Any player, including dummy, may attempt to prevent an irregularity (but for dummy subject to Laws 42 and 43).
4. Dummy may not call attention to an irregularity until play of the hand is concluded (but see Law 20F5 for correction of declarer's apparently mistaken explanation).
5. There is no obligation to draw attention to an infraction of law committed by one's own side (but see Law 20F5 for correction of partner's apparently mistaken explanation).

### **B. After Attention Is Drawn to an Irregularity**

1. (a) The Director should be summoned at once when attention is drawn to an irregularity.  
(b) Any player, including dummy, may summon the Director after attention has been drawn to an irregularity.  
(c) Summoning the Director does not cause a player to forfeit any rights to which he might otherwise be entitled.  
(d) The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.
2. No player shall take any action until the Director has explained all matters in regard to rectification.

### **C. Premature Correction of an Irregularity**

Any premature correction of an irregularity by the offender may subject him to a further rectification (see the lead restrictions in Law 26B).

## **LAW 11 - FORFEITURE OF THE RIGHT TO RECTIFICATION**

### **A. Action by Non-Offending Side**

The right to rectification of an irregularity may be forfeited if either member of the non-offending side takes any action before summoning the Director. If a side has gained through subsequent action taken by an opponent in ignorance of the relevant provisions of the law, the Director adjusts only that side's score by taking away any accrued advantage. The other side retains the score achieved at the table.

### **B. Penalty after Forfeiture of the Right to Rectification**

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

## **LAW 12 - DIRECTOR'S DISCRETIONARY POWERS**

### **A. Power to Award an Adjusted Score**

On the application of a player within the period established under Law 92B or on his own initiative the Director may award an adjusted score when these Laws empower him to do so (in team play see Law 86B). This includes:

1. The Director may award an adjusted score in favour of a non-offending contestant when he judges that these Laws do not prescribe a rectification for the particular type of violation committed.
2. The Director awards an artificial adjusted score if no rectification can be made that will permit normal play of the board (see C2 below).
3. The Director may award an adjusted score if there has been an incorrect rectification of an irregularity.

#### **B. Objectives of Score Adjustment**

1. The objective of score adjustment is to redress damage to a non-offending side and to take away any advantage gained by an offending side through its infraction. Damage exists when, because of an infraction, an innocent side obtains a table result less favourable than would have been the expectation had the infraction not occurred.
2. The Director may not award an adjusted score on the grounds that the rectification provided in these Laws is either unduly severe or advantageous to either side.

#### **C. Awarding an Adjusted Score**

1. (a) When after an irregularity the Director is empowered by these laws to adjust a score and is able to award an assigned adjusted score, he does so. Such a score replaces the score obtained in play.  
(b) The Director in awarding an assigned adjusted score should seek to recover as nearly as possible the probable outcome of the board had the infraction not occurred.  
(c) An assigned adjusted score may be weighted to reflect the probabilities of a number of potential results, but only outcomes that could have been achieved in a legal manner may be included.  
(d) If the possibilities are numerous or not obvious, the Director may award an artificial adjusted score (see C2 below).  
(e) If, subsequent to the irregularity, the non-offending side has contributed to its own damage by an extremely serious error (unrelated to the infraction) or by a gambling action, which if unsuccessful it might have hoped to recover through rectification, then:
  - (i) The offending side is awarded the score it would have been allotted as the consequence of rectifying its infraction.
  - (ii) The non-offending side does not receive relief for such part of its damage as is self-inflicted.
2. (a) When owing to an irregularity no result can be obtained [see also C1(d)] the Director awards an artificial adjusted score according to responsibility for the irregularity: average minus (at most 40% of the available matchpoints in pairs) to a contestant directly at fault, average (50% in pairs) to a contestant only partly at fault, and average plus (at least 60% in pairs) to a contestant in no way at fault.  
(b) When the Director chooses to award an artificial adjusted score of average plus or average minus at IMP play, that score is plus 3 IMPs or minus 3 IMPs respectively. Subject to approval by the Regulating Authority, this may be varied by the Tournament Organizer as provided for by Laws 78D, 86B3 and (d) hereunder.  
(c) The foregoing is modified for a non-offending contestant that obtains a session score exceeding 60% of the available matchpoints or for an offending contestant that obtains a session score that is less than 40% of the available matchpoints (or the equivalent in

- IMPs). Such contestants are awarded the percentage obtained (or the equivalent in IMPs) on the other boards of that session.
- (d) The Regulating Authority may provide for circumstances where a contestant fails to obtain a result on multiple boards during the same session. The scores assigned for each subsequent board may be varied by regulation from those prescribed in (a) and (b) above.
3. In individual events the Director enforces the rectifications in these Laws, and the provisions requiring the award of adjusted scores, equally against both members of the offending side even though only one of them may be responsible for the irregularity. But the Director shall not award a procedural penalty against the offender's partner if of the opinion that he is in no way to blame.
  4. When the Director awards non-balancing adjusted scores in knockout play, each contestant's score on the board is calculated separately and the average of them is assigned to each.

## **LAW 15 - WRONG BOARD OR HAND**

### **A. Cards from Wrong Board**

1. A call is cancelled (together with any subsequent call) if it is made by a player holding cards that he has picked up from a wrong board.
2. (a) If the offender's partner has subsequently called, the Director shall award an adjusted score.  
(b) Otherwise, after looking at the correct hand the offender calls again and the auction continues normally from that point.  
(c) Law 16C applies to any call withdrawn or cancelled.
3. If the offender subsequently repeats his call on the board from which he mistakenly drew his cards the Director may allow that board to be played normally, but the Director shall award an adjusted score when offender's call differs<sup>2</sup> from his original cancelled call.
4. A procedural penalty (Law 90) may be assessed in addition to the rectifications above.

### **B. Wrong Board Discovered During Auction or Play Period<sup>3</sup>**

If, after the commencement of the auction period, the Director discovers that a contestant is playing a board not designated for him to play in the current round, then:

1. if one or more players at the table have previously played the board, with the correct opponents or otherwise, the board is cancelled for both his side and his opponents.
2. if none of the four players have previously played the board the Director shall require the auction and play to be completed. He allows the score to stand and may require both pairs to play the correct board against one another later.
3. the Director shall award an artificial adjusted score [see Law 12C2(a)] to any contestant deprived of the opportunity to earn a valid score.

## **LAW 17 - THE AUCTION PERIOD**

### **A. Auction Period Starts**

The auction period on a deal begins for a side when either partner withdraws his cards from the board.

### **B. The First Call**

The player designated by the board as dealer makes the first call.

### **C. Successive Calls**

The player to dealer's left makes the second call, and thereafter each player calls in turn in a clockwise rotation.

### **D. End of Auction Period**

1. The auction period ends when, subsequent to the end of the auction as in Law 22A, either defender faces an opening lead. (If the lead is out of turn then see Law 54.) The interval between the end of the auction and the end of the auction period is designated the Clarification Period.
2. If no player bids (see Law 22B) the auction period ends when all four hands have been returned to the board.
3. When a call has been followed by three passes the auction does not end if any of those passes was out of rotation, depriving a player of his right to call. When this occurs the auction reverts to the player who missed his turn, all subsequent passes are cancelled and the auction proceeds normally. Law 16C applies to the cancelled calls, any player who has passed out of rotation being an offender.

## **LAW 20 - REVIEW AND EXPLANATION OF CALLS**

### **A. Call Not Clearly Recognized**

A player may require clarification forthwith if he is in doubt what call has been made.

### **B. Review of Auction during Auction Period**

During the auction period, a player is entitled to have all previous calls restated when it is his turn to call, unless he is required by law to pass. Alerts should be included when responding to the request. A player may not ask for a partial review of previous calls and may not halt the review before it is completed.

### **C. Review after Final Pass**

1. After the final pass either defender has the right to ask if it is his opening lead (see Laws 47E and 41).
2. Declarer<sup>4</sup> or either defender may, at his first turn to play, require all previous calls to be restated. (See Laws 41B and 41C). As in B the player may not ask for only a partial restatement or halt the review.

### **D. Who May Review the Auction**

A request to have calls restated shall be responded to only by an opponent.

### **E. Correction of Error in Review**

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<sup>4</sup> Declarer's first turn to play is from dummy unless accepting an opening lead out of turn.

All players, including dummy or a player required by law to pass, are responsible for prompt correction of errors in restatement (see Law 12C1 when an uncorrected review causes damage).

#### **F. Explanation of Calls**

1. During the auction and before the final pass any player may request<sup>5</sup>, at his own turn to call, an explanation of the opponents' auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and about inferences from the choice of action where these are matters of partnership understanding. Except on the instruction of the Director replies should be given by the partner of the player who made the call in question. The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Law 16 may apply and the Regulating Authority may establish regulations for written explanations.
2. After the final pass and throughout the play period, either defender at his own turn to play may request an explanation of the opposing auction. At his turn to play from his hand or from dummy declarer may request an explanation of a defender's call or card play understandings. Explanations should be given on a like basis to 1 and by the partner of the player whose action is explained.
3. Under 1 and 2 above a player may ask concerning a single call but Law 16B1 may apply.
4. (a) If a player realizes during the auction that his own explanation was erroneous or incomplete, he must summon the Director before the end of the Clarification Period and correct the misexplanation. He may elect to call the Director sooner, but he is under no obligation to do so. (For a correction during the play period, see Law 75B2.)  
(b) The Director when summoned applies Law 21B or Law 40B3.
5. (a) A player whose partner has given a mistaken explanation may not correct the error during the auction, nor may he indicate in any manner that a mistake has been made. 'Mistaken explanation' here includes failure to alert or announce as regulations require or an alert (or an announcement) that regulations do not require.  
(b) The player must call the Director and inform his opponents that, in his opinion, his partner's explanation was erroneous (see Law 75B) but only at his first legal opportunity, which is:
  - (i) for a defender, at the end of the play.
  - (ii) for declarer or dummy, after the final pass of the auction.
6. If the Director judges that a player has based an action on misinformation given to him by an opponent see, as appropriate, Law 21 or Law 47E.

#### **G. Incorrect Procedure**

1. A player may not ask a question if his sole purpose is to benefit partner.
2. A player may not ask a question if his sole purpose is to elicit an incorrect response from an opponent.
3. Except as the Regulating Authority allows, a player may not consult his own system card and notes during the auction period and play [but see Law 40B2(b)].

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<sup>5</sup> Unless that player is required by law to pass.

## **LAW 23 – COMPARABLE CALL**

### **A. Definition**

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

1. has the same or similar meaning as that attributable to the withdrawn call, or
2. defines a subset of the possible meanings attributable to the withdrawn call, or
3. has the same purpose (e.g. an asking bid or a relay) as that attributable to the withdrawn call.

### **B. No Rectification**

When a call is cancelled (as per Law 29B) and the offender chooses at his proper turn to replace the irregularity with a comparable call, then both the auction and play continue without further rectification. Law 16C2 does not apply, but see C following.

### **C. Non-Offending Side Damaged**

If following the substitution of a comparable call [see Laws 27B1(b), 30B1(b)(ii), 31A2(a) and 32A2(a)] the Director judges at the end of the play that without the assistance gained through the infraction the outcome of the board could well have been different, and in consequence the non-offending side is damaged, he shall award an adjusted score [see Law 12C1(b)].

## **LAW 25 - LEGAL AND ILLEGAL CHANGES OF CALL**

### **A. Unintended Call**

1. If a player discovers that he has not made the call he intended to make, he may, until his partner makes a call, substitute the call he intended for the unintended call. The second (intended) call stands and is subject to the appropriate Law, but the lead restrictions in Law 26 do not apply.
2. If the player's original intent was to make the call selected or voiced, that call stands. A change of call may be allowed because of a mechanical error or a slip of the tongue, but not because of a loss of concentration regarding the intent of the action.
3. A player is allowed to replace an unintended call if the conditions described in A1 above are met, no matter how he may have become aware of his error.
4. No substitution of call may be made when his partner has made a subsequent call.
5. If the auction ends before it reaches the player's partner no substitution may occur after the end of the auction period (see Law 17D).
6. If a substitution is allowed the LHO may withdraw any call he made over the first call. Information from the withdrawn call is authorized to his side and unauthorized to the opponents.

### **B. Call Intended**

1. A substituted call not permitted by A may be accepted by the offender's LHO. (It is 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. Except as in B1, a substitution not permitted by A is cancelled. The original call stands and the auction continues (Law 26 may apply).
3. Law 16C applies to any call withdrawn or cancelled.



## **LAW 26 – CALL WITHDRAWN, LEAD RESTRICTIONS**

### **A. No Lead Restrictions**

When an offending player's call is withdrawn and it is replaced by a comparable call (see Law 23A), then if he becomes a defender there are no lead restrictions for his side. Law 16C does not apply, but see Law 23C.

### **B. Lead Restrictions**

When an offending player's call is withdrawn and it is not replaced by a comparable call, then if he becomes a defender declarer may, at the offender's partner's first turn to lead (which may be the opening lead) either:

1. require the offender's partner to lead any (one) suit which has not been specified in the legal auction by the offender; or
2. prohibit offender's partner from leading any (one) suit which has not been specified in the legal auction by the offender. Such prohibition continues for as long as the offender's partner retains the lead.

## **LAW 42 - DUMMY'S RIGHTS**

### **A. Absolute Rights**

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

### **B. Qualified Rights**

Dummy may exercise other rights subject to the limitations stated in Law 43.

1. Dummy may ask declarer (but not a defender) when he has failed to follow suit to a trick whether he has a card of the suit led.
2. He may try to prevent any irregularity.
3. He may draw attention to any irregularity, but only after play of the hand is concluded.

## **LAW 45 - CARD PLAYED**

### **A. Play of Card from a Hand**

Each player except dummy plays a card by detaching it from his hand and facing<sup>6</sup> it on the table immediately before him.

### **B. Play of Card from Dummy**

Declarer plays a card from dummy by naming the card, after which dummy picks up the card and faces it on the table. In playing from dummy's hand declarer may, if necessary, pick up the desired card himself.

### **C. Card Deemed to be Played**

1. A defender's card held so that it is possible for his partner to see its face is deemed played to the current trick (if the defender has already made a legal play to the current trick, see Law 45E).
2. Declarer is deemed to have played a card from his hand if it is:

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<sup>6</sup> The opening lead is first made face down unless the Regulating Authority directs otherwise.

- (a) held face up, touching or nearly touching the table; or
  - (b) maintained in such a position as to indicate that it has been played.
3. A card in the dummy is played if it has been deliberately touched by declarer except for the purpose either of arranging dummy's cards, or of reaching a card above or below the card or cards touched.
  4. (a) A card is played if a player names or otherwise designates it as the card he proposes to play (but see Law 47).
    - (b) Declarer may correct an unintended designation of a card from dummy until he next plays a card from either his own hand or from dummy. A change of designation may be allowed after a slip of the tongue, but not after a loss of concentration or a reconsideration of action. If an opponent has, in turn, played a card that was legal before the change in designation, that opponent may withdraw the card so played, return it to his hand, and substitute another (see Laws 47D and 16C1).
  5. A penalty card, major or minor, may have to be played (see Law 50).

#### **D. Dummy Picks up a Non-designated Card**

1. If dummy places in the played position a card that declarer did not name, the card must be withdrawn if attention is drawn to it before each side has played to the next trick, and a defender may withdraw and return to his hand a card played after the error but before attention was drawn to it; if declarer's RHO changes his play, declarer may withdraw a card he had subsequently played to that trick. (See Law 16C.)
2. When it is too late to change dummy's wrongly placed card (see above), the play continues normally without alteration of the cards played to this or any subsequent trick. If the wrongly placed card was the first card of the trick, then the failure to follow suit to that card may now constitute a revoke (see Laws 64A, 64B7 and 64C). If the wrongly placed card was contributed to a trick already in progress and dummy thereby has revoked, see Laws 64B3 and 64C.

#### **E. Fifth Card Played to Trick**

1. A fifth card contributed to a trick by a defender becomes a penalty card, subject to Law 50, unless the Director deems that it was led, in which case Law 53 or 56 applies.
2. When declarer contributes a fifth card to a trick from his own hand or dummy, it is returned to the hand without further rectification unless the Director deems that it was led, in which case Law 55 applies.

#### **F. Dummy Indicates Card**

After dummy's hand is faced, dummy may not touch or indicate any card (except for purpose of arrangement) without instruction from declarer. If he does so the Director should be summoned forthwith and informed of the action. Play continues. At the end of the play the Director shall award an adjusted score if he considers dummy suggested a play to declarer and the defenders were damaged by the play suggested.

#### **G. Turning the Trick**

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

### **LAW 50 - DISPOSITION OF PENALTY CARD**

A card prematurely exposed (but not led, see Law 57) by a defender is a penalty card unless the Director designates otherwise (see Law 49 and Law 72C may apply).

#### **A. Penalty Card Remains Exposed**

A penalty card must be left face up on the table immediately before the player to whom it belongs, until a rectification has been selected.

#### **B. Major or Minor Penalty Card**

A single card below the rank of an honour exposed unintentionally (as in playing two cards to a trick, or in dropping a card accidentally) becomes a minor penalty card. Any card of honour rank, or any card exposed through deliberate play (for example in leading out of turn, or in revoking and then correcting), becomes a major penalty card; when one defender has two or more penalty cards, all such cards become major penalty cards.

#### **C. Disposition of Minor Penalty Card**

When a defender has a minor penalty card, he may not play any other card of the same suit below the rank of an honour until he has first played the penalty card, but he is entitled to play an honour card instead. Offender's partner is not subject to lead restriction, but see E following.

#### **D. Disposition of Major Penalty Card**

When a defender has a major penalty card, both the offender and his partner may be subject to restriction, the offender whenever he is to play, the partner whenever he is to lead.

1. (a) Except as provided in (b) below, a major penalty card must be played at the first legal opportunity, whether in leading, following suit, discarding or trumping. If a defender has two or more penalty cards that can legally be played, declarer designates which is to be played.
  - (b) The obligation to follow suit, or to comply with a lead or play restriction, takes precedence over the obligation to play a major penalty card, but the penalty card must still be left face up on the table and played at the next legal opportunity.
2. When a defender has the lead while his partner has a major penalty card, he may not lead until declarer has stated which of the options below is selected (if the defender leads prematurely, he is subject to rectification under Law 49). Declarer may choose:
  - (a) to require<sup>7</sup> the defender to lead the suit of the penalty card, or to prohibit<sup>7</sup> him from leading that suit for as long as he retains the lead (for two or more penalty cards, see Law 51); if declarer exercises either of these options, the card is no longer a penalty card and is picked up.
  - (b) not to require or prohibit a lead, in which case the defender may lead any card and the penalty card remains on the table as a penalty card<sup>8</sup>. If this option is selected Law 50D continues to apply for as long as the penalty card remains.

#### **E. Information from a Penalty Card**

1. Information derived from a penalty card and the requirements for playing that penalty card are authorized for all players for as long as the penalty card remains on the table.
2. Information derived from a penalty card that has been returned to hand [as per Law 50D2(a)] is unauthorized for the partner of the player who had the penalty card (see Law 16C), but authorized for declarer.
3. Once a penalty card has been played, information derived from the circumstances under which it was created is unauthorized for the partner of the player who had the card. (For a penalty card which has not yet been played, see E1 above.)

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<sup>7</sup> If the player is unable to lead as required see Law 59.

<sup>8</sup> If the partner of the defender with the penalty card retains the lead, and the penalty card has not yet been played, then all the requirements and options of Law 50D2 apply again at the following trick.

4. If following the application of E1 the Director judges at the end of play that without the assistance gained through the exposed card the outcome of the board could well have been different, and in consequence the non-offending side is damaged (see Law 12B1), he shall award an adjusted score. In his adjustment he should seek to recover as nearly as possible the probable outcome of the board without the effect of the penalty card(s).

## **LAW 51 - TWO OR MORE PENALTY CARDS**

### **A. Offender to Play**

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

### **B. Offender's Partner to Lead**

1. (a) When a defender has two or more penalty cards in one suit, and declarer requires<sup>7</sup> the defender's partner to lead that suit, the cards of that suit are no longer penalty cards and are picked up; the defender may make any legal play to the trick.  
(b) When a defender has two or more penalty cards in one suit, and declarer prohibits<sup>7</sup> 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 continues until the player loses the lead.
2. (a) When a defender has penalty cards in more than one suit [see Law 50D2(a)] and his partner is to lead, declarer may require<sup>9</sup> the defender's partner to lead a specified suit in which the defender has a penalty card [but B1(a) preceding then applies].  
(b) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may prohibit<sup>9</sup> the defender's partner from leading one or more of such suits; the defender then picks up every penalty card in every suit prohibited by declarer and makes any legal play to the trick. The prohibition continues until the player loses the lead.  
(c) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may elect not to require or prohibit a lead, in which case the defender's partner may lead any card and the penalty cards remain on the table as penalty cards<sup>10</sup>. If this option is selected Laws 50 and 51 continue to apply for as long as the penalty cards remain.

## **LAW 87 - FOULED BOARD**

### **A. Definition**

A board is considered to be fouled if the Director determines that a card (or more than one) was displaced in the board, or if he determines that the dealer or vulnerability differed between copies of the same board, and the contestants who should have had a score comparison did not play the board in identical form for such reason.

### **B. Pairs and Individual Scoring**

In scoring a fouled board the Director determines as closely as possible which scores were obtained on the board in its correct form and which in the changed form(s). He divides the scores on that basis into groups and rates each group separately as provided in the regulations for the tournament. (In the absence of a relevant regulation the Director selects and announces his method.)

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<sup>9</sup> If the player is unable to lead as required see Law 59.

<sup>10</sup> If the partner of the defender with the penalty cards retains the lead, then all the requirements and options of Law 51B2 apply again at the following trick.