

1997 original texts	2007 Laws 44 - 45 (Final Version)
<p>[Deletions highlighted in yellow]</p> <p>Law 44A - The player who leads to a trick may play any card in his hand (unless he is subject to restriction after an irregularity committed by his side).</p> <p>Law 44B - After the lead, each other player in turn plays a card, and the four cards so played constitute a trick. (For the method of playing cards and arranging tricks see Law 65.)</p> <p>Law 44C - In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws.</p> <p>Law 44D - If unable to follow suit, a player may play any card (unless he is subject to restriction after an irregularity committed by his side).</p> <p>Law 44E - A trick containing a trump is won by the player who has contributed to it the highest trump.</p> <p>Law 44F - A trick that does not contain a trump is won by the player who has contributed to it the highest card of</p>	<p>[Additions and changes highlighted in yellow]</p> <p>LAW 44 - SEQUENCE AND PROCEDURE OF PLAY</p> <p>A. Lead to a Trick</p> <p>The player who leads to a trick may play any card in his hand (unless he is subject to restriction after an irregularity committed by his side).</p> <p>B. Subsequent Plays to a Trick</p> <p>After the lead, each other player in turn plays a card <del>in rotation</del>, and the four cards so played constitute a trick. (For the method of playing cards and arranging tricks see <b>Laws 45 and 65 respectively.</b>)</p> <p>C. Requirement to Follow Suit</p> <p>In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws.</p> <p>D. Inability to Follow Suit</p> <p>If unable to follow suit, a player may play any card (unless he is subject to restriction after an irregularity committed by his side).</p> <p>E. Tricks Containing Trumps</p> <p>A trick containing a trump is won by the player who has contributed to it the highest trump.</p> <p>F. Tricks Not Containing Trumps</p> <p>A trick that does not contain a trump is won by the player who has contributed to it the highest card of the</p>

the suit led.

Law 44G - The player who has won the trick leads to the next trick.

Law 45A - Each player except dummy plays a card by detaching it from his hand and facing\* it on the table immediately before him.

Law 45B - 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.

Law 45C1 - A defender's card held so that it is possible for his partner to see its face must be played to the current trick (if the defender has already made a legal play to the current trick, see Law 45E).

Law 45C2 - Declarer must play a card from his hand

Law 45C2 - held face up, touching or nearly touching the table, or

Law 45C2 - maintained in such a position as to indicate that it has been played.

Law 45C3 - A card in the dummy must be played if it has been deliberately touched by declarer except for the purpose of arranging dummy's cards, or of reaching a card above or below the card or cards touched.

suit led.

G. Lead to Tricks Subsequent to First Trick

The lead to the following next trick is from the hand that supplied the winning card in accordance with E or F in which the last trick was won.

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\* 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. Compulsory Play of Card

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

2. Declarer must play a card from his hand if it is

(a) held in position 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 must be played if it has been deliberately touched by declarer except for the purpose either of arranging dummy's cards, or of reaching a card

Law 45C4(a) - A card must be played if a player names or otherwise designates it as the card he proposes to play.

Law 45C4(b) - A player may, **without penalty**, change an inadvertent designation if he does so without pause for thought; **but** if an opponent has, in turn, played a card that was legal before the change in designation, that opponent may withdraw **without penalty** the card so played and substitute another (see Law 47E).

Law 45C5 - A penalty card, major or minor, may have to be played, subject to Law 50.

Law 45D - 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 **(without penalty)** 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 16C2).

Law 45E1 - 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.

Law 45E2 - When declarer contributes a fifth card to a trick from his own hand or dummy, **there is no penalty** unless the Director deems that it was led, in which case Law 55 applies.

Law 45F - After dummy's hand is faced, dummy may not

above or below the card or cards touched.

4. (a) A card must be played if a player names or otherwise designates it as the card he proposes to play.

(b) ~~A-Until his partner has played a card a~~ player may change an **unintended** designation if he does so without pause for thought, ~~for his side Law 16D2 then applies.~~ 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 16D1**).

5. A penalty card, major or minor, may have to be played **(see Law 50)**.

#### D. Card Misplayed by Dummy

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 16D.)**

#### 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

touch or indicate any card (except for purpose of arrangement) without instruction from declarer. If he does so, the Director should be summoned forthwith. The Director shall rule whether dummy's act did in fact constitute a suggestion to declarer. When the Director judges that it did, he allows play to continue, reserving his right to assign an adjusted score if the defenders were damaged by the play **so** suggested.

Law 45G - No player should turn his card face down until all four players have played to the trick.

Law 45 footnote - The opening lead is first made face down (unless the **sponsoring organisation** directs otherwise).

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.

\* The opening lead is first made face down unless the **Regulating Authority** directs otherwise.