

Penalty Cards

- Definitions

Penalty: "A card subject to disposition under Law 50".

- Law 50

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

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How do we get a penalty card?

- It was exposed during the auction and that player becomes a defender (Law 24)
- Defender shows or allows a card to be seen when it is not their turn to play (Law 49)
- Via Laws (eg 5th card to a trick, lead out of turn not accepted, simultaneous play by defenders, corrected revoke by defender, defective trick).

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A penalty card does not go back in the hand until the price has been paid ...

Law 50A 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.

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Minor Penalty Card ...

Law 50B 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.

A ten is an honour card

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Minor Penalty Card ...

Law 50C Disposition of a 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..

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Minor Penalty Card Example ...

East accidentally drops 8D face up on table.

Director is called and advises it is a minor penalty card to remain face up in front of East.

East holds DKT62 and has the 8D in front of her.

East may play the DKT at any time. They may not play the D62 without playing the D8 first.

If West happens to be on lead, there are no lead restrictions.

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Major Penalty Card ...

Law 50B Major or 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.

A ten is an honour card

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Major Penalty Card ...

Law 50D Disposition of a 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.**

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Major Penalty Card ... first legal opportunity

Law 50D Disposition of a Major Penalty Card

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.

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Major Penalty Card ... priority

Law 50D Disposition of a Major Penalty Card

(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.

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Major Penalty Card ... lead restrictions

Law 50D Disposition of a Major Penalty Card

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:

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Major Penalty Card ... require or prohibit

Law 50D Disposition of a Major Penalty Card

(a) to require the defender to lead the suit of the penalty card, or to prohibit 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.

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Major Penalty Card ... require or prohibit

Law 50D Disposition of a Major Penalty Card

(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**. If this option is selected Law 50D continues to apply for as long as the penalty card remains.

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Major Penalty Card ... Need to play is authorized for all

Law 50E 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**.

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Major Penalty Card ... UI if returned to hand

Law 50E Information from a Penalty Card

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.

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Major Penalty Card ... UI after it has been played

Law 50E Information from a Penalty Card

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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Penalty Card .. Damage caused by the exposed card

Law 50E Information from a Penalty Card

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).

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Two or more Penalty Cards

Law 51A 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.

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Two or more Penalty Cards in one suit

Law 51B Offenders Partner to Lead

Two or more penalty cards in one suit. If Declarer requires that suit to be lead, then cards are no longer penalty cards and are picked up.

Two or more penalty cards in one suit. If Declarer prohibits that suit to be lead, then cards are no longer penalty cards and are picked up. Prohibitions continues until the player loses the lead.

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Penalty Cards in more than one suit

Law 51B Offenders Partner to Lead

Penalty cards in more than one suit. Declarer may **require** the partner to lead one specified suit (of those that are penalty cards).

Two or more penalty cards in one suit. If Declarer **prohibits** that suit (or suits) to be lead, then (those) cards are no longer penalty cards and are picked up. Prohibitions continues until the player loses the lead.

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Penalty Cards – does not comply

Law 52A Defender Fails to Play Penalty Card

When defender fails to lead or play a penalty card as required by Law, he may not, on his own initiative, withdraw any other card he has played.

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Penalty Cards – does not comply

Law 52B Defender Plays Another Card

1. Declarer may accept that lead or play;
2. Declarer must accept if he has hereafter played from his hand or dummy;
3. If the played card is accepted, other card(s) remain penalty cards.

If declarer does not accept, defender must substitute the penalty card – the illegal card now becomes a penalty card.

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Penalty Cards – cannot comply

Law 59 Inability to Lead or Play as Required

A player may play any otherwise legal card if he is unable to lead or play as required to comply with rectification, whether because he holds no card of the required suit, or because he only has cards of a suit he is prohibited from leading, or because he is obliged to follow suit.