

1997 original texts	2007 Laws 76 - 78 (Final Version)
<p>[Deletions highlighted in yellow]</p> <p>Law 81C4 - The Director's duties and powers normally include the following: to maintain discipline and to insure the orderly progress of the game.</p> <p>Law 80F - A sponsoring organisation conducting an event under these Laws has the following duties and powers: to publish or announce regulations supplementary to, but not in conflict with, these Laws.</p> <p>Law 76A1 - A spectator should not look at the hand of more than one player, except by permission.</p> <p>Law 76A2 - A spectator must not display any reaction to the bidding or play while a deal is in progress.</p> <p>Law 76A3 - During the round, a spectator must refrain from mannerisms or remarks of any kind (including conversation with a player).</p> <p>Law 76A4 - A spectator must not in any way disturb a player.</p> <p>Law 76B - A spectator may not call attention to any irregularity or mistake,</p>	<p>[Additions and changes highlighted in yellow]</p> <p>LAW 76 - SPECTATORS</p> <p>A. Control</p> <ol style="list-style-type: none"> 1. Spectators in the playing area* are subject to the control of the Director under the regulations for the tournament. 2. Regulating Authorities and Tournament Organizers who grant facilities for electronic transmission of play as it occurs may establish by regulation the terms by which such transmissions are viewed and prescribe acceptable conduct for viewers. (A viewer must not communicate with a player in the course of a session in which the latter is playing.) <p>B. At the Table</p> <ol style="list-style-type: none"> 1. A spectator may not look at the hand of more than one player unless allowed by regulation. 2. A spectator must not show any reaction to the bidding or play when a deal is in progress. 3. During a round a spectator must refrain from mannerisms or remarks of any kind and must have no conversation with a player. 4. A spectator must not disturb a player. 5. A spectator at the table shall not draw attention to any aspect of the game. <p>C. Participation</p> <ol style="list-style-type: none"> 1. A spectator may speak as to fact or law within the playing area* only when requested to do so by the Director. 2. Regulations Regulating Authorities and Tournament Organizers may

Law 76B - A spectator may not ... speak on any question of fact or law except by request of the Director.

Law 11B1 - The right to penalise an irregularity may be forfeited if attention is first drawn to the irregularity by a spectator for whose presence at the table the non-offending side is responsible.
 Law 11B2 - The right to correct an irregularity may be forfeited if attention is first drawn to the irregularity by a spectator for whose presence at the table the offending side is responsible.

LAW 77 - DUPLICATE BRIDGE SCORING TABLE

TRICK SCORE

Scored by declarer's side if the contract is fulfilled.

IF TRUMPS ARE:	♣	♦	♥	♠
For each odd trick bid and made				
Undoubled	20	20	30	
30				
Doubled	40	40	60	
60				
Redoubled	80	80	120	
120				

~~specify circumstances in which a side is held responsible for the presence and actions of a spectator, and how the Director shall treat such circumstances.~~ how to deal with irregularities caused by spectators.

D. Status

Any person in the playing area*, other than a player or a tournament official, has the status of a spectator unless the Director specifies differently.

* The playing area includes all parts of the accommodation where a player may be present during a session in which he is participating. It may be further defined by regulation.

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IF TRUMPS ARE:	♣	♦	♥	♠
For each odd trick bid and made				
Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

AT A NO TRUMP CONTRACT

For first odd trick bid and made	
Undoubled	40
Doubled	80
Redoubled	160
For each additional odd trick	
Undoubled	30
Doubled	60
Redoubled	120

A trick score of 100 points or more, made on one board, is GAME.

<p>AT A NO TRUMP CONTRACT</p> <p>For first odd trick bid and made</p> <table border="0"> <tr><td>Undoubled</td><td>40</td></tr> <tr><td>Doubled</td><td>80</td></tr> <tr><td>Redoubled</td><td>160</td></tr> </table> <p>For each additional odd trick</p> <table border="0"> <tr><td>Undoubled</td><td>30</td></tr> <tr><td>Doubled</td><td>60</td></tr> <tr><td>Redoubled</td><td>120</td></tr> </table> <p>A trick score of 100 points or more, made on one board, is GAME.</p> <p>A trick score of less than 100 points is a PARTSCORE.</p> <p>PREMIUM SCORE Scored by declarer's side</p> <p>SLAMS</p> <table border="0"> <tr><td>For making a slam</td><td>Not Vulnerable</td><td></td></tr> <tr><td>Vulnerable</td><td></td><td></td></tr> </table> <table border="0"> <tr><td>Small Slam (12 tricks) bid and made</td><td>500</td><td>750</td></tr> <tr><td>Grand Slam (all 13 tricks) bid and made</td><td>1000</td><td>1500</td></tr> </table> <p>OVERTRICKS</p> <table border="0"> <tr><td>For each OVERTRICK (tricks made in excess of contract)</td><td>Not Vulnerable</td><td>Vulnerable</td></tr> <tr><td>Undoubled</td><td>Trick Value</td><td>Trick Value</td></tr> <tr><td>Doubled</td><td>100</td><td>200</td></tr> <tr><td>Redoubled</td><td>200</td><td>400</td></tr> </table> <p>PREMIUMS FOR GAME, PARTSCORE, FULFILLING CONTRACT</p> <table border="0"> <tr><td>For making GAME vulnerable</td><td>500</td></tr> <tr><td>For making GAME, not vulnerable</td><td>300</td></tr> <tr><td>For making any PARTSCORE</td><td>50</td></tr> <tr><td>For making any doubled, but not redoubled contract</td><td>50</td></tr> <tr><td>For making any redoubled contract</td><td>100</td></tr> </table> <p>UNDERTRICK PENALTIES Scored by declarer's opponents if the contract is not fulfilled</p> <p>UNDERTRICKS Tricks by which declarer falls short of the contract</p> <table border="0"> <tr><td></td><td>Not Vulnerable</td><td>Vulnerable</td></tr> <tr><td>For first undertrick</td><td></td><td></td></tr> <tr><td>Undoubled</td><td>50</td><td>100</td></tr> <tr><td>Doubled</td><td>100</td><td>200</td></tr> <tr><td>Redoubled</td><td>200</td><td>400</td></tr> </table>	Undoubled	40	Doubled	80	Redoubled	160	Undoubled	30	Doubled	60	Redoubled	120	For making a slam	Not Vulnerable		Vulnerable			Small Slam (12 tricks) bid and made	500	750	Grand Slam (all 13 tricks) bid and made	1000	1500	For each OVERTRICK (tricks made in excess of contract)	Not Vulnerable	Vulnerable	Undoubled	Trick Value	Trick Value	Doubled	100	200	Redoubled	200	400	For making GAME vulnerable	500	For making GAME, not vulnerable	300	For making any PARTSCORE	50	For making any doubled, but not redoubled contract	50	For making any redoubled contract	100		Not Vulnerable	Vulnerable	For first undertrick			Undoubled	50	100	Doubled	100	200	Redoubled	200	400	<p>A trick score of less than 100 points is a PARTSCORE.</p> <p>PREMIUM SCORE Scored by declarer's side</p> <p>SLAMS</p> <table border="0"> <tr><td>For making a slam</td><td>Not Vulnerable</td><td>Vulnerable</td></tr> <tr><td>Small Slam (12 tricks) bid and made</td><td>500</td><td>750</td></tr> <tr><td>Grand Slam (all 13 tricks) bid and made</td><td>1000</td><td>1500</td></tr> </table> <p>OVERTRICKS</p> <table border="0"> <tr><td>For each OVERTRICK (tricks made in excess of contract)</td><td>Not Vulnerable</td><td>Vulnerable</td></tr> <tr><td>Undoubled</td><td>Trick Value</td><td>Trick Value</td></tr> <tr><td>Doubled</td><td>100</td><td>200</td></tr> <tr><td>Redoubled</td><td>200</td><td>400</td></tr> </table> <p>PREMIUMS FOR GAME, PARTSCORE, FULFILLING CONTRACT</p> <table border="0"> <tr><td>For making GAME vulnerable</td><td>500</td></tr> <tr><td>For making GAME, not vulnerable</td><td>300</td></tr> <tr><td>For making any PARTSCORE</td><td>50</td></tr> <tr><td>For making any doubled, but not redoubled contract</td><td>50</td></tr> <tr><td>For making any redoubled contract</td><td>100</td></tr> </table> <p>UNDERTRICK PENALTIES Scored by declarer's opponents if the contract is not fulfilled</p> <p>UNDERTRICKS Tricks by which declarer falls short of the contract</p> <table border="0"> <tr><td></td><td>Not Vulnerable</td><td>Vulnerable</td></tr> <tr><td>For first undertrick</td><td></td><td></td></tr> <tr><td>Undoubled</td><td>50</td><td>100</td></tr> <tr><td>Doubled</td><td>100</td><td>200</td></tr> <tr><td>Redoubled</td><td>200</td><td>400</td></tr> </table>	For making a slam	Not Vulnerable	Vulnerable	Small Slam (12 tricks) bid and made	500	750	Grand Slam (all 13 tricks) bid and made	1000	1500	For each OVERTRICK (tricks made in excess of contract)	Not Vulnerable	Vulnerable	Undoubled	Trick Value	Trick Value	Doubled	100	200	Redoubled	200	400	For making GAME vulnerable	500	For making GAME, not vulnerable	300	For making any PARTSCORE	50	For making any doubled, but not redoubled contract	50	For making any redoubled contract	100		Not Vulnerable	Vulnerable	For first undertrick			Undoubled	50	100	Doubled	100	200	Redoubled	200	400
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UNDERTRICK PENALTIES

Scored by declarer's opponents if the contract is not fulfilled

UNDERTRICKS

Tricks by which declarer falls short of the contract

	Not Vulnerable	
Vulnerable		
For first undertrick		
Undoubled	50	100
Doubled	100	200
Redoubled	200	400
For each additional undertrick		
Undoubled	50	100
Doubled	200	300
Redoubled	400	600
Bonus for the fourth and each subsequent undertrick		
Undoubled	0	0
Doubled	100	0
Redoubled	200	0

For each additional undertrick

Undoubled	50	100
Doubled	200	300
Redoubled	400	600

Bonus for the fourth and each subsequent undertrick

Undoubled	0	0
Doubled	100	0
Redoubled	200	0

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

LAW 78 - METHODS OF SCORING AND CONDITIONS OF CONTEST

A. Matchpoint Scoring

In matchpoint scoring each contestant is awarded, for scores made by different contestants who have played the same board and whose scores are compared with his, two scoring units (matchpoints or half matchpoints) for each score inferior to his, one scoring unit for each score equal to his, and zero scoring units for each score superior to his.

B. International Matchpoint Scoring

In international matchpoint scoring, on each board the total point difference between the two scores compared is converted into IMPs according to the following scale.

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

upward

Law 78A - In matchpoint scoring each contestant is awarded, for scores made by different contestants who have played the same board and whose scores are compared with his, two scoring units (matchpoints or half matchpoints) for each score inferior to his, one scoring unit for each score equal to his, and zero scoring units for each score superior to his.

Law 78B - In international matchpoint scoring, on each board the total point difference between the two scores compared is converted into IMPs according to the following scale.

Difference in points	IMPs	Difference in points	IMPs	Difference in points	
20-40	1	370-420	9	1500-1740	17
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270-310	7	1100-1290	15	3500-3990	23
320-360	8	1300-1490	16	4000 & upward	24

Law 78C - In total point scoring, the net total point score of all boards played is the score for each contestant.

Law 78D - Special scoring methods are permissible,

C. Total Point Scoring

In total point scoring, the net total point score of all boards played is the score for each contestant.

D. Conditions of Contest

If approved by the Regulating Authority other scoring methods (for example conversions to Victory Points) may be adopted. The Tournament Organizer should publish Conditions of Contest in advance of a tournament or contest. These should detail conditions of entry, methods of scoring, determination of winners, breaking of ties, and the like. The Conditions must not conflict with law or regulation and shall incorporate any information specified by the Regulating Authority. They should be available to contestants.

if approved by the sponsoring organisation. In advance of any contest the sponsoring organisation should publish conditions of contest detailing conditions of entry, methods of scoring, determination of winners, breaking of ties, and the like.