

1997 original texts	2007 proposed Laws 65 - 66 (for publication)
<p>[Proposed deletions highlighted in yellow]</p> <p>Law 65A - When four cards have been played to a trick, each player turns his own card face down near him on the table.</p> <p>Law 65B1 - If the player's side has won the trick, the card is pointed lengthwise toward his partner.</p> <p>Law 65B2 - If the opponents have won the trick, the card is pointed lengthwise toward the opponents.</p> <p>Law 9A2(a) - Unless prohibited by Law, declarer or either defender may call attention to an irregularity that occurs during the play period.</p> <p>Law 9A2(b) (1) - Dummy may not call attention to an irregularity during the play but may do so after play of the hand is concluded.</p> <p>Law 65C - Each player arranges his own cards in an orderly overlapping row in the sequence played, so as to permit review of the play after its completion, if necessary to determine the number of tricks won by each side or the order in which the cards were played.</p> <p>Law 65D - A player should not disturb the order of his played cards until agreement has been reached on the</p>	<p>[Proposed additions and changes highlighted in yellow]</p> <p>LAW 65 - ARRANGEMENT OF TRICKS</p> <p>A. Completed Trick</p> <p>When four cards have been played to a trick, each player turns his own card face down near him on the table.</p> <p>B. Keeping Track of the Ownership of Tricks</p> <ol style="list-style-type: none"> 1. If the player's side has won the trick, the card is pointed lengthwise toward his partner. 2. If the opponents have won the trick, the card is pointed lengthwise toward the opponents. 3. Declarer may require that a card pointed incorrectly is pointed as above. At the risk of creating unauthorized information for partner, dummy or either defender may draw attention to a card pointed incorrectly; but for these players the right expires when a lead is made to the following trick whereupon it becomes a prohibited action (see Law 9A2 & 3). <p>C. Orderliness</p> <p>Each player arranges his own cards in an orderly overlapping row in the sequence played, so as to permit review of the play after its completion, if necessary to determine the number of tricks won by each side or the order in which the cards were played.</p> <p>D. Agreement on Results of Play</p> <p>A player should not disturb the order of his played cards until agreement has been reached on the number of tricks</p>

number of tricks won. A player who fails to comply with the provisions of this Law jeopardises his right to claim ownership of doubtful tricks or to claim a revoke.

Law 66A - So long as his side has not led or played to the next trick, declarer or either defender may, until he has turned his own card face down on the table, require that all cards just played to the trick be faced.

Law 66B - Until a card is led to the next trick, declarer or either defender may inspect, but not expose, his own last card played.

Law 66C - Thereafter, until play ceases, quitted tricks may not be inspected (except at the Director's specific instruction; for example, to verify a claim of a revoke).

Law 66D - After play ceases, the played and unplayed cards may be inspected to settle a claim of a revoke, or of the number of tricks won or lost; but no player should handle cards other than his own. If, after such a claim has been made, a player mixes his cards in such a manner that the Director can no longer ascertain the facts, the Director shall rule in favour of the other side.

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LAW 66 - INSPECTION OF TRICKS

A. Current Trick

So long as his side has not led or played to the next trick, declarer or either defender may, until he has turned his own card face down on the table, require that all cards just played to the trick be faced.

B. Own Last Card

Until a card is led to the next trick, declarer or either defender may inspect, but not expose, his own last card played.

C. Quitted Tricks

Thereafter, until play ceases, the cards of quitted tricks may not be inspected (except at the Director's specific instruction; for example, **if necessary** to verify a claim of a revoke).

D. After the Conclusion of Play

After play ceases, the played and unplayed cards may be inspected to settle a claim of a revoke, or of the number of tricks won or lost; but no player should handle cards other than his own. If, after such a claim has been made, a player mixes his cards in such a manner that the Director can no longer ascertain the facts, the Director shall rule in favour of the other side.