

1997 original texts	2007 proposed Laws 6 – 9 (for publication)
<p>[Proposed deletions highlighted in yellow]</p> <p>Law 6A - Before play starts, each pack is thoroughly shuffled. There is a cut if either opponent so requests.</p> <p>Law 6B - The cards must be dealt face down, one card at time, into four hands of thirteen cards each; each hand is then placed face down in one of the four pockets of the board. The recommended procedure is that the cards be dealt in rotation, clockwise.</p> <p>Law 6C - A member of each side should be present during the shuffle and deal unless the Director instructs otherwise.</p> <p>Law 6D1 - There must be a new shuffle and a re-deal if it is ascertained before the auction begins for both sides (see Law 17A) that the cards have been incorrectly dealt or that a player could have seen the face of a card belonging to another hand.</p> <p>Law 6D2 - No result may stand if the cards are dealt without shuffle from a sorted deck or if the deal had previously been played in a different session.</p>	<p>[Proposed additions and changes highlighted in yellow]</p> <p>LAW 6 - THE SHUFFLE AND DEAL</p> <p>A. The Shuffle</p> <p>Before play starts, each pack is thoroughly shuffled. There is a cut if either opponent so requests.</p> <p>B. The Deal</p> <p>The cards must be dealt face down, one card at time, into four hands of thirteen cards each; each hand is then placed face down in one of the four pockets of the board. The recommended procedure is that the cards be dealt in rotation, clockwise.</p> <p>C. Representation of Both Pairs</p> <p>A member of each side should be present during the shuffle and deal unless the Director instructs otherwise.</p> <p>D. New Shuffle and Re-deal</p> <p>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 16B applies to the accidental sighting of a card belonging to another player's hand before the end of play, any illegally dealt board is a fouled board, and for any other irregularity see the relevant Law.</p> <p>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* or if the deal has been imported from a different session.</p>

<p>Law 6D3 - Subject to Law 22A, there must be a new shuffle and a redeal when required by the Director for any reason compatible with the Laws (but see Law 86C).</p> <p>Law 6E1 - The Director may instruct that the shuffle and deal be performed at each table immediately before play starts.</p> <p>Law 6E2 - The Director may perform the shuffle and deal in advance, himself.</p> <p>Law 6E3 - The Director may have his assistants or other appointed agents perform the shuffle and deal in advance.</p> <p>Law 6E4 - The Director may require a different method of dealing or pre-dealing.</p> <p>Law 6F - If required by the conditions of play, one or more exact copies of each original deal may be made under the Director's instructions.</p> <p>Law 7A - When a board is to be played it is placed in the centre of the table until play is completed.</p> <p>Law 7B - Each player takes a hand from the pocket</p>	<p>3. Subject to Law 22A, there must be a new shuffle and a redeal when required by the Director for any reason compatible with the Laws (but see Law 86C).</p> <p>E. Director's Option on Shuffling and Dealing</p> <p>1. The Director may instruct that the shuffle and deal be performed at each table immediately before play starts.</p> <p>2. The Director may perform the shuffle and deal in advance, himself.</p> <p>3. The Director may have his assistants or other appointed agents perform the shuffle and deal in advance.</p> <p>4. The Director may require a different method of dealing or pre-dealing.</p> <p>F. Duplication of Board</p> <p>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 does so there shall normally be no redeal of a board (although the Director has powers to order it in exceptional circumstances).</p> <p>* A 'sorted deck' is a pack of cards not randomized from its prior condition.</p> <p>LAW 7 - CONTROL OF BOARD AND CARDS</p> <p>A. Placement of Board</p> <p>When a board is to be played it is placed in the centre of the table until play is completed.</p> <p>B. Removal of Cards from Board</p> <p>1. Each player takes a hand from the pocket corresponding</p>
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<p>corresponding to his compass position.</p> <p>Law 7B1 - 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 face of his cards.</p> <p>Law 7B2 - 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 the Director.</p> <p>Law 7C - Each player shall restore his original thirteen cards 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.</p> <p>Law 7D - Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.</p> <p>Law 8A1 - The Director instructs the players as to the proper movement of boards and progression of contestants.</p> <p>Law 8A2 - The North player at each table is responsible for moving the boards just completed at his table to the proper table for the following round, unless the Director instructs otherwise.</p>	<p>to his compass position.</p> <p>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 face of his cards.</p> <p>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 the Director.</p> <p>C. Returning Cards to Board</p> <p>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.</p> <p>D. Responsibility for Procedures</p> <p>Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.</p> <p>LAW 8 - SEQUENCE OF ROUNDS</p> <p>A. Movement of Boards and Players</p> <p>1. The Director instructs the players as to the proper movement of boards and progression of contestants.</p> <p>2. Unless the Director instructs otherwise, the North player at each table is responsible for moving the boards just completed at his table to the proper table for the following round.</p> <p>B. End of Round</p>
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<p>Law 8B - In general, a round ends when the Director gives the signal for the start of the following round; but if any table has not completed play by that time, the round continues for that table until there has been a progression of players.</p> <p>Law 82B2 - To rectify an error in procedure the Director may: require or postpone the play of a board.</p> <p>Law 8C - 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 on the proper scoring forms without objection.</p> <p>Law 9A1 - Unless prohibited by Law, any player may call attention to an irregularity during the auction, whether or not it is his turn to call.</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 9A2(b)(2) - Dummy may attempt to prevent declarer from committing an irregularity (Law 42B2).</p> <p>Law 9A2(b) - Dummy (dummy's restricted rights are defined in Laws 42 and 43)</p> <p>Law 72B3 - There is no obligation to draw attention to an</p>	<p>1. In general, a round ends when the Director gives the signal for the start of the following round; but if any table has not completed play by that time, the round continues for that table until there has been a progression of players.</p> <p>2. When the Director exercises his authority to postpone play of a board, for that board the round does not end for the players concerned until the board has been played and the score agreed and recorded or the Director has cancelled the play of the board.</p> <p>C. End of Last Round and End of Session</p> <p>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.</p> <p>LAW 9 - PROCEDURE FOLLOWING AN IRREGULARITY</p> <p>A. Drawing Attention to an Irregularity</p> <p>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.</p> <p>2. Unless prohibited by Law, declarer or either defender may draw attention to an irregularity that occurs during the play period. For incorrectly pointed card see Law 65B3.</p> <p>3. When an irregularity has occurred dummy may not draw attention to it during the play period but may do so after play of the hand is concluded. However any player, including dummy, may attempt to prevent another player's committing an irregularity (but for dummy subject to Laws 42 and 43).</p> <p>4. There is no obligation to draw attention to an</p>
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<p>inadvertent infraction of law committed by one's own side (but see footnote to Law 75 for a mistaken explanation).</p> <p>Law 9B1(a) - The Director must be summoned at once when attention is drawn to an irregularity.</p> <p>Law 9B1(b) - Any player, including dummy, may summon the Director after attention has been drawn to an irregularity.</p> <p>Law 9B1(c) - Summoning the Director does not cause a player to forfeit any rights to which he might otherwise be entitled.</p> <p>Law 9B1(d) - The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.</p> <p>Law 9B2 - No player shall take any action until the Director has explained all matters in regard to rectification and to the assessment of a penalty.</p> <p>Law 9C - Any premature correction of an irregularity by the offender may subject him to a further penalty (see the lead penalties of Law 26).</p>	<p>infraction of law committed by one's own side (but see Law 20F5 for explanation of partner's apparent error).</p> <p>B. After Attention Is Drawn to an Irregularity</p> <p>1. (a) The Director should be summoned at once when attention is drawn to an irregularity.</p> <p>(b) Any player, including dummy, may summon the Director after attention has been drawn to an irregularity.</p> <p>(c) Summoning the Director does not cause a player to forfeit any rights to which he might otherwise be entitled.</p> <p>(d) The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.</p> <p>2. No player shall take any action until the Director has explained all matters in regard to rectification.</p> <p>C. Premature Correction of an Irregularity</p> <p>Any premature correction of an irregularity by the offender may subject him to a further rectification (see the lead restrictions in Law 26).</p>
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