

LAW 73 COMMUNICATION

A. Proper Communication between Partners

1. How Effected

Communication between partners during the auction and play shall be effected only by means of the calls and plays themselves.

2. Correct Manner for Calls and Plays

Calls and plays should be made without special emphasis, mannerism or inflection, and without undue hesitation or haste (however, sponsoring organizations may require mandatory pauses, as on the first round of auction, or after a skip-bid warning, or on the first trick).

B. Inappropriate Communication Between Partners

1. Gratuitous Information

Partners shall not communicate through the manner in which calls or plays are made, through extraneous remarks or gestures, through questions asked or not asked of the opponents or through alerts and explanations given or not given to them.

2. Prearranged Communication

The gravest possible offense is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws. A guilty partnership risks expulsion.

C. Player Receives Unauthorized Information from Partner

When a player has available to him unauthorized information from his partner, as from a remark, question, explanation, gesture, mannerism, special emphasis, inflection, haste or hesitation, he must carefully avoid taking any advantage that might accrue to his side.

D. Variations in Tempo or Manner

1. Inadvertent Variations

It is desirable, though not always required, for players to maintain steady tempo and unvarying manner. However, players should be particularly careful in positions in which variations may work to the benefit of their side. Otherwise, inadvertently to vary the tempo or manner in which a call or play is made does not in itself constitute a violation of propriety, but inferences from such variation may appropriately be drawn only by an opponent, and at his own risk.

2. Intentional Variations

A player may not attempt to mislead an opponent by means of remark or gesture, through the haste or hesitancy of a call or play (as in hesitating before playing a singleton), or by the manner in which the call or play is made.

E. Deception

A player may appropriately attempt to deceive an opponent through a call or play (so long as the deception is not protected by concealed partnership understanding or experience). It is entirely appropriate to avoid giving information to the opponents by making all calls and plays in unvarying tempo and manner.

F. Violation of Proprieties

When a violation of the Proprieties described in this law results in damage to an innocent opponent,

1. Player Acts on Unauthorized Information

if the Director determines that a player chose from among logical alternative actions one that could demonstrably have been suggested over another by his partner's remark, manner, tempo, or the like, he shall award an adjusted score (see [Law 16](#)).

2. Player Injured by Illegal Deception

if the Director determines that an innocent player has drawn a false inference from a remark, manner, tempo, or the like, of an opponent who has no demonstrable bridge reason for the action, and who could have known, at the time of the action, that the action could work to his benefit, the Director shall award an adjusted score (see [Law 12C](#)).

LAW 74 CONDUCT AND ETIQUETTE

A. Proper Attitude

1. Courtesy

A player should maintain a courteous attitude at all times.

2. Etiquette of Word and Action

A player should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.

3. Conformity to Correct Procedure

Every player should follow uniform and correct procedure in calling and playing.

B. Etiquette

As a matter of courtesy a player should refrain from:

1. paying insufficient attention to the game.
2. making gratuitous comments during the auction and play.
3. detaching a card before it is his turn to play.

4. prolonging play unnecessarily (as in playing on although he knows that all the tricks are surely his) for the purpose of disconcerting an opponent.
5. summoning and addressing the Director in a manner discourteous to him or to other contestants.

C. Violations of Procedure

The following are considered violations of procedure:

1. using different designations for the same call.
2. indicating approval or disapproval of a call or play.
3. indicating the expectation or intention of winning or losing a trick that has not been completed.
4. commenting or acting during the auction or play so as to call attention to a significant occurrence, or to the number of tricks still required for success.
5. looking intently at any other player during the auction and play, or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws a card (but it is appropriate to act on information acquired by inadvertently seeing an opponent's card ♣).
6. showing an obvious lack of further interest in a deal (as by folding one's cards).
7. varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.
8. leaving the table needlessly before the round is called.

➤ See **Law 73D2** when a player may have shown his cards intentionally.