



**The Laws of Duplicate Bridge 2017**  
**(2024 修訂)**



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### Part 1:

The Laws of Duplicate Bridge 2017 (2024 revised)  
複式橋藝規則 2017 (2024 修訂)

### Part 2:

WBF Systems Policy 2023  
WBF 制度規範 2023

### Part 3:

WBF Alerting 2023  
WBF 示警規範 2023

### Part 4:

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# The Laws of Duplicate Bridge 2017

## 複式橋藝規則 2017

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With thanks to the members of the World Bridge Federation Laws Committee, Max Bavin, Maurizio Di Sacco, David Harris, Alvin Levy, Chip Martel, Howard Weinstein, John Wignall, Adam Wildavsky, Laurie Kelso (Secretary) and Ton Kooijman (Chairman).

茲感謝以下世界橋藝聯盟法規委員會委員：

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*The historic co-operation of the Portland Club, the European Bridge League and the American Contract Bridge League is acknowledged*

茲鳴謝波特蘭俱樂部、歐洲橋藝聯盟與美國合約橋牌聯盟的長久合作



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## PREFACE TO THE 2017 LAWS OF DUPLICATE BRIDGE 2017 複式橋藝規則 – 序

In contrast to other Mindsports like Chess and Go, Bridge is a comparatively new game and as such is continually evolving. The first Laws of Duplicate Bridge were published in 1928 and there have been successive revisions in 1933, 1935, 1943, 1949, 1963, 1975, 1987, 1997, and 2007. Through the 1930's the Laws were promulgated by the Portland Club of London and the Whist Club of New York. From the 1940's onwards the American Contract Bridge League Laws Commission replaced the Whist Club, while the British Bridge League and the European Bridge League supplemented the Portland Club's work.

相較於其他心智運動 (如西洋棋與圍棋) 而言，橋藝是相對較新的競賽，且至今仍在不斷發展。第一版複式合約橋藝規則於 1928 年出版，之後經歷 1933、1935、1943、1949、1963、1975、1987、1997 及 2017 年持續修訂並發布。橋藝規則於 1930 年代乃由英國波特蘭俱樂部與紐約惠斯特俱樂部所頒布。自 1940 年代起，美國合約橋藝協會法規委員會接替了惠斯特俱樂部，而英國橋藝協會及歐洲橋藝協會則負責協助波特蘭俱樂部。

Now responsibility for regular revisions has been adopted by the World Bridge Federation whose Laws Committee is charged with the task of reviewing the Laws at least once every decade. It is fair to state that this latest review is the most extensive to date. Many, many submissions were received from individuals, Tournament Directors, NBO's and Zones and all were considered at length by the Committee. After meeting at a number of Championships and after exchanging some thousands of emails consensus was eventually achieved. The thanks of the whole Bridge world are surely owed to the hard-working Committee members whose names appear below. In particular Ton Kooijman called on his vast experience to act as Chairman and guide the task to a successful conclusion. But no praise is too high for the Secretary, Laurie Kelso, who did all the collating and clerical work, most of the drafting, and devoted countless hours of his time. Without him the job would never have been finished.

世界橋藝聯盟現已接手橋藝規則的定期修訂工作。其法規委員會每十年至少會複審橋藝規則一次。最近一次的複審可說是有史以來規模最大的一次複審。法規委員會仔細推敲了無數橋手、比賽裁判、國家級及地區級橋藝組織提交的材料，並經歷了多次錦標賽會議及數千封電子郵件往來，最後終於達成了共識。橋藝界應大力感謝這些勞苦功高的委員會成員（其成員名單如下所示）。尤有甚者，Ton Kooijman 主席貢獻了他廣泛的經驗，讓這份橋規得以完成。我們更應讚揚秘書 Laurie Kelso，他負責了所有的聯絡與文書工作、大部分的草稿撰寫、並奉獻了大量的時間。如果沒有他，就沒有這份橋規的存在。

The trends begun in the 2007 Revision have been continued - the increased discretion given to Tournament Directors, the attempts to rectify a situation rather than to penalise, and maintaining the position of Regulating Authorities. It is not expected that the Code herein will last indefinitely (indeed right up to the time of publication there were still ongoing discussions on certain laws) but the framework is there, tried and tested, for future editions.

本橋藝規則延續了自 2007 年修訂以來的方針：裁判裁量權的放寬、矯正本位而非處罰本位、及維持主管單位的地位。我們不認為本橋藝規則會永久有效（事實上在發表的同時，我們對某些規則仍有未完的討論），但其架構已千錘百鍊，將成為未來版本的基石。

The Committee acknowledges with gratitude the substantial help it has received from many individuals. It was all greatly appreciated.

委員會在此由衷感激各界的大力協助。在此表達深切的謝意。

*John R. Wignall, MNZM*

**The members of the WBF Laws Committee were (世界橋藝聯盟法規委員會成員如下) :**

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Maurizio Di Sacco  
David Harris  
Alvin Levy  
Chip Martel

Howard Weinstein  
John Wignall  
Adam Wildavsky  
Laurie Kelso (秘書)  
Ton Kooijman (主席)

## INTRODUCTION TO THE 2017 LAWS OF DUPLICATE BRIDGE 2017 複式橋藝規則簡介

Duplicate Bridge is continually evolving and changing which is why the World Bridge Federation has charged its Laws Committee with the task of “at least once each decade making a comprehensive study and updating of the entire laws structure.”

由於複式橋牌持續地成長改變，世界橋藝聯盟賦予其法規委員會如下使命：「每十年對橋藝規則架構進行至少一次的全方位研究及修訂。」

This latest review, begun some five years ago, is the most comprehensive to date. Suggestions and comments were sought from interested individuals and National Bridge Organisations and Zones. 此次最新版的修訂乃由五年前開始進行，且為至今最詳盡的版本。委員會為此尋求了熱心人士及國家級與地區級橋藝組織的建議與意見。

After these were all collated they were considered by the Committee in depth with the relevant law, which then was either amended or left alone. The discussions occurred at a number of WBF Championships and some thousands of emails were exchanged over a five year period. 蒐集前述資料後，委員會深度檢視相關規則，並決定進行修訂或維持條文。委員們在五年間透過數次世界橋藝聯盟錦標賽以及上千封的電子郵件相互討論。

The purpose of the Laws remains unchanged. They are designed to define correct procedure and to provide an adequate remedy for when something goes wrong. They are designed not to punish irregularities but rather to rectify situations where non-offenders may otherwise be damaged. Players should be ready to accept graciously any rectification, penalty, or ruling. 橋藝規則的方針始終如一。諸多條文都是為了定義正確程序，並提供發生錯誤時的適切補救措施。橋規的目的並非處罰違規者，而是矯正非違規者受到的損害。橋手們應當有風度地接受任何矯正措施、處罰或是裁定。

The trend, begun in 2007, to give Tournament Directors more discretion in enforcing the Law has been continued and attempts have been made to clarify interpretations. The Commentary at the end, an innovation, gives examples to help in this respect. 我們延續了自 2007 年以來的方針：給予競賽裁判更多的裁量權。我們也努力讓法規的解釋明朗化，因此我們新增了文後註釋，以判例來協助解釋。

Established usage has been retained in regard to “may” do (failure to do it is not wrong), “does” (establishes procedure without suggesting that violation be penalised) “should” do (failure to do it is an infraction jeopardising the infractor’s rights but not often penalised), “shall” do (a violation will incur a penalty more often than not) “must” do (the strongest word, a serious matter indeed). Again “must not” is the strongest prohibition, “shall not” is strong but “may not” is stronger – just short of “must not”.

本橋規所沿用之用詞如下：得 ( may ) 代表「未作並非違規」；作 ( does ) 代表「某措施之實行，但不表示違反該措施應被處罰」；須 ( should ) 表示「未作乃屬違規，且將損及違規方之權利，但通常不會被處罰」；應 ( shall ) 表示「違反方通常會接受處罰」；務必 ( must ) 則為最強烈的措詞，表示此事件相當嚴重。同樣地，務必不 ( must not ) 是最強烈的禁止用語，而不須 ( shall not ) 也為一強烈用詞，但不及於不得 ( may not )。不得 ( may not ) 僅比務必不 ( must not ) 來得輕微。[譯按：強度依序為「務必>應>須>得」；「務必不>不得>不應」]

For the avoidance of doubt, this Introduction and the Definitions that follow form part of the Laws. 為消除疑慮，本介紹與後述定義均視為本橋規之一部分。

Finally, unless the context clearly dictates otherwise, the singular includes the plural, the masculine includes the feminine, and vice versa.

最後，除非另有說明，否則所有單數用語均涵蓋複數使用，所有陽性名詞均涵蓋陰性名詞，反之亦然。



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## DEFINITIONS 定義

<i>Adjusted Score</i> 調整得分	A score awarded by the Director (see Law 12). It is either “artificial” or “assigned”. 經裁判裁定給予之得分 ( 參照 Law 12 ) 。可為人為調整得分或指派結果調整得分。
<i>Alert</i> 示警	A notification, whose form may be specified by the Regulating Authority, to the effect that opponents may be in need of an explanation. 提示敵方可能需要接受解釋。提示方式得由主管單位規定。
<i>Artificial call</i> 人為叫品	1. A bid, double, or redouble that conveys information (not being information taken for granted by players generally) other than (or in addition to) a willingness to play in the denomination named or last named. 2. A pass that promises more than a specified amount of strength. 3. A pass that promises or denies values other than in the last suit named. 1. 一個叫價、賭倍或再賭倍傳達之訊息有違一般橋手之認知，並非 ( 或並非僅 ) 願意打該名目或最後叫出的名目。 2. 一個派司保證之力量比特定力量更多。 3. 一個派司保證或否認「非最後叫出之花色」的力量。
<i>Auction</i> 叫牌	1. The process of determining the contract by means of successive calls. It begins when the first call is made. 2. The aggregate of calls made (see Law 17). 1. 經由連續叫品以決定合約之過程。 2. 各賽員所有叫品之集合 ( 參照 Law 17 ) 。
<i>Bid</i> 叫價	an undertaking to win at least a specified number of odd tricks (tricks in excess of six) in a specified denomination. 擬於給定名目下至少贏得給定線位磴數 ( 超過六磴之磴數 ) 之承諾。
<i>Board</i> 牌套 ( 盒 ) / 牌	1. A duplicate board as described in Law 2. 2. The four hands as originally dealt and placed in a duplicate board for play during a session (also referred to as a ‘deal’). 1. 複式比賽使用之牌套 ( 盒 ) ，詳 Law 2 。 2. 每節比賽中，事先發好放置於牌套 ( 盒 ) 中之四家牌張。
<i>Call</i> 叫品	Any bid, double, redouble or pass. 任何叫價、賭倍、再賭倍或派司。
<i>Cancelled</i> 取消	see “Withdrawn”. 見「撤回」。
<i>Contestant</i> 賽員	in an individual event, a player; in a pair event, two players playing as partners throughout the event; in a team event, four or more players playing as team-mates. 於個人賽中：一位橋手；於雙人賽中：全程同伴之兩位橋手；於隊制賽中：同隊之四位 ( 或以上 ) 橋手。

<i>Contract</i>	the undertaking by declarer's side to win, at the denomination named, the number of odd tricks specified in the final bid, whether undoubled, doubled or redoubled. (See Law 22)
合約	擬於莊家一方在最後叫價所示名目贏得所示線位磴數之承諾，與有無賭倍或再賭倍無關。(參照 Law 22)
<i>Deal</i>	1. The distribution of the pack to form the hands of the four players. 2. The cards so distributed considered as a unit, including the auction and play thereof.
發牌 / 牌局	1. 將一副牌分發給四家賽員。 2. 包含牌張分配、叫牌及打牌之通稱單位。
<i>Declarer</i>	the player who, for the side that makes the final bid, first bid the denomination named in the final bid. He becomes declarer when the opening lead is faced (but see Law 54A when the opening lead is made out of turn).
莊家	於叫出最終叫價之一方中，首次叫出最終叫價名目之賽員。該賽員於首攻牌亮出後，即成為莊家（但若為違序首攻時，則參照 Law 54A）。
<i>Defender</i> 防家	an opponent of (presumed) declarer. (預設) 莊家之任一敵家。
<i>Denomination</i> 名目	the suit or no trump specified in a bid. 叫價所表示之花色或無王。
<i>Double</i> 賭倍	a call over an opponent's bid increasing the scoring value of fulfilled or defeated contracts (see Laws 19A and 77). 為使成約或倒約時增加得分，而對敵方叫價所施加之叫品（參照 Law 19A 及 Law 77）。
<i>Dummy</i> 夢家	1. Declarer's partner. He becomes dummy when the opening lead is faced and ceases to be dummy when play ends. 2. Declarer's partner's cards, once they are spread on the table after the opening lead. 1. 莊家之同伴。首攻牌亮出後即成夢家，直至打牌結束。 2. 莊家同伴之牌張，於首引後一經攤置桌面，亦稱為夢家。
<i>Event</i> 比賽	a contest of one or more sessions (synonym for 'Tournament'). 一節或多節之競賽（與 Tournament 同義）。
<i>Extraneous</i> 外來的	not part of the lawful procedures of the game. 不屬於競賽之規則規範內的。
<i>Follow Suit</i> 跟牌	Play a card of the suit that has been led. 打出（其他賽員）所攻牌組之同花色牌張。
<i>Game</i> 成局	100 or more trick points scored on one deal (see Law 77). 一牌局之牌磴分數達到或超過 100 分時（參照 Law 19A 及 Law 77）。
<i>Hand</i> 手牌	the cards originally dealt to a player, or the remaining portion thereof. 起初分發予一賽員之牌張，或其打牌後之剩餘牌張。

<i>Honour</i> 尊張	any Ace, King, Queen, Jack or 10. 任何 Ace、King、Queen、Jack 或 10 點。
<i>Infraction</i> 違規	a player's breach of Law or of Lawful regulation. 賽員違反橋規或規定。
<i>International Matchpoint (IMP)</i> 國際序分	a unit of scoring awarded according to a schedule established in Law 78B. Law 78B 所列計分表之記分單位。
<i>Irregularity</i> 違常	a deviation from correct procedure inclusive of, but not limited to, those which involve an infraction by a player. 超出橋規所定正常程序之樣態，包含但不限於賽員之違規行為。
<i>Lead</i> 攻牌	the first card played to a trick. 每磴牌之第一張出牌。
<i>LHO</i> 左敵家	Left-hand opponent. 位於左手邊的敵家。
<i>Matchpoint</i> 序分	a unit of scoring awarded to a contestant as a result of comparison with one or more other scores. See Law 78A. 與一或多個成績比較後所給予賽員之計分單位。參照 Law 78A。
<i>Misinformation</i> 錯誤信息	the failure of a side to accurately disclose partnership method or understanding, as and when required by law or regulation. 在橋規或規定下，未精確聲明搭檔間之約定或協議。
<i>Odd Trick</i> 線位磴數	each trick to be won by declarer's side in excess of six. 莊家一方超過六磴之各贏磴。
<i>Opening Lead</i> 首攻	the card led to the first trick. 開始打牌時第一磴之攻牌。
<i>Opponent</i> 敵家	a player of the other side; a member of the partnership to which one is opposed. 對方賽員之一；亦即敵方搭擋之一。
<i>Overtrick</i> 超磴	each trick won by declarer's side in excess of the contract. 莊家一方得牌，超過合約線位數量之磴數。
<i>Pack</i> 牌副	the 52 playing cards with which the game is played. 合約橋牌所用之 52 張牌張。
<i>Partner</i> 同伴	the player with whom one plays as a side against the other two players at the table. 打牌時與某賽員同為一方以對抗另兩位賽員者。
<i>Partscore</i> 部分分數	90 or fewer trick points scored on one deal (see Law 77). 一牌局之合約線位分數在 90 分或以下者（參照 Law 77）。
<i>Pass</i> 派司	a call specifying that a player does not, at that turn, elect to bid, double or redouble. 賽員於一輪叫牌中未選擇叫價、賭倍或再賭倍之叫品。

<p><b>Penalty</b> 處罰</p> <p style="padding-left: 2em;"><i>disciplinary</i></p> <p style="padding-left: 2em;"><i>紀律性</i></p> <p style="padding-left: 2em;"><i>procedural</i></p> <p style="padding-left: 2em;"><i>程序性</i></p>	<p>(See also ‘Rectification’) - penalties are of two kinds: 處罰 ( 參照 「 矯正 」 ) 含以下兩種： those applied for the maintenance of courtesy and good order (see Law 91), and 用於維持禮節及良好秩序 ( 參照 Law 91 ) penalties (additional to any rectification) assessed at the Director’s discretion in cases of procedural irregularities (see Law 90). 程序性違常中，裁判裁量後給予 ( 任何矯正外之 ) 處罰。 ( 參照 Law 90 )</p>
<p><b>Penalty card</b> 罰張</p>	<p>a card subject to disposition under Law 50. 受 Law 50 規定處置之牌張。</p>
<p><b>Play</b></p> <p style="padding-left: 2em;"><i>打牌</i></p>	<p>1. The contribution of a card from one’s hand to a trick, including the first card, which is the lead. 2. The aggregate of plays made. 3. The period during which the cards are played. The aggregate of the calls and plays on a board. 1. 賽員於一磴牌中打出一張牌張，包括攻牌，即每磴之第一 張牌。2. 已經打出牌張之集合。3. 打出牌張之過程。4. 一 副牌之全部叫牌與打牌之集合。</p>
<p><b>Play period</b></p> <p style="padding-left: 2em;"><i>打牌階段</i></p>	<p>commences when the opening lead on a board is faced; contestants’ rights and powers in the play period each expire as the relevant Law provides. The play period itself ends when the cards are removed from their slots on the subsequent board (or when the last board of a round is quitted). 始於一副牌的首攻亮出；賽員的權利和權力分別因對應的條 文而終止。當下一副牌的牌張被從牌盒中拿出 ( 或一圈的最 後一牌結束時 )，此副牌的打牌階段即終止。</p>
<p><b>Premium Points</b> 獎分</p>	<p>any points earned other than trick points (see Law 77). 牌磴分數以外之其他得分 ( 參照 Law 77 )。</p>
<p><b>Presumed Declarer</b> <i>預設莊家</i></p>	<p>the player, who in the absence of an irregularity, would become declarer. 若無違常，應會成為莊家的賽員。</p>
<p><b>Psychic call</b> (commonly ‘psych[e]’ or ‘psychic’) <i>詐叫</i></p>	<p>a deliberate and gross misstatement of honour strength and/or of suit length. 存心嚴重謊報大牌力量且 / 或牌組長度之叫品。</p>
<p><b>Rectification</b> <i>矯正</i></p>	<p>the remedial provisions to be applied when an irregularity has come to the Director’s attention. 裁判發現違常後施行的補救措施。</p>
<p><b>Redouble</b> <i>再賭倍</i></p>	<p>a call over an opponent’s double, increasing the scoring value of fulfilled or defeated contracts (see Laws 19B and 77). 為使成約或倒約時增加得分，對敵方賭倍所施加之叫品 ( 參 照 Law 19B 及 Law 77 )。</p>
<p><b>Retracted</b> <i>撤回</i></p>	<p>see “Withdrawn”. 參照 Withdrawn。</p>

RHO 右敵家	Right-hand opponent. 位於右手邊的敵家。
Rotation 輪轉順序	the clockwise progression of the normal turns to call or play; also the clockwise order in which, one at a time, the cards are recommended to be dealt. 叫牌或打牌之正常順時針順序；亦為逐張發牌之順時針建議 順序。
Round 圈	a part of a session played without progression of players. 一節比賽中之一部份。賽員在一圈比賽中不必移位。
Session 節	an extended period of play during which a number of boards, specified by the Tournament Organizer, is scheduled to be played. (May have different meanings as between Laws 4, 12C2 and 91.) 由比賽主辦單位訂定。預定完成一定牌數之一段較長的時間 (在 Law 4、Law 12C2 和 Law 91 之間得有歧義)。
Side 方	two players at a table who constitute a partnership against the other two players. 兩位賽員在桌上組為搭檔以對抗另兩位賽員。
Slam 滿貫	A contract to win six odd tricks (called Small Slam), or to win seven odd tricks (called Grand Slam). 擬贏得額外六磴之合約(謂之小滿貫)或擬贏得額外七磴之 合約(謂之大滿貫)。
Sorted deck 有序牌	a pack of cards not randomized from its prior condition. 一副未打亂原牌順序的牌副。
Suit 花色	One of four groups of cards in the pack, each group comprising thirteen cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣). 牌副中包含四種花色。每種有 13 張牌。並各具特殊圖像： 黑桃(♠)、紅心(♥)、方塊(♦)、梅花(♣)。
Team 隊	two or more pairs playing in different compass directions at different tables but for a common score (applicable regulations may permit teams of more than four members). 兩對或以上的賽員分別坐在多桌之不同方位。但其得分合併 計算(比賽規定得允許每隊賽員多於四人)。
Trick 牌磴	the unit by which the outcome of the contract is determined, composed unless flawed of four cards, one contributed by each player in rotation, beginning with the lead. 決定合約結果之單位。正常牌磴包含四張牌。由攻牌開始。 每位賽員依序打出一張。
Trick Points 牌磴分數	points scored by declarer's side for fulfilling the contract (see Law 77). 莊家一方成約時所得之分數(參照 Law 77)。
Trump 王牌	each card of the denomination named in a suit contract. 王牌合約中名目花色之每一張牌。



<i>Tournament</i> 錦標賽	a contest of one or more sessions (synonym for 'Event'). 一或多節組成的競賽 (同 Event)。
<i>Turn</i> 輪	the correct time at which a player is due to call or play. 某一賽員叫牌或出牌之正確時機。
<i>Undertrick</i> contract (see Law 77). 不足磴 (參照 Law 77)	each trick by which declarer's side falls short of fulfilling the 莊家一方距離成約所短少之磴數。
<i>Unintended</i> 非故意的	involuntary; not under control of the will; not the intention of the player at the moment of his action. 非自願性；非在意願控制之下；非行為當下賽員的意圖。
<i>Visible Card</i> 現牌	a card held such that its face may be seen by either an opponent or by partner. 可被敵方或同伴看見牌面的持牌。
<i>Vulnerability</i> 身價	the conditions for assigning premiums and undertrick penalties (see Law 77). 給予獎分或不足磴罰分之先決條件 (參照 Law 77)。
<i>Withdrawn</i> 撤回	actions said to be 'withdrawn' include actions that are 'cancelled' and cards that are 'retracted'. 「撤回」行為包含「取消」行為及「收回」牌張。

## LAW 1 - THE PACK 牌副

### A. Rank of Cards and Suits 花色與牌張之等級

Duplicate Bridge is played with a pack of 52 cards, consisting of 13 cards in each of four suits. The suits rank downward in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The Cards of each suit rank downward in the order Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. 複式合約橋藝比賽用牌每副為 52 張，包含四種花色，每種花色有 13 張牌。花色等級最高者為黑桃 (♠)，其次為紅心 (♥)，方塊 (♦)，梅花 (♣)。每種花色，最大者為 Ace，以下依次為 King，Queen，Jack，10，9，8，7，6，5，4，3，2。

### B. The Face of the Cards 牌面

The Regulating Authority may require the face of each card to be symmetrical. 主管單位得要求每張牌之牌面須對稱。

### C. The Backs of the Cards 牌背

The backs of all 52 cards in a deck should be identical. They may incorporate words, a logo or a pictorial design but the image used should possess a centre of symmetry. 每副牌之 52 張牌牌背均須相同。牌背得含文字、標誌或圖片，但使用之圖像須有對稱中心。

## LAW 2 - THE DUPLICATE BOARDS 複式比賽用牌套 ( 盒 )

A duplicate board containing a pack is provided for each deal to be played during a session. Each board is numbered and has four pockets to hold the four hands, designated North, East, South and West. The dealer and vulnerability are designated as follows:

每節比賽所打的牌局均以複式比賽用牌套 ( 盒 ) 裝填牌副。各牌套 ( 盒 ) 上編有號碼，並有四個小袋 ( 格 ) 標明東、南、西、北四家位置。每一牌之發牌人及身價指定如下：

North Dealer	Boards 1 5 9 13
East Dealer	Boards 2 6 10 14
South Dealer	Boards 3 7 11 15
West Dealer	Boards 4 8 12 16

Neither Side Vulnerable	Boards 1 8 11 14
North-South Vulnerable	Boards 2 5 12 15
East-West Vulnerable	Boards 3 6 9 16
Both Sides Vulnerable	Boards 4 7 10 13

發牌人	牌 套 號 碼			
北家	1	2	3	4
東家	5	6	7	8
南家	9	10	11	12
西家	13	14	15	16

身價	牌 套 號 碼			
雙無	1	2	3	4
南北	8	5	6	7
東西	11	12	9	10
雙有	14	15	16	13

The same sequence is repeated for Boards 17-32 and for each subsequent group of 16 boards. No board that fails to conform to these conditions should be used. If such board is used, however, the conditions marked on it apply for that session.

第 17 牌至 32 牌，以及往後每 16 牌為一組，均重複使用上表之順序。不符合上述規定之牌套 ( 盒 ) 不應使用，然若使用之，該節比賽應遵循排套 ( 盒 ) 上之規定。

## LAW 3 - ARRANGEMENT OF TABLES 牌桌之安排

Four players play at each table, and tables are numbered in a sequence established by the Director. He designates one direction as North; other compass directions assume the normal relationship to North.

每一牌桌均由四位賽員參賽。牌桌由裁判按序編定桌號，並指定一方位為北方。其餘各方位係依北方相對方位定之。

## **LAW 4 - PARTNERSHIPS 搭檔**

The four players at each table constitute two partnerships or sides, North-South against East-West. In pair or team events the contestants enter as pairs or teams respectively and retain the same partnerships throughout a session (except as authorized by the Director). In individual events each player enters separately, and partnerships change during a session.

每桌之四位賽員構成兩對搭檔（或稱兩方），南北方對抗東西方。在雙人賽或隊制賽中，賽員係以橋對或隊伍形式參賽，除經由裁判之許可准予替換外，賽員應依相同搭檔完成整節比賽。個人賽中，賽員係個別參加，故會在每節比賽中更換搭檔。

## **LAW 5 - ASSIGNMENT OF SEATS 座位之排定**

### **A. Initial Position 初始方位**

The Director assigns an initial position to each contestant (individual, pair or team) at the start of a session. Unless otherwise directed, the members of each pair or team may select seats among those assigned to them by mutual agreement. Having once selected a compass direction, a player may change it within a session only upon instruction or with permission of the Director.

參賽人員（個人、橋對或隊伍）之初始方位係由裁判於各節比賽開始前排定。除另有規定外，橋對或隊友間得就裁判所排定之方位，自行協商選擇座位，但一經選定比賽座位後，須經裁判之指示或許可，方得再行更動。

### **B. Change of Direction or Table 換位或換桌**

Players change their initial compass direction or proceed to another table in accordance with the Director's instructions. The Director is responsible for clear announcement of instructions; each player is responsible for moving when and as directed and for occupying the correct seat after each change.

賽員係依裁判指示變換比賽方位或移至他桌。裁判有明確發布指示之義務。賽員有義務依指示移動並移至其正確之座位。

## LAW 6 -THE SHUFFLE AND DEAL 洗牌與發牌

### A. The Shuffle 洗牌

Before play starts, each pack is thoroughly shuffled. There is a cut if either opponent so requests.

比賽開始前，每副牌均須徹底洗好，若有任一敵方要求切牌，應請其切牌。

### B. The Deal 發牌

The cards must be dealt face down, one card at a time, into four hands of thirteen cards each; each hand is then placed face down in one of the four pockets of the board. No two adjacent cards from the deck shall be dealt into the same hand. The recommended procedure is that the cards be dealt in rotation, clockwise.

發牌時務必牌面向下，一次發一張牌，至四手牌均為十三張；而後各手牌牌面向下分別裝入牌套（盒）之四個小袋（格）中。相鄰的兩張牌不應發至同一家。建議以順時針方向依序發牌。

### C. Representation of Both Pairs 雙方代表均應在場

A member of each side should be present during the shuffle and deal unless the Director instructs otherwise.

除非裁判特別指示外，洗牌與發牌時，比賽雙方至少各須有一人在場。

### D. New Shuffle and Re-deal 重洗或重發

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 16D applies to the accidental sighting of a card belonging to another player's hand before completion of the play of the board (but see Law 24).

在一副牌叫牌開始前，若已確定發牌錯誤、或在洗牌發牌期間某賽員可能已看到屬於其他賽員的某張牌之牌面，則該副牌應重新洗牌和發牌。在叫牌開始後、打牌完成之前，若某賽員意外地看到其他賽員手中某張牌之牌面，則適用 Law 16D（但參照 Law 24）。

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<sup>1</sup> or if the deal has been imported from a different session. (These provisions shall not prevent arrangements, where desired, for exchange of boards between tables.)

除非錦標賽之目的為重打歷史牌局，若未對有序牌洗牌即進行發牌，或某副牌在其他節次已經打過，則打牌結果不得成立。（以上規定不應妨礙的牌桌間傳遞牌的既定安排。）

3. The Director may require a new shuffle and a redeal for any reason compatible with the Laws (but see Law 22B and Law 86A).

裁判得依符合規則的任何理由要求重新洗牌與發牌（但參照 Law 22B 及 Law 86A）。

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<sup>1</sup> A 'sorted deck' is a pack of cards not randomized from its prior condition.

<sup>1</sup> 「有序牌」係指未打亂原牌順序之牌副。

#### **E. Director's Option on Shuffling and Dealing 裁判對洗牌與發牌方法之選項**

1. The Director may instruct that the shuffle and deal be performed at each table immediately before play starts.  
裁判得指示各桌於打牌開始前即時洗牌與發牌。
2. The Director may himself perform the shuffle and deal in advance.  
裁判得自行預先洗牌與發牌。
3. The Director may have his assistants or other appointed agents perform the shuffle and deal in advance.  
裁判得令其助手或指定專人先行洗牌與發牌。
4. The Director may require a different method of dealing or pre-dealing to produce the same wholly random expectations as from A and B above.  
裁判得要求使用其他發牌或預先發牌方法，以達到與上述 A、B 兩款相同之完全隨機性。

#### **F. Duplication of Board 牌局的複製**

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 so instructs there shall normally be no redeal of a board (although the Director has powers to order it).

依比賽情況所需，裁判得指示將原發之各副牌複製一副或多副。當裁判作出該指示，一般而言不應重新發牌（即使裁判有權要求重新發牌）。

## LAW 7 - CONTROL OF BOARD AND CARDS 牌局與牌張之掌控

### A. Placement of Board 牌套 ( 盒 ) 之放置

When a board is to be played it is placed in the centre of the table where it shall remain, correctly oriented, until play is completed.

欲打一副牌時，應將其牌套 ( 盒 ) 以正確方位置於牌桌中央，直到打牌結束為止。

### B. Removal of Cards from Board 自牌套 ( 盒 ) 中取出牌張

1. Each player takes a hand from the pocket corresponding to his compass position.

各賽員各從牌套 ( 盒 ) 之相關方位牌袋中，取出該方位的牌。

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 faces of his cards.

每一賽員將牌面向下先行數牌，確定正好十三張；數牌後及每次叫牌前，賽員務必檢視牌面。

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 an opponent or the Director.

打牌期間，每位賽員管理自己的牌張，不允許它們與任何其他賽員的牌張相混。在打牌期間或之後，除非敵家或裁判允許，賽員不應觸摸非屬自己的任何牌張 ( 但依照 Law 45，莊家得打出夢家牌張 )。

### C. Returning Cards to Board 將牌張放回牌套 ( 盒 )

After play has finished, 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.

打牌結束後，各賽員須將其原持有之十三張牌洗牌後，放回相關方位之牌袋 ( 格 ) 中。此後，除非雙方各有一人或裁判在場，否則不應自牌套 ( 盒 ) 中取出任何一手牌。

### D. Responsibility for Procedures 維護程序之責任

Any contestant remaining at a table throughout a session is primarily responsible for maintaining proper conditions of play at the table.

在一節比賽中，任何不改變桌次之賽員對維護該桌正常程序負主要責任。

## **LAW 8 - SEQUENCE OF ROUNDS 每圈的移動次序**

### **A. Movement of Boards and Players 牌與賽員之移動**

1. The Director instructs the players as to the proper movement of boards and progression of contestants.  
裁判指示賽員們正確之傳牌及賽員之移動。
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.  
除非裁判另有指示外，北家負責將剛打完的牌傳至下一圈之適當牌桌。

### **B. End of Round 每圈的結束**

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.  
一般而言，當裁判發出下一圈開始之信號後，該圈即結束；但如當時仍有任何一桌尚未完成打牌，則直至賽員移動後，該圈方結束。
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.  
當裁判行使權力延緩打某副牌時，對於該副牌的相關橋手而言，該圈尚未結束，直至該副牌打完並且確認及紀錄得分，或者裁判取消打該副牌。

### **C. End of Last Round and End of Session 最後一圈和一節的結束**

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.

每節之最後一圈，亦即該節比賽之結束，係該桌已把預定牌局全部打完，並將所有得分輸入且無異議。



## LAW 9 - PROCEDURE FOLLOWING AN IRREGULARITY 違常發生後之處理程序

### A. Drawing Attention to an Irregularity 違常之提示

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.  
除非橋規禁止，任一賽員在叫牌期間不論是否輪到其叫牌，均得提示違常。
2. Unless prohibited by Law, declarer or either defender may draw attention to an irregularity that occurs during the play period. For an incorrectly pointed card see Law 65B3.  
除非橋規禁止，莊家或任一防家均得提示打牌階段之違常。有關牌張擺放方向不正確，參照 Law 65B3。
3. Any player, including dummy, may attempt to prevent an irregularity (but for dummy subject to Laws 42 and 43).  
任一賽員（包括夢家）得試圖阻止違常發生（但夢家受到 Law 42 及 Law 43 之限制）。
4. Dummy may not call attention to an irregularity until play of the hand is concluded (but see Law 20F5 for correction of declarer's apparently mistaken explanation).  
夢家不得提示違常，直至打牌結束為止（但關於更正莊家明顯的解釋錯誤，參照 Law 20F5）。
5. There is no obligation to draw attention to an infraction of law committed by one's own side (but see Law 20F5 for correction of partner's apparently mistaken explanation).  
賽員並無提示己方違規之義務（但關於更正同伴明顯的解釋錯誤，參照 Law 20F5）。

### B. After Attention Is Drawn to an Irregularity 提示違常後

1. (a) The Director should be summoned at once when attention is drawn to an irregularity.  
提示違常後，須立即召請裁判。  
(b) Any player, including dummy, may summon the Director after attention has been drawn to an irregularity.  
提示違常後，任一賽員（包括夢家）均得召請裁判。  
(c) Summoning the Director does not cause a player to forfeit any rights to which he might otherwise be entitled.  
賽員享有之權利，不因其召請裁判而喪失。  
(d) The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.  
賽員提示己方所犯之違常情事，不影響敵方之權利。
2. No player shall take any action until the Director has explained all matters in regard to rectification.  
在裁判未說明所有矯正措施之前，任一賽員均不應採取任何行動。

### C. Premature Correction of an Irregularity

Any premature correction of an irregularity by the offender may subject him to a further rectification (see the lead restrictions in Law 26B).  
違規者過早改正違常，可能導致進一步之矯正（參照 Law 26B 之攻牌限制）。

## LAW 10 - ASSESSMENT OF RECTIFICATION 矯正之裁決

### A. Right to Determine Rectification 裁定矯正之權力

The Director alone has the right to determine rectifications when applicable. Players do not have the right to determine (or waive – see Law 81C5) rectifications on their own initiative. 唯獨裁判有權在需要時裁定矯正。賽員無權自行裁定（或放棄，參照 Law 81C5）矯正。

### B. Cancellation of Enforcement or Waiver of Rectification 接受或放棄矯正之取消

The Director may allow or cancel any enforcement or waiver of a rectification made by the players without his instructions. 賽員未經裁判指示，自行接受或放棄之矯正，裁判得予承認或逕行取消。

### C. Choice after Irregularity 違常後之選項

1. When these Laws provide an option after an irregularity, the Director shall explain all the options available.  
若橋規對某項違常設有多種矯正措施，裁判應說明所有可能選項。
2. If a player has an option after an irregularity, he must make his selection without consulting partner.  
若一賽員對於違常處置有多種選項，務必自行選定，不得與同伴協商。
3. When these Laws provide the innocent side with an option after an irregularity committed by an opponent, it is appropriate to select the most advantageous action.  
敵方造成違常後，若橋規提供未違規方多種選項，該方從中挑選最有利選項乃恰當行為。
4. Subject to Law 16C2, after rectification of an infraction it is appropriate for the offenders to make any call or play advantageous to their side, even though they thereby appear to profit through their own infraction (but see Laws 27 and 72C).  
在 Law 16C2 之情境下，違規經矯正後，違規方做任何對己方有利之叫牌或打牌均屬恰當，即便造成違規方因違規而獲利亦然（但參照 Law 27 及 Law 72C）。

## LAW 11 - FORFEITURE OF THE RIGHT TO RECTIFICATION 矯正權利之喪失

### A. Action by Non-Offending Side 未違規方採取行動

The right to rectification of an irregularity may be forfeited if either member of the non-offending side takes any action before summoning the Director. If a side has gained through subsequent action taken by an opponent in ignorance of the relevant provisions of the law, the Director adjusts only that side's score by taking away any accrued advantage. The other side retains the score achieved at the table.

若未違規方之任一賽員於召請裁判前先行採取任何行動，對該項違規之矯正權利得喪失。若非違規方透過「敵方因不了解相關規則而採取之後續行動」獲利時，裁判僅調整非違規方之得分以收回其獲利。違規方之得分則成立。

### B. Penalty after Forfeiture of the Right to Rectification 喪失矯正權利後之處罰

Even after the right to rectification has been forfeited under this Law, the Director may assess a procedural penalty (see Law 90).

即便根據本條橋規，矯正權利已然喪失，裁判仍得施以程序性處罰（參照 Law 90）。

## LAW 12 - DIRECTOR'S DISCRETIONARY POWERS 裁判之自由裁量權

### A. Power to Award an Adjusted Score 調整得分之權

On the application of a player within the period established under Law 92B or on his own initiative the Director may award an adjusted score when these Laws empower him to do so (in team play see Law 86B). This includes:

裁判得於本規則授權下，根據賽員於 Law 92B 規定之有效時限內之申請判給調整得分，或自行決定判給調整得分（隊制賽參照 Law 86），包括：

1. The Director may award an adjusted score in favour of a non-offending contestant when he judges that these Laws do not prescribe a rectification for the particular type of violation committed.  
若裁判裁定橋規並未針對該違規型態訂定矯正措施，得判給有利於未違規方之調整得分。
2. The Director awards an artificial adjusted score if no rectification can be made that will permit normal play of the board (see C2 below).  
若無矯正措施可使該副牌得以正常進行，裁判得判給人為的調整得分。（參照下方 C2）
3. The Director may award an adjusted score if there has been an incorrect rectification of an irregularity.  
若已對違常執行錯誤之矯正，裁判得判給調整得分。

## B. Objectives of Score Adjustment 調整得分之目的

1. The objective of score adjustment is to redress damage to a non-offending side and to take away any advantage gained by an offending side through its infraction. Damage exists when, because of an infraction, an innocent side obtains a table result less favourable than would have been the expectation had the infraction not occurred.  
調整得分之目的乃對非違規方之損害進行補償，並收回違規方透過違規獲得之任何利益。僅當未違規方因違規發生而獲得之結果，較「若未發生違規之預期結果」為不利時，損害始得存在。
2. The Director may not award an adjusted score on the grounds that the rectification provided in these Laws is either unduly severe or advantageous to either side.  
裁判不得以本橋規之矯正措施過重或對某方過分有利為由，而予以調整得分。

## C. Awarding an Adjusted Score 判給調整得分

1. (a) When after an irregularity the Director is empowered by these laws to adjust a score and is able to award an assigned adjusted score, he does so. Such a score replaces the score obtained in play.  
違常發生後，若裁判於本規則授權下得判給調整得分，且可判給指派結果調整得分，則實行之。該得分將取代桌上成績。
- (b) The Director in awarding an assigned adjusted score should seek to recover as nearly as possible the probable outcome of the board had the infraction not occurred.  
裁判判給指派結果調整得分時，須盡可能調整為未違規時可能出現之得分。
- (c) An assigned adjusted score may be weighted to reflect the probabilities of a number of potential results, but only outcomes that could have been achieved in a legal manner may be included.  
指派結果調整得分得以多種可能結果之機率加權為之，但僅可納入正常叫打下可能出現的結果。
- (d) If the possibilities are numerous or not obvious, the Director may award an artificial adjusted score (see C2 below).  
如果可能的結果太多或者不明顯，裁判得判給人為調整得分（參照以下 C2）。
- (e) If, subsequent to the irregularity, the non-offending side has contributed to its own damage by an extremely serious error (unrelated to the infraction) or by a gambling action, which if unsuccessful it might have hoped to recover through rectification, then:  
違常發生後，若非違規方隨後犯了嚴重錯誤（與該違規無關），或者採取了賭博性的行動並寄望失敗時能夠透過矯正扳回一城，因而造成己方損害，則：
  - (i) The offending side is awarded the score it would have been allotted as the consequence of rectifying its infraction.  
判給違規方若矯正違規所應得之得分。
  - (ii) The non-offending side does not receive relief for such part of its damage as is self-inflicted.  
未違規方不因其損害獲得補償，因其損害乃自行造成。

2. (a) When owing to an irregularity no result can be obtained [see also C1(d)] the Director awards an artificial adjusted score according to responsibility for the irregularity: average minus (at most 40% of the available matchpoints in pairs) to a contestant directly at fault, average (50% in pairs) to a contestant only partly at fault, and average plus (at least 60% in pairs) to a contestant in no way at fault.  
若違常發生後無法得出結果（亦參照 C1(d)），裁判根據雙方對違常之責任歸屬判給人為調整得分：判給負直接責任之賽員平均負分（至多給予雙人賽序分 40%）；判給負部分責任的參賽者平均分（雙人賽序分 50%）；判給沒有任何責任的參賽者平均正分（至少給予雙人賽序分 60%）。
- (b) When the Director chooses to award an artificial adjusted score of average plus or average minus at IMP play, that score is plus 3 IMPs or minus 3 IMPs respectively. Subject to approval by the Regulating Authority, this may be varied by the Tournament Organizer as provided for by Laws 78D, 86B3 and (d) hereunder.  
在國際序分賽制之比賽中，若裁判選擇判給人為調整得分，平均正分及平均負分之對應得分通常為+3 IMP 及-3 IMP（但參照 Law 78D、Law 86B3 及 Law 12C2(d)，在主管單位允許下，主辦單位得調整給分方式）。
- (c) The foregoing is modified for a non-offending contestant that obtains a session score exceeding 60% of the available matchpoints or for an offending contestant that obtains a session score that is less than 40% of the available matchpoints (or the equivalent in IMPs). Such contestants are awarded the percentage obtained (or the equivalent in IMPs) on the other boards of that session.  
若非違規賽員於該節比賽獲得之序分比例高於 60%，或違規賽員於該節比賽獲得之序分比例低於 40%時，前述調整得分須修正為該賽員該節比賽其他牌之序分比例（國際序分等同辦理）。
- (d) The Regulating Authority may provide for circumstances where a contestant fails to obtain a result on multiple boards during the same session. The scores assigned for each subsequent board may be varied by regulation from those prescribed in (a) and (b) above.  
主管單位得針對「賽員於一節比賽中無法得到多牌之結果」之狀況進行規定。第二牌以後各牌的給分方式得異於上述(a)(b)項之規定。
3. In individual events the Director enforces the rectifications in these Laws, and the provisions requiring the award of adjusted scores, equally against both members of the offending side even though only one of them may be responsible for the irregularity. But the Director shall not award a procedural penalty against the offender's partner if of the opinion that he is in no way to blame.  
在個人賽中，裁判仍依此規則執行矯正措施。即便可能僅一位賽員需負違常責任，仍應判給違規方兩位賽員相同的調整得分。但若裁判認為違規者之同伴無任何過失，則不應對其作出程序性罰分。
4. When the Director awards non-balancing adjusted scores in knockout play, each contestant's score on the board is calculated separately and the average of them is assigned to each.  
在淘汰賽中，當裁判判給不平衡的調整得分時，各賽員之該牌得分分開計算，並將得分之平均值分配給各隊。

## LAW 13 - INCORRECT NUMBER OF CARDS<sup>2</sup> 牌張數目有誤

### A. No Call Made 尚未叫牌

If no player with an incorrect number of cards has made a call, then:

若牌張數目有誤之賽員均未叫牌，則：

1. The Director shall correct the discrepancy and, if no player has seen another's card, he shall require that the board be played normally.  
裁判應更正牌張錯誤。若各賽員均未看到其他賽員的牌，則裁判應要求該牌正常進行。
2. When the Director determines that one or more pockets of the board contained an incorrect number of cards and a player has seen one or more cards of another player's hand, the Director allows the board to be played and scored. If he then considers the extraneous information has affected the outcome of the board the Director shall adjust the score [see Law 12C1(b)] and may penalize an offender.  
當裁判發現牌套（盒）口袋有一只以上的牌張數目有誤，且已有賽員看到屬於其他賽員之一張以上牌張時，允許該牌繼續進行並計分。若裁判認為該外來訊息對結果存在影響，即應調整得分（參照 Law12C1(b)）並處罰違規者。

### B. Discovered during the Auction or Play 在叫牌或打牌中發現

When the Director determines that a player's hand originally contained more than 13 cards with another player holding fewer, and a player with an incorrect hand has made a call:

當裁判發現一位賽員的手牌含有 13 張以上的牌張，而另一位賽員不足 13 張，且牌張數目有誤的賽員已經叫牌時：

1. If the Director judges that the deal can be corrected and played, then the deal may be so played with no change of call. At the end of play the Director may award an adjusted score.  
若裁判認定該牌可在更正錯誤後正常進行，則牌局得繼續進行而不需調整叫牌。打牌結束後裁判得判給調整得分。
2. Otherwise when a call has been made with an incorrect number of cards, the Director shall award an adjusted score [see Law 12C1(b)] and may penalize an offender.  
若非前述之認定狀況，且牌張數目有誤之賽員已經叫牌，則裁判應判給調整分數（參照 Law 12C1(b)），並得處罰違規者。

### C. Surplus Card 多餘的牌

Any surplus card not part of the deal is removed if found. The auction and play continue without further rectification. No adjusted score may be awarded unless such a card is found to have been played to a quitted trick.

若發現任何多餘且不屬於該局的牌，則移除之。叫牌與打牌繼續進行且不做任何矯正。除非該張牌已被打出且成為贏墩，否則不得進行成績調整。

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<sup>2</sup> This Law applies when one or more hands are found to contain more than 13 cards. See Law 14 for cases involving a deficient deck

<sup>2</sup> 本規定用於一或多手牌超過 13 張時。關於牌副缺失請參照 Law 14。

#### **D. Play Completed 打牌完成後**

When it is determined after play ends that a player's hand originally contained more than 13 cards with another player holding fewer, the result must be cancelled and an adjusted score awarded (Law 86B may apply). An offending contestant is liable to a procedural penalty.

當打牌結束後發現某賽員手牌超過 13 張、另一位賽員少於 13 張時，該結果務必取消並判給調整得分（得參照 Law 86B）。違規賽員應受到程序性處罰。

### **LAW 14 - MISSING CARD 牌張缺失**

#### **A. Hand Found Deficient before Play Commences 在開始打牌前發現手牌短少**

When one or more hands are found to contain fewer than 13 cards, with no hand having more than 13, before the opening lead is faced, the Director makes a search for any missing card, and:

若裁判在首攻亮牌前發現一手或者更多手牌的牌張數少於 13 張，並且沒有一手牌的牌張多於 13 張，則裁判尋找所有缺失牌張，並且：

1. if the card is found, it is restored to the deficient hand.  
若尋得牌張，則歸還給缺失牌張之手牌。
2. if the card cannot be found, the Director reconstructs the deal by substituting another pack.  
若未能尋得牌張，裁判另用一副牌，按原牌局複製之。
3. the auction and play continue normally without alteration of any of the calls made, the restored hand being deemed to have contained all of its cards continuously throughout.  
叫牌和打牌正常進行，叫牌不做更動，補齊的手牌被視為自始至終未曾短缺。

#### **B. Hand Found Deficient Afterwards 在開始打牌後發現短少**

When one or more hands are found to contain fewer than 13 cards, with no hand having more than 13, at any time after the opening lead is faced (until the end of the Correction Period), the Director makes a search for any missing card, and:

若裁判在首攻亮牌後之任意時間點（直到更正階段結束）發現一手或者更多手牌的牌張數少於 13 張，並且沒有一手牌的牌張多於 13 張時，裁判尋找所有缺失牌張，並且：

1. if the card is found among the played cards, Law 67 applies.  
若於已打出之牌張中尋得缺失牌張，依 Law 67 處理。
2. if the card is found elsewhere, it is restored to the deficient hand. Rectification and/or penalties may apply (see B4 following).  
若於他處尋得缺失牌張，將其歸還給缺失牌張之手牌。裁判可以進行矯正且 / 或判罰（參照下方 B4）。
3. if the card cannot be found, the deal is reconstructed using another pack. Rectification and/or penalties may apply (see B4 following).  
若未能尋得牌張，另用一副牌按原牌局複製之。裁判可以進行矯正且 / 或判罰（參照下方 B4）。

4. a card restored to a hand under the provisions of Section B of this Law is deemed to have belonged continuously to the deficient hand. It may become a penalty card, and failure to have played it may constitute a revoke.

依本規則 B 款規定回歸手牌之牌張，被視為持續在缺失牌張之手牌中。該牌張得成為罰張，若未按規定打出該牌張得構成應跟未跟。

### C. Information from Replacement of a Card 來自牌張歸還的訊息

Knowledge of the replacement of a card is unauthorized for the partner of a player whose hand contained an incorrect number of cards.

來自牌張歸還的訊息對於牌張數目不正確之賽員之同伴而言乃非法訊息。

## LAW 15 - WRONG BOARD OR HAND 打錯牌號或手牌

### A. Cards from Wrong Board 來自錯誤牌套 ( 盒 ) 的牌

1. A call is cancelled (together with any subsequent call) if it is made by a player holding cards that he has picked up from a wrong board.

若拿錯牌之賽員已叫牌，則該叫牌與後續叫牌全數取消。

2. (a) If the offender's partner has subsequently called, the Director shall award an adjusted score.

若違規者之同伴已作後續叫牌，裁判應判給調整得分。

- (b) Otherwise, after looking at the correct hand the offender calls again and the auction continues normally from that point.

否則，違規者檢視正確手牌後重新叫牌。自此後續叫牌正常進行。

- (c) Law 16C applies to any call withdrawn or cancelled.

Law 16C 適用於任何被放棄或取消之叫品。

3. If the offender subsequently repeats his call on the board from which he mistakenly drew his cards the Director may allow that board to be played normally, but the Director shall award an adjusted score when offender's call differs<sup>3</sup> from his original cancelled call.

若拿錯手牌之違規者重新叫牌時，新叫品和原叫品相同，裁判得允許該牌正常進行。但若新叫品與原叫品不同<sup>3</sup>，裁判應判給調整得分。

4. A procedural penalty (Law 90) may be assessed in addition to the rectifications above.

除上述矯正措施外，得給予程序性處罰 ( 參照 Law 90 ) 。

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<sup>3</sup> A substituted call differs if its meaning is much different or if it is psychic.

<sup>3</sup> 替代叫品的不同係指與原意有很大差別或詐叫。



**B. Wrong Board Discovered During Auction or Play Period<sup>4</sup> 在叫牌或打牌期間發現<sup>4</sup>**

If, after the commencement of the auction period, the Director discovers that a contestant is playing a board not designated for him to play in the current round, then:

若在叫牌開始後，裁判發現某賽員在打不屬於該賽員該輪之牌，則：

1. if one or more players at the table have previously played the board, with the correct opponents or otherwise, the board is cancelled for both his side and his opponents.  
若桌上任一位或多位賽員先前已打過該牌（不論是否對抗正確敵手），該方與其敵方之本牌均被取消。
2. if none of the four players have previously played the board the Director shall require the auction and play to be completed. He allows the score to stand and may require both pairs to play the correct board against one another later.  
若四位賽員均未打過該牌，裁判應要求完成叫牌與打牌。桌上結果成立且裁判得要求雙方爾後以正確之牌對戰。
3. the Director shall award an artificial adjusted score [see Law 12C2(a)] to any contestant deprived of the opportunity to earn a valid score.  
被剝奪正當得分機會之賽員，裁判應判給人為調整得分（參照 Law 12C2(a)）。

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<sup>4</sup> This law only applies to pair and individual events – see Law 86B for team events.

<sup>4</sup> 此規定只適用於雙人及個人賽，參閱 Law 86B。

## LAW 16 - AUTHORIZED AND UNAUTHORIZED INFORMATION 合法與非法訊息

### A. Players' Use of Information 賽員對訊息之使用

1. A player may use information in the auction or play if:  
賽員於叫牌或打牌中得使用下列訊息：
  - (a) it derives from the legal calls and plays of the current board (including illegal calls and plays that are accepted) and is unaffected by unauthorized information from another source; or  
該訊息來自當前這副牌合法之叫牌和打牌（包括被接受的非法叫牌和打牌），且未受到其他來源之非法訊息影響
  - (b) it is authorized information from a withdrawn action (see C); or  
該訊息來自被撤回的行為之合法訊息（參照 C）
  - (c) it is information specified in any law or regulation to be authorized or, when not otherwise specified, arising from the legal procedures authorized in these laws and in regulations (but see B1 following); or  
該訊息被橋規或規章認可為合法，或源自橋規或規章認可之法規程序，特殊例外以法規規定之（但參照下方 B1）
  - (d) it is information that the player possessed before he took his hand from the board (Law 7B) and the Laws do not preclude his use of this information.  
該訊息乃賽員由牌套（盒）取牌前（參照 Law7B）即已擁有，且橋規並未禁止使用該訊息。
2. Players may also take account of their estimate of their own score, of the traits of their opponents, and any requirement of the tournament regulations.  
賽員得使用對己方成績之評估、敵方特點以及錦標賽規章之任何要求所衍生之訊息。

### B. Extraneous Information from Partner 來自同伴之外來訊息

1. Any extraneous information from partner that might suggest a call or play is unauthorized. This includes remarks, questions, replies to questions, unexpected alerts or failures to alert, unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism.  
任何由同伴提供、暗示某叫品或打法之外來訊息屬非法訊息，包含評論、詢問、答詢、非預期的示警或不示警、明顯的遲疑、異常之速度、特別地強調、語調、手勢、動作及舉止。
  - (a) A player may not choose a call or play that is demonstrably suggested over another by unauthorized information if the other call or play is a logical alternative.  
若有其他合乎邏輯之選項，賽員不得選擇可論證為非法訊息所建議之叫品或打法。
  - (b) A logical alternative is an action that a significant proportion of the class of players in question, using the methods of the partnership, would seriously consider, and some might select.  
合乎邏輯的選項，係指顯著比例之同級別賽員被詢問時，就該對同伴使用的叫牌或打牌方法，會認真考慮該選項，且有部分可能會選擇該選項。

2. When a player considers that an opponent has made such information available and that damage could well result he may announce, unless prohibited by the Regulating Authority (which may require that the Director be called), that he reserves the right to summon the Director later (the opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed).  
當賽員認為敵方提供了外來訊息且可能導致己方損害，除非主管單位禁止（主管單位得要求此時應召請裁判），該賽員得宣稱保留稍後召請裁判之權利（若敵方對「非法訊息可能已被傳遞」之事實存有異議，敵方須立即召請裁判）。
3. When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an action suggested by such information, he should summon the Director when play ends<sup>5</sup>. The Director shall assign an adjusted score (see Law 12C1) if he considers that an infraction of law has resulted in an advantage for the offender.  
若賽員有充足理由認為，敵方本有其他合乎邏輯之選項，卻選擇一個可能由外來訊息建議之行動，該賽員須於該副牌打牌結束時召請裁判<sup>5</sup>。若裁判認定違規已造成違規方獲利，應判給調整得分（參照 Law 12C1）。

### C. Information from Withdrawn Calls and Plays 來自撤回叫品或打牌之訊息

When a call or play has been withdrawn as these laws provide:

當叫品或打牌被依規則撤回時：

1. For a non-offending side, all information arising from a withdrawn action is authorized, whether the action be its own or its opponents'.  
對非違規方而言，所有來自被撤回的行為之訊息均屬合法，無論被撤回的行為屬己方或敵方均然。
2. For an offending side, information arising from its own withdrawn action and from withdrawn actions of the non-offending side is unauthorized. A player of an offending side may not choose a call or play that is demonstrably suggested over another by unauthorized information if the other call or play is a logical alternative.  
對違規方而言，來自非違規方或己方被撤回的行動之訊息，均屬非法訊息。若有其他合乎邏輯之選項，違規方賽員不得選擇可論證為非法訊息所建議之叫品或打法。
3. The Director shall assign an adjusted score (see Law 12C1) if he considers that a violation of C2 has damaged the non-offending side.  
若裁判認定違反 C2 之規定已對非違規方造成損害，應判給調整得分（參照 Law 12C1）。

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<sup>5</sup> It is not an infraction to call the Director earlier or later.

<sup>5</sup> 提前或延後召喚裁判不構成違規。

#### D. Extraneous Information from Other Sources 來自其他來源的外來訊息

1. When a player accidentally receives extraneous information about a board he is playing or has yet to play, as by looking at the wrong hand; by overhearing calls, results or remarks; by seeing cards at another table; or by seeing a card belonging to another player at his own table before the auction begins (see also Law 13A), the Director should be notified forthwith, preferably by the recipient of the information.  
若賽員意外獲得當下牌局或往後牌局之外來訊息（例如看到錯誤之手牌；聽到他桌叫牌、結果或者評論；看到他桌之牌張；於叫牌開始前看到同桌其他賽員的牌張等，參照 Law 13A），須立即告知裁判，且最好由獲得該訊息之賽員自行告知。
2. If the Director considers that the information would likely interfere with normal play he may, before any call has been made:  
若裁判認定該訊息可能影響該副牌之正常比賽，得於叫牌開始前：
  - (a) adjust the players' positions at the table, if the type of contest and scoring permit, so that the player with information about one hand will hold that hand;  
在比賽類型及記分方式允許下，調整賽員於該牌桌之座位，使獲得該訊息之賽員持有相應之手牌；
  - (b) if the form of competition allows of it order the board redealt for those contestants;  
在比賽形式允許下，命令重發該副牌予相關賽員；
  - (c) allow completion of the play of the board standing ready to award an adjusted score if he judges that the extraneous information affected the result;  
允許該副牌比賽完成，並準備判定該外來訊息是否對結果造成影響。若是，則判給調整得分；
  - (d) award an adjusted score (for team play see Law 86B).  
判給調整得分（隊制賽參照 Law 86B）。
3. If such extraneous information is received after the first call in the auction has been made and before completion of the play of the board the Director proceeds as in 2(c) or 2(d) above.  
若該外來訊息之獲得時機，為該副牌叫出第一個叫品至打牌結束之間，則裁判依照前述 2(c)或 2(d)執行。

## LAW 17 - THE AUCTION PERIOD 叫牌階段

### A. Auction Period Starts 叫牌之開始

The auction period on a deal begins for a side when either partner withdraws his cards from the board.

當一方的任一賽員自牌套 ( 盒 ) 取出自己的牌張時，即為該方該牌叫牌之開始。

### B. The First Call 開叫

The player designated by the board as dealer makes the first call.

由牌套 ( 盒 ) 上標明的發牌人開叫。

### C. Successive Calls 後續叫品

The player to dealer's left makes the second call, and thereafter each player calls in turn in a clockwise rotation.

發牌人之左手方叫出第二個叫品，而後各賽員按順時針方向輪流叫牌。

### D. End of Auction Period 叫牌階段結束

1. The auction period ends when, subsequent to the end of the auction as in Law 22A, either defender faces an opening lead. (If the lead is out of turn then see Law 54.) The interval between the end of the auction and the end of the auction period is designated the Clarification Period.

根據 Law 22A 所述之叫牌結束後，其中一位防家亮出首攻牌張，即結束叫牌階段 ( 若發生違序首攻則參照 Law 54 )。叫牌結束至叫牌階段結束之區間稱為澄清階段。

2. If no player bids (see Law 22B) the auction period ends when all four hands have been returned to the board.

若無賽員提出叫價 ( 參照 Law 22B )，則在四手牌收回牌套 ( 盒 ) 後叫牌階段結束。

3. When a call has been followed by three passes the auction does not end if any of those passes was out of rotation, depriving a player of his right to call. When this occurs the auction reverts to the player who missed his turn, all subsequent passes are cancelled and the auction proceeds normally. Law 16C applies to the cancelled calls, any player who has passed out of rotation being an offender.

一個叫品之後接著三家派司，若其中任一派司係違序派司，剝奪了某一賽員之叫牌權利時，叫牌並未結束。此時由錯過叫牌機會之賽員叫牌，而後之派司均予取消且競叫照常繼續，取消的叫品適用 Law 16C，任何違序派司之賽員均為違規者。

## LAW 18 - BIDS 叫價

### A. Proper Form 正確之形式

A bid designates a number of odd tricks (tricks in excess of six), from one to seven, and a denomination. (Pass, double and redouble are calls but not bids.)

叫價應指定一至七磴之線位磴數 ( 超出六磴之磴數 ) 及名目 ( 派司、賭倍、再賭倍係叫品而非叫價 ) 。

### B. To Supersede a Bid 叫價之超越

A bid supersedes a previous bid if it designates either the same number of odd tricks in a higher-ranking denomination or a greater number of odd tricks in any denomination.

若一叫價之線位磴數與前叫價相同但名目等級較高、或線位磴數大於前叫價 ( 不限名目 ) ，則該叫價超越前叫價。

### C. Sufficient Bid 充分叫價

A bid that supersedes the last preceding bid is a sufficient bid.

超越前叫價之叫價稱為充分叫價。

### D. Insufficient Bid 不足叫價

A bid that fails to supersede the last preceding bid is an insufficient bid. It is an infraction to make an insufficient bid (see Law 27 for rectification).

無法超越前叫價之叫價稱為不足叫價。不足叫價為違規 ( 參照 Law 27 進行矯正 ) 。

### E. Rank of the Denominations 名目之等級

The rank of the denominations in descending order is: no trump, spades, hearts, diamonds, clubs.

叫價名目等級由高至低，依序為無王、黑桃、紅心、方塊、梅花。

### F. Different Methods 不同之方式

Regulating Authorities may authorize different methods of making calls.

主管單位得核准不同的叫價方式。

## LAW 19 - DOUBLES AND REDOUBLES 賭倍與再賭倍

### A. Doubles 賭倍

1. A player may double only the last preceding bid. That bid must have been made by an opponent; calls other than pass must not have intervened.  
賽員僅能對最後一個叫價賭倍，且該叫價務必為敵家所叫，其間務必不可有派司以外之叫品。
2. In doubling, a player should not state the number of odd tricks or the denomination. The only correct form is the single word "Double".  
賭倍時，賽員不應表示線位磴數或名目。唯一正確之表示法為單詞「賭倍」。
3. If a player, in doubling, incorrectly states the bid, or the number of odd tricks or the denomination, he is deemed to have doubled the bid as it was made. (Law 16 Unauthorized Information may apply.)  
賭倍時，賽員若誤稱欲賭倍之叫價、線位磴數或名目，視同賭倍桌上實際之叫價（Law 16 非法訊息條文得適用）。

### B. Redoubles 再賭倍

1. A player may redouble only the last preceding double. That double must have been made by an opponent; calls other than pass must not have intervened.  
賽員僅能對最後一個賭倍予以再賭倍，且該賭倍務必為敵家所叫。其間務必不可有派司以外之叫品。
2. In redoubling, a player should not state the number of odd tricks or the denomination. The only correct form is the single word "Redouble".  
再賭倍時，賽員不應表示線位磴數或名目。唯一正確之表示法為單詞「再賭倍」。
3. If a player, in redoubling, incorrectly states the doubled bid, or the number of odd tricks or the denomination, he is deemed to have redoubled the bid as it was made. (Law 16 Unauthorized Information may apply.)  
再賭倍時，賽員若誤稱欲賭倍之叫價、線位磴數或名目，視同賭倍桌上實際之叫價（Law 16 非法訊息條文得適用）。

### C. Double or Redouble Superseded 賭倍與再賭倍之超越

Any double or redouble is superseded by a subsequent legal bid.  
任何賭倍與再賭倍均被後續之合法叫價所超越。

### D. Scoring a Doubled or Redoubled Contract 賭倍與再賭倍合約之記分

If a doubled or redoubled bid is not followed by a subsequent legal bid, scoring values are increased as provided in Law 77.  
遭賭倍或再賭倍之叫價，若無後續之合法叫價，則依照 Law 77 增加得分。

## LAW 20 - REVIEW AND EXPLANATION OF CALLS 複述及解釋叫品

### A. Call Not Clearly Recognized 叫品無法清楚識別

A player may require clarification forthwith if he is in doubt what call has been made.  
若賽員不確定被叫出的叫品為何，得立即要求澄清。

### B. Review of Auction during Auction Period 叫牌過程中要求複述叫牌

During the auction period, a player is entitled to have all previous calls restated when it is his turn to call, unless he is required by law to pass. Alerts should be included when responding to the request. A player may not ask for a partial review of previous calls and may not halt the review before it is completed.

叫牌過程中，賽員在輪到其叫牌時，除非已受橋規限制必須派司，否則均有權要求複述已叫過之全部叫品。賽員不得要求部分複述，且於複述完成前不得中斷之。

### C. Review after Final Pass 結尾派司後之複述

1. After the final pass either defender has the right to ask if it is his opening lead (see Laws 47E and 41).

結尾派司後，任一防家均得詢問是否應由其首攻（參照 Law 47E 及 Law 41）。

2. Declarer<sup>6</sup> or either defender may, at his first turn to play, require all previous calls to be restated. (See Laws 41B and 41C). As in B the player may not ask for only a partial restatement or halt the review.

莊家<sup>6</sup>或任一防家得於其首次出牌時，要求複述過去之全部叫品（參照 Law 41B 與 Law 41C）。如同 Law 20B，不得要求部分複述或中斷複述。

### D. Who May Review the Auction 何人得複述叫牌

A request to have calls restated shall be responded to only by an opponent.  
叫品複述之要求，應僅由一位敵家回應之。

### E. Correction of Error in Review 複述叫牌有誤之更正

All players, including dummy or a player required by law to pass, are responsible for prompt correction of errors in restatement (see Law 12C1 when an uncorrected review causes damage).  
所有賽員，包括夢家及受橋規限制必須派司者，均負立即更正錯誤複述之責任（錯誤複述未被更正而造成損害時參照 Law 12C1）。

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<sup>6</sup> Declarer's first turn to play is from dummy unless accepting an opening lead out of turn.

<sup>6</sup> 莊家之首次出牌乃自夢家打出，接受違序首攻時除外。



## F. Explanation of Calls 解釋叫品

1. During the auction and before the final pass any player may request<sup>7</sup>, at his own turn to call, an explanation of the opponents' auction. He is entitled to know about calls actually made, about relevant alternative calls available that were not made, and about inferences from the choice of action where these are matters of partnership understanding. Except on the instruction of the Director replies should be given by the partner of the player who made the call in question. The partner of a player who asks a question may not ask a supplementary question until his turn to call or play. Law 16 may apply and the Regulating Authority may establish regulations for written explanations.  
於結尾派司前之叫牌階段，任何賽員<sup>7</sup>在輪到其叫牌時，得要求解釋敵方之叫牌。賽員有權了解實際叫出之叫品、可叫出而未叫出之相關替代叫品、以及根據該叫牌選擇，考量同伴間協議後之推論。除非裁判另有指示，回答須由叫出該叫品之賽員的同伴為之。提問賽員之同伴，在輪到其叫牌或打牌前，不得進行補充提問。得適用 Law 16。主管單位得設立書面解釋之規章。
2. After the final pass and throughout the play period, either defender at his own turn to play may request an explanation of the opposing auction. At his turn to play from his hand or from dummy declarer may request an explanation of a defender's call or card play understandings. Explanations should be given on a like basis to 1 and by the partner of the player whose action is explained.  
於結尾派司後及整個打牌階段，任何防家在輪到其打牌時，得要求解釋敵方之叫牌。在輪到莊家或夢家打牌時，莊家得要求解釋防家之叫品或出牌協議。解釋須如第 1 項為之，由解釋標的之行為賽員的同伴解釋。
3. Under 1 and 2 above a player may ask concerning a single call but Law 16B1 may apply.  
在上述第 1 項和第 2 項之情境下，賽員得針對某單一叫品提問，但得適用 Law 16B1。
4. (a) If a player realizes during the auction that his own explanation was erroneous or incomplete, he must summon the Director before the end of the Clarification Period and correct the misexplanation. He may elect to call the Director sooner, but he is under no obligation to do so. (For a correction during the play period, see Law 75B2.)  
若賽員在叫牌中發現自己做出錯誤或不完整之解釋，務必在澄清階段結束前召請裁判，並修正其解釋。該員得選擇但並無義務提早召請裁判。(關於打牌階段之修正，參照 Law 75B2)
- (b) The Director when summoned applies Law 21B or Law 40B3.  
裁判被召請時，適用 Law 21B 或 Law 40B3。

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<sup>7</sup> Unless that player is required by law to pass.

<sup>7</sup> 除非該賽員已受橋規限制必須派司。

5. (a) A player whose partner has given a mistaken explanation may not correct the error during the auction, nor may he indicate in any manner that a mistake has been made. 'Mistaken explanation' here includes failure to alert or announce as regulations require or an alert (or an announcement) that regulations do not require.  
作出錯誤解釋賽員之同伴，於叫牌中不得修正該錯誤解釋，亦不得以任何方式暗示錯誤解釋之發生。此處之「錯誤解釋」包含未依規章示警或提示、或作出規章未要求之示警（或提示）。
- (b) The player must call the Director and inform his opponents that, in his opinion, his partner's explanation was erroneous (see Law 75B) but only at his first legal opportunity, which is:  
賽員認為其同伴作出錯誤解釋（參照 Law 75B）時，務必召請裁判並知會對手。召請之時間點僅限於如下之最早合法時機：
- (i) for a defender, at the end of the play.  
若其為防家，在打牌結束時。
- (ii) for declarer or dummy, after the final pass of the auction.  
若其為莊家或夢家，在叫牌的結尾派司之後。
6. If the Director judges that a player has based an action on misinformation given to him by an opponent see, as appropriate, Law 21 or Law 47E.  
若裁判認定賽員乃基於敵家提供之錯誤訊息而採取某行動，適用時參照 Law 21 或 Law 47E。

#### **G. Incorrect Procedure 不正確之程序**

1. A player may not ask a question if his sole purpose is to benefit partner.  
賽員不得僅為使同伴得利而提問。
2. A player may not ask a question if his sole purpose is to elicit an incorrect response from an opponent.  
賽員不得僅為誘發敵家回答錯誤而提問。
3. Except as the Regulating Authority allows, a player may not consult his own system card and notes during the auction period and play [but see Law 40B2(b)].  
除非主管單位允許，於競叫階段及打牌，賽員不得查閱己方制度卡及筆記 [ 但參照 Law 40B2(b) ] 。

## LAW 21 - MISINFORMATION 錯誤訊息

### A. Call or Play Based on Player's Own Misunderstanding 叫牌者因自身誤解所作之叫品或打牌

No rectification or redress is due to a player who acts on the basis of his own misunderstanding. 賽員基於自身誤解所採取之行動，不予矯正或補償。

### B. Call Based on Misinformation from an Opponent 根據敵方錯誤解釋所作之叫牌

1. (a) Until the end of the auction period (see Law 17D) and provided that his partner has not subsequently called, a player may change a call without other rectification for his side when the Director judges that the decision to make the call could well have been influenced by misinformation given to the player by an opponent. Failure to alert promptly where an alert is required by the Regulating Authority is deemed misinformation. 於叫牌階段結束前（參照 Law 17D），若裁判認定某賽員叫品之決定，可能係受到敵家予其錯誤訊息之影響，在其同伴尚未接續叫牌之情況下，該賽員得更改叫品且該方無須接受矯正。依主辦單位規定應示警而未即時示警者，視同錯誤訊息。

(b) The Director is to presume Mistaken Explanation rather than Mistaken Call in the absence of evidence to the contrary.

若無其他反證，裁判預設認定為錯誤解釋而非錯誤叫品。

2. When a player elects to change a call because of misinformation (as in 1 preceding), his LHO may then in turn change any subsequent call he may have made, but Law 16C applies.

當賽員選擇基於錯誤訊息而更改叫品（如前述第 1 項），其左手敵家得更改先前後續之任何叫品，但適用 Law 16C。

3. When it is too late to change a call and the Director judges that the offending side gained an advantage from the irregularity he awards an adjusted score.

若時機不及更改叫品，且裁判認定違規方從違常中獲利，則判給調整得分。

## LAW 22 - END OF AUCTION 叫牌結束

The auction ends when:

叫牌結束於以下時機：

A. one or more players having bid, there are three consecutive passes in rotation subsequent to the last bid. The last bid becomes the contract (but see Law 19D).

一或多位賽員曾提出叫價，且最終叫價後方依序有三個連續之派司。最終叫價成為該副牌之合約（但參照 Law 17D，譯按：原文誤參照 19D）。

B. all four players pass (but see Law 25). The hands are returned to the board without play. There shall not be a redeal.

四位賽員均派司（但參照 Law 25）。四手牌均放回牌套（盒）不進行打牌。此處不應重新發牌。

## LAW 23 - COMPARABLE CALL 比擬叫品

### A. Definition 定義

A call that replaces a withdrawn call is a comparable call, if it:  
比擬叫品係用以取代被撤回之叫品，且符合下列項目之叫品：

1. has the same or similar meaning as that attributable to the withdrawn call, or  
其意義與被撤回之叫品相同或相似，或
2. defines a subset of the possible meanings attributable to the withdrawn call, or  
其定義為被撤回之叫品可能意義之子集合，或
3. has the same purpose (e.g. an asking bid or a relay) as that attributable to the withdrawn call.  
其目的與被撤回之叫品相同（例如詢問叫或接力叫）。

### B. No Rectification 不需矯正

When a call is cancelled (as per Law 29B) and the offender chooses at his proper turn to replace the irregularity with a comparable call, then both the auction and play continue without further rectification. Law 16C2 does not apply, but see C following.

當叫品（根據 Law 29B）被取消，且違規方選擇在其適當叫牌時機以比擬叫品替換違規叫品，則叫牌與打牌繼續，不需矯正。Law 16C2 不適用，但參照下方 C 款。

### C. Non-Offending Side Damaged 未違規方受到損害

If following the substitution of a comparable call [see Laws 27B1(b), 30B1(b)(ii), 31A2(a) and 32A2(a)] the Director judges at the end of the play that without the assistance gained through the infraction the outcome of the board could well have been different, and in consequence the non-offending side is damaged, he shall award an adjusted score [see Law 12C1(b)].

使用比擬叫品替換後 [參照 Law 27B1(b)、Law 30B1(b)(ii)、Law 31A2(a)、與 Law 32A2(a)]，若裁判於打牌結束時認定如無違規之幫助，該副牌之結果很可能不同，應判給調整得分。

## **LAW 24 - CARD EXPOSED OR LED DURING THE AUCTION 叫牌時暴露或攻出牌張**

When the Director determines that during the auction, because of a player's own error, one or more cards of that player's hand were in position for the face to be seen by his partner, the Director shall require that every such card be placed face up on the table until the auction ends. Information from cards thus exposed is authorized for the non-offending side but unauthorized for the offending side (see Law 16C).

當裁判認定在叫牌過程中，某賽員因其自身過失，造成其手牌之一或多張牌位於其同伴可看見牌面之位置，應令其將這些牌張全部牌面向上置於桌面，直至叫牌結束為止。源於暴露牌張之訊息對非違規方乃合法訊息，對違規方乃非法訊息（參照 Law 16C）。

### **A. Low Card Not Prematurely Led 非過早攻出之小牌**

If it is a single card below the rank of an honour and not prematurely led, there is no further rectification (but see E following).

若暴露之牌張為一張非尊張且非過早攻出，則無後續矯正（但參照下述 E 款）。

### **B. Single Card of Honour Rank or Card Prematurely Led 一張尊張或是過早攻牌**

If it is a single card of honour rank or is any card prematurely led, offender's partner must pass when next it is his turn to call (see Law 72C when a pass damages the non-offending side).

若暴露之牌張為一張尊張、或為過早攻出之任意牌張，違規者之同伴務必於下輪叫牌時派司。（派司對未違規方造成損害時，參照 Law 72C）。

### **C. Two or More Cards Are Exposed 兩張或兩張以上之牌張暴露**

If two or more cards are so exposed offender's partner must pass when next it is his turn to call (see Law 72C when a pass damages the non-offending side).

若暴露之牌張為兩張或兩張以上，違規者之同伴務必於下輪叫牌時派司（派司對未違規方造成損害時，參照 Law 72C）。

### **D. Declaring side 莊家一方**

If the offender becomes declarer or dummy the cards are picked up and returned to the hand.

若違規者成為莊家或夢家，則將暴露牌張歸還至手牌中。

### **E. Defenders 防家**

If at the conclusion of the auction the offender is to become a defender, every such card becomes a penalty card (see Laws 50 and 51).

若違規者於叫牌結束後將成為防家，所有暴露牌張成為罰張（參照 Law 50 與 Law 51）。

## LAW 25 - LEGAL AND ILLEGAL CHANGES OF CALL 合法與非法之更改叫品

### A. Unintended Call 非意圖之叫品

1. If a player discovers that he has not made the call he intended to make, he may, until his partner makes a call, substitute the call he intended for the unintended call. The second (intended) call stands and is subject to the appropriate Law, but the lead restrictions in Law 26 do not apply.  
若賽員發現其叫出之叫品非其所意圖，在其同伴未叫牌前，得將非意圖之叫品替換為意圖之叫品。第二個（意圖之）叫品成立且適用有關橋規，但 Law 26 之首攻限制不適用。
2. If the player's original intent was to make the call selected or voiced, that call stands. A change of call may be allowed because of a mechanical error or a slip of the tongue, but not because of a loss of concentration regarding the intent of the action.  
若賽員之意圖為其叫出或選擇之叫品，則該叫品成立。賽員得因動作失誤或口誤而替換叫品，但不得以失神為由替換叫品。
3. A player is allowed to replace an unintended call if the conditions described in A1 above are met, no matter how he may have become aware of his error.  
在滿足 A1 所述之情況下，無論賽員如何察覺其錯誤，均可替換非意圖之叫品。
4. No substitution of call may be made when his partner has made a subsequent call.  
若賽員之同伴已作出接續叫牌，則不得替換叫品。
5. If the auction ends before it reaches the player's partner no substitution may occur after the end of the auction period (see Law 17D).  
若叫牌在輪到同伴叫牌前即結束，賽員不得在叫牌階段結束後替換叫品（參照 Law 17D）。
6. If a substitution is allowed the LHO may withdraw any call he made over the first call. Information from the withdrawn call is authorized to his side and unauthorized to the opponents.  
如果替換之叫品被接受，左敵方得撤回其對第一個叫品作出之叫品。來自該撤回叫品之訊息對撤回叫牌方乃合法訊息，對敵方乃非法訊息。

### B. Call Intended 意圖之叫品

1. A substituted call not permitted by A may be accepted by the offender's LHO. (It is accepted if LHO calls intentionally over it.) The first call is then withdrawn, the second call stands and the auction continues (Law 26 may apply).  
違規者之左敵方得接受 A 款不允許之替換叫品（若左敵方對替換叫品作出意圖之叫品，即為接受該替換叫品）。此時第一個叫品被撤回，第二個叫品成立，叫牌繼續進行（得適用 Law 26）。
2. Except as in B1, a substitution not permitted by A is cancelled. The original call stands and the auction continues (Law 26 may apply).  
除 B1 所述之情況外，A 款所不允許之替換叫品取消，原叫品成立，叫牌繼續進行（得適用 Law 26）。
3. Law 16C applies to any call withdrawn or cancelled.  
Law 16C 適用於任何撤回或取消之叫品。

## LAW 26 - CALL WITHDRAWN, LEAD RESTRICTIONS 撤回叫品後之攻牌限制

### A. No Lead Restrictions 無攻牌限制

When an offending player's call is withdrawn and it is replaced by a comparable call (see Law 23A), then if he becomes a defender there are no lead restrictions for his side. Law 16C does not apply, but see Law 23C.

若違規者之叫品被撤回且替換為比擬叫品 ( 參照 Law 23A ) ，則當違規者成為防家，無攻牌限制。Law 16C 不適用，但參照 Law 23C。

### B. Lead Restrictions 攻牌限制

When an offending player's call is withdrawn and it is not replaced by a comparable call, then if he becomes a defender declarer may, at the offender's partner's first turn to lead (which may be the opening lead) prohibit offender's partner from leading any (one) suit which has not been specified in the legal auction by the offender. Such prohibition continues for as long as the offender's partner retains the lead.

若違規者之叫品被撤回但未替換為比擬叫品，則當違規者成為防家，莊家得於其同伴第一次攻牌 ( 得為首攻 ) 時，禁止該員攻出任何合法叫牌未提出之花色。此禁制在該員保有攻牌權期間持續有效。

## LAW 27 - INSUFFICIENT BID 不足叫價

### A. Acceptance of Insufficient Bid 不足叫價予以接受

1. Any insufficient bid may be accepted (treated as legal) at the option of offender's LHO. It is accepted if that player calls.

違規者之左敵方得選擇接受任何不足叫價 ( 該叫價將被視為合法 ) 。該賽員接續叫牌即視為接受。

2. If a player makes an insufficient bid out of rotation Law 31 applies.

若賽員之不足叫價乃違序叫牌，適用 Law 31。

### B. Insufficient Bid not Accepted 不足叫價不予接受

If an insufficient bid in rotation is not accepted (see A) it must be corrected by the substitution of a legal call (but see 3 following). Then:

若一非違序之不足叫價未被接受 ( 參照 A 款 ) ，務必須以一個合法叫牌替換更正之 ( 但參照下述第 3 項 ) 。此時：

1. (a) if the insufficient bid is corrected by the lowest sufficient bid which specifies the same denomination(s) as that specified by the withdrawn call, the auction proceeds without further rectification. Laws 26B and 16C do not apply but see D following.

若該不足叫價被更正為表示相同名目之最低充分叫價，則叫牌繼續進行不再矯正。Law 26B 與 Law 16C 不適用，但參照下述 D 款。

(b) except as in (a), if the insufficient bid is corrected with a comparable call (see Law 23A) the auction proceeds without further rectification. Law 16C does not apply but see D following.

除 (a) 小項所述之情況外，若該不足叫價被更正為比擬叫品 ( 參照 Law 23A ) ，則叫牌繼續進行不再矯正。Law 16C 不適用，但參照下述 D 款。

2. except as provided in B1 above, if the insufficient bid is corrected by a sufficient bid or by a pass, the offender's partner must pass whenever it is his turn to call. The lead restrictions in Law 26B may apply, and see Law 72C.  
除上述 B1 項之情況外，若該不足叫價被更正為一充足叫價或派司，違規者之同伴於後續輪到其叫牌時，務必永遠派司。得適用 Law 26B 之攻牌限制，且參照 Law 72C。
3. except as provided in B1(b) above, if the offender attempts to substitute a double or a redouble for his insufficient bid the attempted call is cancelled. The offender must replace it as the foregoing allows and his partner must then pass whenever it is his turn to call. The lead restrictions in Law 26B may apply, and see Law 72C.  
除上述 B1(b) 小項之情況外，若違規者意圖以賭倍或再賭倍替換該不足叫價，取消其意圖之替換叫品。違規者務必用上述允許之叫品替換，且其同伴於後續叫牌時，務必永遠派司。得適用 Law 26B 之攻牌限制，且參照 Law 72C。
4. if the offender attempts to replace the one insufficient bid with another insufficient bid the Director rules as in 3 if the LHO does not accept the substituted insufficient bid as A1 allows.  
若違規者試圖以一不足叫價替換該不足叫價，且下家未依 A1 項所述接受替換之不足叫價，裁判依照第 3 項作出裁決。

#### **C. Premature Replacement 過早更換叫牌**

If the offender replaces his insufficient bid before the Director has ruled on rectification the substitution, if legal, stands unless the insufficient bid is accepted as A1 allows (but see B3 above). The Director applies the relevant foregoing section to the substitution.

若違規者於裁判裁定矯正前以合法叫品更換該不足叫價，除非該不足叫價被依 A1 項所述接受，否則替換叫品成立（但參照上述 B3 項）。裁判對該替換叫品按前述相應條款處置。

#### **D. Non-offending Side Damaged 非違規方受到損害**

If following the application of B1 the Director judges at the end of the play that without assistance gained through the infraction 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 had the insufficient bid not occurred.

依 B1 項執行後，若裁判認定如無違規之幫助，該副牌之結果很可能不同，因而造成非違規方之損害時（參照 Law 12B1），裁判應判給調整得分。裁判之調整得分應盡可能恢復不足叫價未發生時該副牌之可能結果。



## **LAW 28 - CALLS CONSIDERED TO BE IN ROTATION 視同正序之叫牌**

### **A. RHO Required to Pass 右手敵家被要求派司時**

A call is considered to be in rotation when it is made by a player at his RHO's turn to call if that opponent is required by law to pass.

若一賽員之右敵家受橋規要求派司，則在輪由右敵家叫牌時，該賽員之（搶先）叫牌視同正序叫牌。

### **B. Call by Correct Player Cancelling Call Out of Rotation 正序叫品取消違序叫品**

A call is considered to be in rotation when made by a player whose turn it was to call before rectification has been assessed for a call out of rotation by an opponent. Making such a call forfeits the right to rectification for the call out of rotation. The auction proceeds as though the opponent had not called at that turn. Law 26 does not apply, but see Law 16C2.

若一賽員之敵家違序叫牌，且在尚未完成矯正之前提下，輪到其叫牌。此時該賽員之叫牌被視為正序叫牌，且喪失矯正違序叫牌之權利。叫牌繼續且視同敵家未曾叫牌。Law 26 不適用，但參照 Law 16C2。

## **LAW 29 - PROCEDURE AFTER A CALL OUT OF ROTATION 違序叫牌後之程序**

### **A. Forfeiture of Right to Rectification 矯正權之喪失**

Following a call out of rotation offender's LHO may elect to call thereby forfeiting the right to any rectification.

在違序叫牌後，違規者之左敵方得選擇接續叫牌，並喪失任何矯正之權利。

### **B. Out-of-Rotation Call Cancelled 違序叫品之取消**

Unless A applies, a call out of rotation is cancelled and the auction reverts to the player whose turn it was to call. The offending side is subject to the provisions of Law 30, 31 or 32.

除非執行 A 款，否則違序叫品取消，叫牌回復原依序應叫牌者開始。違規方受 Law 30、31、及 32 之規範。

### **C. Call Out of Rotation Is Artificial 違序叫品乃人為叫品**

If a call out of rotation is artificial, the provisions of Laws 30, 31 and 32 apply to the denomination(s) specified, rather than the denomination named.

若違序叫品乃人為叫品，Law 30、31、及 32 適用於與該叫品相關之名目，而非叫出之名目。

## LAW 30 - PASS OUT OF ROTATION 違序派司

When a player has passed out of rotation and the call is cancelled, the option in Law 29A not having been exercised, the following provisions apply (if the pass is artificial see C):

當一賽員違序派司且該叫品被取消，Law 29A 未被行使，則適用下列規定（若派司乃人為叫品，參照 C 款）：

### A. RHO's Turn to Call 輪由右敵家叫牌

When a pass out of rotation is made at offender's RHO's turn to call, the offender must pass when next it is his turn to call and Law 72C may apply.

若違規者違序派司時，本應由其右敵家叫牌，則違規者務必於下一次輪到其叫牌時派司，且得適用 Law 72C。

### B. Partner's or LHO's Turn to Call 輪由同伴或左敵家叫牌

1. When the offender has passed at his partner's turn to call, or at his LHO's turn to call if the offender has not previously called, then:

若違規者違序派司時，本應由其同伴叫牌、或本應由其左敵家叫牌且違規者先前未曾叫牌，則：

(a) Offender's partner may make any legal call at his proper turn, but Law 16C2 applies.

輪到違規者之同伴叫牌時，該員得叫出任何合法叫品，但適用 Law 16C2。

(b) Offender may make any legal call at his correct turn and:

輪到違規者叫牌時，該員得叫出任何合法叫品，且

(i) When the call is a comparable call (see Law 23A), there is no further rectification.

Law 26B does not apply, but see Law 23C.

當該叫品為比擬叫品（參照 Law 23A）時，不進行任何矯正。Law 26B 不適用，但參照 Law 23C。

(ii) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.

當該叫品為比擬叫品（參照 Law 23A）時，違規者之同伴務必於下一次輪到其叫牌時派司。得適用 Law 16C、26B、與 Law 72C。

2. If the offender has previously called, a pass out of rotation at offender's LHO's turn to call is treated as a change of call. Law 25 applies.

若違規者先前已叫過牌，且在輪到其左敵家叫牌時違序派司，視為修改叫品。適用 Law 25。

### C. When Pass Is Artificial 派司係特約

When a pass out of rotation is artificial or is a pass of an artificial call, Law 31, not Law 30, applies.

若該違序派司乃人為叫品或針對（同伴）人為叫品之派司時，適用 Law 31 而非 Law 30。

## LAW 31 - BID OUT OF ROTATION 違序叫價

When a player has bid out of rotation, has passed artificially or has passed partner's artificial call (see Law 30C) and the call is cancelled, the option in Law 29A not having been exercised, the following provisions apply:

當一賽員違序叫價、違序人為派司或者違序針對同伴之人為叫牌派司（參照 Law 30C），且該叫品被取消，即 Law 29A 之選擇未被行使，則適用下列規定：

### A. RHO's Turn to Call 輪由右敵方叫牌

When the offender has called at his RHO's turn to call, then:

若違規者違序叫價時，本應輪由其右敵家叫牌，則：

1. If that opponent passes, offender must repeat the call out of rotation, and when that call is legal there is no rectification.  
若該敵家派司，違規者需重複其違序叫品。該叫品若合法則不予矯正。
2. If that opponent makes a legal<sup>8</sup> bid, double or redouble, offender may make any legal call:  
若該敵家叫出合法叫價<sup>8</sup>、賭倍或再賭倍，違規者得做出任何合法叫品：
  - (a) When the call is a comparable call (see Law 23A), there is no further rectification. Law 26B does not apply, but see Law 23C.  
若該叫品為比擬叫品（參照 Law 23A），則無進一步之矯正。Law 26B 不適用，但參照 Law 23C。
  - (b) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.  
若該叫品非比擬叫品（參照 Law 23A），違規者之同伴務必於下一次輪到其叫牌時派司。得適用 Law 16C、26B 與 72C。

### B. Partner's or LHO's Turn to Call 輪由同伴或左敵家叫牌

When the offender has bid at his partner's turn to call, or at his LHO's turn to call if the offender has not previously called, then:

若違規者違序叫價時，本應輪由其同伴叫牌、或本應由其左敵家叫牌且違規者先前未曾叫牌，則：

1. Offender's partner may make any legal call at his proper turn, but Law 16C2 applies.  
輪到違規者之同伴叫牌時，該員得叫出任何合法叫品，但適用 Law 16C2。
2. Offender may make any legal call at his correct turn and the Director rules as in A2(a) or A2(b) above.  
輪到違規者叫牌時，該員得叫出任何合法叫品，裁判以前述 A2(a) 或 A2(b) 小項處置。

### C. Later Bids at LHO's Turn to Call 輪由左敵方叫牌，且非首次叫牌

Later bids at LHO's turn to call are treated as changes of call and Law 25 applies.

若違規者先前已叫過牌，且在輪到其左敵方叫牌時違序叫價，視為修改叫品，適用 Law 25。

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<sup>8</sup> An illegal call by RHO is rectified as usual.

<sup>8</sup> 右敵家不合法之叫品須被矯正

## LAW 32 - DOUBLE OR REDOUBLE OUT OF ROTATION 違序賭倍或再賭倍

A double or redouble out of rotation may be accepted at the option of the opponent next in rotation (see Law 29A), except that an inadmissible double or redouble (see Law 36) may never be accepted. If the call out of rotation is not accepted it is cancelled and:

違序賭倍或再賭倍發生時，下一輪轉順序之敵家得選擇接受之（參照 Law 29A），但不能成立之賭倍或再賭倍（參照 Law 36）則不得被接受。若違序叫品不被接受，該叫品取消且：

### A. RHO's Turn to Call 輪由右敵家叫牌

If a double or redouble out of rotation has been made at offender's RHO's turn to call, then:  
若違規者違序賭倍或再賭倍時，本應輪由其右敵家叫牌，則：

1. If offender's RHO passes, offender must repeat his out-of-rotation double or redouble and there is no rectification unless the double or redouble is inadmissible, in which case Law 36 applies.  
若違規者之右敵家派司，違規者需重複其違序賭倍或再賭倍並不予矯正。然如該違序賭倍或再賭倍係不能成立者，則依 Law 36 處理。
2. If offender's RHO bids, doubles or redoubles, the offender may in turn make any legal call:  
若違規者之右敵家叫出叫價、賭倍或再賭倍，違規者得做出任何合法叫品：
  - (a) When the call is a comparable call (see Law 23A), there is no further rectification. Law 26B does not apply, but see Law 23C.  
若該叫品為比擬叫品（參照 Law 23A），則無進一步之矯正。Law 26B 不適用，但參照 Law 23C。
  - (b) When the call is not a comparable call (see Law 23A), offender's partner must pass when next it is his turn to call. Laws 16C, 26B and 72C may apply.  
若該叫品非比擬叫品（參照 Law 23A），違規者之同伴務必於下一次輪到其叫牌時派司。得適用 Law 16C、26B 與 72C。

### B. Offender's Partner's Turn to Call 輪由違規者之同伴叫牌

If a double or redouble out of rotation has been made when it was the offender's partner's turn to call, then:

若違規者違序賭倍或再賭倍時，本應輪由其同伴叫牌，則：

1. Offender's partner may make any legal call, but Law 16C2 applies.  
違規者之同伴得叫出任何合法叫品，但適用 Law 16C2。
2. Offender may make any legal call at his proper turn and the Director rules as in A2(a) or A2(b) above.  
輪到違規者叫牌時，該員得叫出任何合法叫品，裁判以前述 A2(a) 或 A2(b) 小項處置。

### C. Later Calls at LHO's Turn to Call 輪由左敵方叫牌，且非首次叫牌

Later calls at LHO's turn to call are treated as changes of call and Law 25 applies.

若違規者先前已叫過牌，且在輪到其左敵方叫牌時違序賭倍或再賭倍，視為修改叫品，適用 Law 25。

## **LAW 33 - SIMULTANEOUS CALLS 同時叫牌**

A call made simultaneously with one made by the player whose turn it was to call is deemed to be a subsequent call.

若一叫品被同時叫出，且本應輪到其中一位賽員叫牌，則視同該賽員接續叫牌。

## **LAW 34 - RETENTION OF RIGHT TO CALL 叫牌權之保留**

When following a call there have been three consecutive passes, one or more being out of rotation, Law 17D3 applies.

若在一叫品之後有三個連續派司，但其中有一或多個違序派司，則適用 Law 17D3。

## **LAW 35 - INADMISSIBLE CALLS 不能成立之叫品**

The following calls are inadmissible:

下列叫品不能成立：

- A. A double or redouble not permitted by Law 19. Law 36 applies.  
Law 19 不允許之賭倍或再賭倍。適用 Law 36。
- B. A bid, double or redouble by a player required to pass. Law 37 applies.  
被要求派司之賽員作出之叫價、賭倍或再賭倍。適用 Law 37。
- C. A bid of more than seven. Law 38 applies.  
超過七線之叫價。適用 Law 38。
- D. A call after the final pass of the auction. Law 39 applies.  
結尾派司之後之叫品。適用 Law 39。

## LAW 36 - INADMISSIBLE DOUBLES AND REDOUBLES 不能成立之賭倍與再賭倍

### A. Offender's LHO Calls before Rectification 違規者左敵方在矯正之前叫牌

If offender's LHO calls before rectification of an inadmissible double or redouble the inadmissible call and all subsequent calls are cancelled. The auction reverts to the player whose turn it was to call and proceeds as though there had been no irregularity. The lead restrictions in Law 26B do not apply.

若違規者之左敵家在矯正不能成立之賭倍或再賭倍前即行叫牌，則該不能成立之叫品及其接續叫牌均予取消。叫牌退回至當下應叫牌之賽員，並視同沒有違常。Law 26B 之攻牌限制不適用。

### B. Offender's LHO does not Call before Rectification 違規者左敵方在矯正之前未叫牌

When A does not apply:

當 Law 36A 不適用時：

1. any double or redouble not permitted by Law 19 is cancelled.  
任何 Law 19 不允許之賭倍或者再賭倍均予取消。
2. the offender must substitute a legal call, the auction continues, and the offender's partner must pass whenever it is his turn to call.  
違規者務必以合法之叫品替換之，叫牌繼續進行。後續輪到違規者之同伴叫牌時，務必永遠派司。
3. Law 72C may apply. The lead restrictions in Law 26B may apply.  
得適用 Law 72C。得適用 Law 26B 之攻牌限制。
4. if the call is out of turn the auction reverts to the player whose turn it was to call, the offender may make any legal call at his turn, and his partner must pass whenever it is his turn to call. Law 72C may apply. The lead restrictions in Law 26B may apply.  
若該叫牌乃違序叫牌，叫牌退回至當下應叫牌之賽員。後續輪到違規者叫牌時，該員得叫出任何合法叫品。後續輪到違規者之同伴叫牌時，務必永遠派司。得適用 Law 72C。得適用 Law 26B 之攻牌限制。

### C. Irregularity Discovered after the Auction Period 在叫牌階段結束後發現違常

When attention is drawn to an inadmissible double or redouble only after the opening lead has been faced, the final contract is scored as if the inadmissible call had not been made.

若不能成立之賭倍或再賭倍僅在首攻亮牌後才被發現，最終合約記錄時視為該不能成立之叫品未被叫出。

## LAW 37 - ACTION VIOLATING OBLIGATION TO PASS 違反強制派司之行為

### A. Offender's LHO Calls before Rectification 違規者左敵方在矯正之前叫牌

If the inadmissible call was a bid or a double or redouble by a player required by law to pass (but not an action contrary to Law 19A1 or Law 19B1) and offender's LHO calls before the Director has ruled on rectification, that call and all subsequent calls stand. If the offender was required to pass for the remainder of the auction he must still pass at subsequent turns. The lead restrictions in Law 26B do not apply.

若被要求派司之賽員作出叫價、賭倍或再賭倍（但未違反 Law 19A1 或 Law 19B1），且違規者之左敵家在裁判裁決矯正前即行叫牌，則該叫牌及所有接續叫牌均成立。若違規者被要求在剩餘之叫牌中派司，其仍務必在往後各輪派司。Law 26B 之攻牌限制不適用。

### B. Offender's LHO does not Call before Rectification 違規者左敵家在矯正之前未叫牌

When A does not apply:

當 Law 37A 不適用時，

1. any bid, double or redouble, by a player required by law to pass is cancelled.  
被要求派司之賽員所作之任何叫價、賭倍或再賭倍被取消。
2. a pass is substituted, the auction continues and each member of the offending side must pass whenever it is his turn to call. Law 72C may apply. The lead restrictions in Law 26B may apply.  
以派司替換被取消之叫品，叫牌繼續進行，且違規方之每位賽員在輪到自己叫牌時，務必永遠派司。得適用 Law 72C。得適用 Law 26B 之攻牌限制。

## LAW 38 - BID OF MORE THAN SEVEN 超過七線之叫價

### A. No Play Permissible 不允許打牌

No play of a contract of more than seven is ever permissible.

超過七線之合約永遠不允許打牌。

### B. Bid and Subsequent Calls Cancelled 取消叫價及其接續叫牌

A bid of more than seven is cancelled together with any subsequent calls.

超過七線之叫價及其所有接續叫品均取消。

### C. Offending Side Must Pass 違規方必須派司

A pass must be substituted; the auction continues unless completed and each member of the offending side must pass whenever it is his turn to call.

取消之叫品務必用派司替換。若叫牌未結束則繼續進行之，且違規方之每位賽員在輪到自己叫牌時，務必永遠派司。

### D. Possible Lack of Recourse to Laws 26B and 72C 可能不適用 Law 26B 與 Law 72C 追索

Law 72C may apply and the lead restrictions in Law 26B may apply, except that if the offender's LHO had called subsequent to the infraction and before rectification there is no recourse to these Laws.

得適用 Law 72C 及 Law 26B 之攻牌限制，但若違規者之左敵家在矯正前先行接續叫牌，則不再適用 Law 72C 及 Law 26B。

## LAW 39 - CALL AFTER THE FINAL PASS 結尾派司後叫牌

### A. Calls Cancelled 叫品取消

All calls after the final pass of the auction are cancelled.  
所有在結尾派司後之叫品均取消。

### B. Pass by Defender or Any Call by Declaring Side 防家之派司或主打方之任何叫品

If offender's LHO calls before rectification, or if the infraction is a pass by a defender or any call by the future declarer or dummy, then there is no further rectification.  
若違規者的左敵家在矯正前先行叫牌、或違規乃防家之派司、或違規乃未來莊家或夢家之任何叫品，則不再進一步矯正。

### C. Other Action by Defender 其他防家之動作

If offender's LHO has not called subsequent to the infraction and the infraction is a bid, double or redouble by a defender, then the lead restrictions in Law 26B may apply.  
若違規乃防家之叫價、賭倍或再賭倍，且違規者之左敵家在違規發生後未接續叫牌，則適用 Law 26B 的攻牌限制。

## LAW 40 - PARTNERSHIP UNDERSTANDINGS 同伴間協議

### A. Players' Systemic Agreements 賽員之制度約定

1. (a) Partnership understandings as to the methods adopted by a partnership may be reached explicitly in discussion or implicitly through mutual experience or awareness of the players.  
同伴間對採用制度之協議，得明確透過討論、或潛在透過共同經驗及認知達成。
- (b) Each partnership has a duty to make its partnership understandings available to its opponents. The Regulating Authority specifies the manner in which this is done.  
每對同伴均有義務讓敵方了解同伴間之協議。具體方式由主管單位訂之。
2. Information conveyed to partner through such understandings must arise from the calls, plays and conditions of the current deal. Each player is entitled to take into account the legal auction and, subject to any exclusions in these laws, the cards he has seen. He is entitled to use information specified elsewhere in these laws to be authorized. (See Law 73C.)  
透過該協議傳遞予同伴之訊息，務必來自當前牌局之叫牌、打牌及條件。每位賽員均有權將合法之叫牌及所見之牌張（本橋規不允許者除外）納入考量。賽員有權使用本橋規在其他條款中所規定之合法訊息（參照 Law 73C）。
3. A player may make any call or play without prior announcement provided that such call or play is not based on an undisclosed partnership understanding (see Law 40C1).  
賽員之任何叫品或打牌，若非基於同伴間未公開之協議，無須事先聲明（參照 Law 40C1）。
4. The agreed meaning of a call or play shall not alter by reference to the member of the partnership by whom it is made (this requirement does not restrict style and judgement, only method).  
叫品或打牌之含義，不應因同伴間不同成員之使用而改變（本限制僅應用於制度，不限制風格與判斷）。



## B. Special Partnership Understandings 特殊同伴間協議

1. (a) An agreement between partners, whether explicit or implicit, is a partnership understanding.  
同伴間之約定，無論明確或潛在，均屬同伴間協議。
  - (b) In its discretion the Regulating Authority may designate certain partnership understandings as 'special partnership understandings'. A special partnership understanding is one whose meaning, in the opinion of the Regulating Authority, may not be readily understood and anticipated by a significant number of players in the tournament.  
主管單位得以其裁量權，指定某些同伴間協議為「特殊同伴間協議」。若主管單位認定，某些同伴間協議之含義將使相當數量之賽員在比賽中不易理解和預料，該協議即屬特殊同伴間協議。
  - (c) Unless the Regulating Authority decides otherwise, any call that has an artificial meaning constitutes a special partnership understanding.  
任何含有人為含義之叫品均構成特殊同伴間協議，主管單位另有規定者除外。
2. (a) The Regulating Authority: 主管單位：
    - (i) is empowered without restriction to allow, disallow, or allow conditionally, any special partnership understanding.  
可全權允許、不允許或有條件地允許任何特殊同伴間協議。
    - (ii) may prescribe a System Card, with or without supplementary sheets, for the prior listing of a partnership's understandings, and regulate its use.  
得訂定有或無附頁之制度卡以供列舉同伴間協議，並得規範制度卡之使用。
    - (iii) may prescribe alerting procedures and/or other methods of disclosure of a partnership's methods.  
得規定示警之程序和 / 或其他揭露同伴間協議之方式。
    - (iv) may disallow prior agreement by a partnership to vary its understandings during the auction or play following an irregularity committed by the opponents.  
得禁止同伴事先約定「在敵方犯下違常後改變其叫牌或打牌之協議」。
    - (v) may restrict the use of psychic artificial calls.  
得限制人為叫品之詐叫。
  - (b) Unless the Regulating Authority provides otherwise a player may not consult his own system card between the commencement of the auction period and the end of play, except that players of the declaring side (only) may consult their own system card during the Clarification Period.  
賽員自叫牌階段開始至打牌結束為止，不得查閱己方制度卡，除了主打方賽員在澄清階段時得查閱己方制度卡。主管單位另有規定者除外。

- (c) Unless the Regulating Authority provides otherwise a player may consult his opponent's system card:  
賽員在下列時間得查閱敵方制度卡（主管單位另有規定者除外）：
- (i) prior to the commencement of the auction,  
叫牌開始前，
  - (ii) during the Clarification Period,  
澄清階段，
  - (iii) during the auction and during the play but only at his turn to call or play, and  
叫牌期間和打牌期間，但僅有輪到其叫牌或打牌時，和
  - (iv) following an opponent's request for an explanation, pursuant to Law 20F, for the purpose of correctly explaining the significance of his partner's call or play.  
在對手要求叫牌解釋時，根據 Law 20F，為給予有關其同伴叫牌或打牌之正確解釋。
- (d) Unless the Regulating Authority provides otherwise a player is not entitled to any aids to his memory, calculation or technique during the auction period and play.  
在叫牌階段和打牌時，賽員不可使用任何對其記憶、計算或技巧之幫助工具。主管單位另有規定者除外。
3. (a) A side that is damaged as a consequence of its opponents' failure to provide disclosure of the meaning of a call or play, as these laws require, is entitled to rectification through the award of an adjusted score.  
當一方因其敵方未依本橋規規定揭露叫品或打牌之意義，而受到損害，該方有權接受判給調整得分之矯正。
- (b) Repeated violations of requirements to disclose partnership understandings may be penalized.  
反覆違反揭露同伴間協議之要求者，得判罰之。
4. When a side is damaged by an opponent's use of a special partnership understanding that does not comply with the regulations governing the tournament the score shall be adjusted. A side in breach of those regulations may be subject to a procedural penalty.  
當一方因敵方使用不符合比賽規定之特殊同伴間協議，而受到損害，應判給調整得分。違反規定之一方得受程序性判罰。
5. (a) When explaining the significance of partner's call or play in reply to an opponent's enquiry (see Law 20) a player shall disclose all special information conveyed to him through partnership agreement or partnership experience but he need not disclose inferences drawn from his knowledge and experience of matters generally known to bridge players.  
賽員回答敵家對同伴叫品或打牌含義之詢問時（參照 Law 20），應全盤揭露透過同伴間協議或經驗所傳遞之特殊訊息，但不必說明該賽員依其知識與大眾橋手知悉之經驗所得之推論。
- (b) The Director adjusts the score if information not given in an explanation is crucial for an opponent's choice of action and the opponent is thereby damaged.  
若解釋未給出之訊息對於敵家行動之選擇至關重要，進而使敵家受到損害，則裁判判給調整得分。

### C. Deviation from System and Psychic Action 偏離制度與欺詐行為

1. A player may deviate from his side's announced understandings, provided that his partner has no more reason than the opponents to be aware of the deviation [but see B2(a)(v) above]. Repeated deviations lead to implicit understandings which then form part of the partnership's methods and must be disclosed in accordance with the regulations governing disclosure of system. If the Director judges there is undisclosed knowledge that has damaged the opponents he shall adjust the score and may assess a procedural penalty.  
在同伴不比敵方有更多理由知情之情況下，賽員得偏離己方宣布之協議（但參照 B2(a)(v) 小項）。反覆偏離將導致潛在默契，而成為同伴間約定之一部分，對此務必根據制度揭露之規定揭露之。若裁判認定賽員有未揭露之默契，並對敵方造成損害，應判給調整得分，且得給予程序性處罰。
2. Other than in C1 above, no player is obliged to disclose to the opponents that he has deviated from his announced methods.  
除上述 C1 項之外，任何賽員均無義務對敵方揭露其已偏離己方宣布之協議。

## LAW 41 - COMMENCEMENT OF PLAY 打牌之開始

### A. Face-down Opening Lead 首攻牌面朝下

After a bid, double or redouble has been followed by three passes in rotation, the defender on presumed declarer's left makes the opening lead face down<sup>9</sup>. The face-down lead may be withdrawn only upon instruction of the Director after an irregularity (see Laws 47E and 54); the withdrawn card must be returned to the defender's hand.

在一叫價、賭倍或再賭倍緊接三個依序之派司後，預設莊家之左手邊防家以牌面朝下方式首攻<sup>9</sup>。此牌面朝下之首攻牌張僅在發生違規，經裁判指示後方得撤回（參照 Law 47E 與 Law 54）；撤回之牌張務必歸還至防家手牌。

### B. Review of Auction and Questions 叫牌過程之複述與詢問

Before the opening lead is faced, the leader's partner and the presumed declarer (but not the presumed dummy) each may require a review of the auction, or request explanation of an opponent's call (see Law 20F2 and 20F3). Declarer<sup>10</sup> or either defender may, at his first turn to play a card, require a review of the auction; this right expires when he plays a card. The defenders (subject to Law 16) and the declarer retain the right to request explanations throughout the play period, each at his own<sup>11</sup> turn to play.

首攻牌張尚未亮出前，首攻者之同伴及預設莊家（但非預設夢家）均得要求複述叫牌過程、或要求解釋敵方某一叫品（參照 Law 20F2 與 Law 20F3）。莊家<sup>10</sup>或任一防家得於首次輪到其出牌時，要求複述叫牌過程；但當牌打出後，此項權利即告消失。防家（不得違反 Law 16）和莊家在全部打牌過程中，於輪到其出牌<sup>11</sup>時，均保有要求解釋之權。

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<sup>9</sup> Regulating Authorities may specify that opening leads be made face up.

<sup>9</sup> 主管單位得規定首攻牌須牌面朝上。

<sup>10</sup> Declarer's first turn to play is from dummy unless accepting an opening lead out of turn.

<sup>10</sup> 除非接受違序攻牌，否則莊家之首次出牌乃由夢家打出。

<sup>11</sup> Declarer may enquire at his turn to play from dummy or from his own hand.

<sup>11</sup> 莊家得於輪到夢家或手上出牌時作詢問。

### C. Opening Lead Faced 首攻牌張亮出後

Following this Clarification Period, the opening lead is faced, the play period begins irrevocably, and dummy's hand is spread (but see Law 54A for a faced opening lead out of turn). After it is too late to have previous calls restated (see B), declarer or either defender, at his own<sup>11</sup> turn to play, is entitled to be informed as to what the contract is and whether, but not by whom, it was doubled or redoubled.

澄清階段結束後，首攻牌張亮出，打牌階段自此開始（無法回復），夢家手牌攤置於桌上（但若為違序之亮牌首攻則參照第 Law 54A）。在喪失要求複述叫牌過程之權利後（參照 B 款），莊家或任一防家於輪到其出牌時，有權查明合約為何、及是否有賭倍或再賭倍，但不得詢問何人為之。

### D. Dummy's Hand 夢家手牌

After the opening lead is faced, dummy spreads his hand in front of him on the table, face up, sorted into suits, the cards in order of rank with lowest ranking cards towards declarer, and in separate columns pointing lengthwise towards declarer. Trumps are placed to dummy's right. Declarer plays both his hand and that of dummy.

首攻牌張亮出後，夢家將其手牌牌面朝上攤置於面前桌上，分妥花色牌組，各列牌張由大到小縱向排列，小牌端靠近莊家。王牌置於夢家之右手邊。莊家主打其手中及夢家之手牌。

## LAW 42 - DUMMY'S RIGHTS 夢家之權利

### A. Absolute Rights 絕對權利

1. Dummy is entitled to give information, in the Director's presence, as to fact or law.  
有裁判在場時，夢家有權提供比賽過程中發生的事實或橋規資料。
2. He may keep count of tricks won and lost.  
從事計算贏得或失去的磴數。
3. He plays the cards of the dummy as declarer's agent as directed and ensures that dummy follows suit (see Law 45F if dummy suggests a play).  
聽從莊家指示打出夢家的牌（夢家如有建議莊家打牌情形，參照 Law 45F 以處理）。

### B. Qualified Rights 有限制之權利

Dummy may exercise other rights subject to the limitations stated in Law 43.

夢家在不違背 Law 43 下，得運用以下的權利。

1. Dummy may ask declarer (but not a defender) when he has failed to follow suit to a trick whether he has a card of the suit led.  
當莊家於某磴牌未能跟出相同花色時，夢家得詢問莊家該花色是否仍有牌張（但不得詢問防家）。
2. He may try to prevent any irregularity.  
夢家得試圖阻止任何違常。
3. He may draw attention to any irregularity, but only after play of the hand is concluded.  
僅當打牌結束後，夢家得提示任何違常。

## LAW 43 - DUMMY'S LIMITATIONS 夢家之禁制

Except as Law 42 allows:  
除 Law 42 允許之外：

### A. Limitations on Dummy 對夢家之限制

1. (a) Dummy may not initiate a call for the Director during play unless another player has drawn attention to an irregularity.  
夢家不得於打牌過程中召請裁判，除非其他賽員已提示違常。
- (b) Dummy may not call attention to an irregularity during play.  
夢家不得於打牌過程中提示違常。
- (c) Dummy must not participate in the play, nor may he communicate anything about the play to declarer.  
夢家務必不得參予打牌，亦不得與莊家進行任何有關打牌之溝通。
2. (a) Dummy may not exchange hands with declarer.  
夢家不得與莊家交換看牌。
- (b) Dummy may not leave his seat to watch declarer's play of the hand.  
夢家不得離開座位看莊家打牌。
- (c) Dummy may not look at the face of a card in either defender's hand.  
夢家不得看任一防家手中之牌張。
3. A defender may not show dummy his hand.  
防家不得將牌展示給夢家看。

### B. If Violation Occurs 違反限制之處罰

1. Dummy is liable to penalty under Law 90 for any violation of the limitations listed in A1 and A2.  
夢家違反上述 A1 或 A2 項之限制時，得依 Law 90 予以處分。
2. If dummy, after his violation of the limitations listed in A2:  
夢家違反上述 A2 項之限制後：
  - (a) warns declarer not to lead from the wrong hand, either defender may choose the hand from which declarer shall lead.  
若夢家警告莊家勿自錯誤方位攻牌，任一防家均得選擇莊家應攻牌之方位。
  - (b) is the first to ask declarer if a play from declarer's hand constitutes a revoke, declarer must substitute a correct card if his play was illegal, and the provisions of Law 64 then apply as if the revoke had been established.  
若夢家為最先詢問莊家手中跟牌是否為應跟未跟之賽員，此時如莊家確實出現打牌錯誤，務必於以正確牌張替換之，且視同確立應跟未跟，適用 Law 64 之規定。
3. If dummy after his violation of the limitations listed in A2 is the first to draw attention to a defender's irregularity, there is no immediate rectification. Play continues as though no irregularity had occurred. At the end of play if the defending side has gained through its irregularity the Director adjusts only its score, taking away that advantage. The declaring side retains the score achieved at the table.  
若夢家違反 A2 項所列之限制後，為最先提示防家違常之賽員，暫不予矯正。打牌繼續進行，視同未發生違常。打牌結束後，若防守方因違常而獲利，裁判僅調整防家得分，將其獲利收回。主打方維持桌上得分。

## LAW 44 - SEQUENCE AND PROCEDURE OF PLAY 打牌之順序與程序

### A. Lead to a Trick 一磴牌之攻牌

The player who leads to a trick may play any card in his hand (unless he is subject to restriction after an irregularity committed by his side).

攻牌之賽員得由其手牌攻出任何牌張（除非其所屬一方曾造成違常，因而受到禁制）。

### B. Subsequent Plays to a Trick 攻牌後之出牌

After the lead, each other player in turn plays a card, and the four cards so played constitute a trick. (For the method of playing cards and arranging tricks see Laws 45 and 65 respectively.)

攻牌後，其餘各賽員輪流出牌一張，四家按此程序出牌後即構成一磴（出牌之方式及牌磴之整理分別參照 Law 45 及 Law 65）。

### C. Requirement to Follow Suit 跟出同花色牌張之規定

In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws.

一磴牌中，各賽員若可跟出（與攻牌者）相同花色之牌張時，務必跟出。本義務優先於本橋規任何其他要求。

### D. Inability to Follow Suit 無法跟出同花色牌張時

If unable to follow suit, a player may play any card (unless he is subject to restriction after an irregularity committed by his side).

賽員若無法跟出相同花色之牌張，得打出任何牌張（除非其所屬一方曾造成違常，因而受到禁制）。

### E. Tricks Containing Trumps 含有王牌之牌磴

A trick containing a trump is won by the player who has contributed to it the highest trump.

一磴牌若含有王牌，則由出最大王牌者贏得此磴。

### F. Tricks Not Containing Trumps 不含王牌之牌磴

A trick that does not contain a trump is won by the player who has contributed to it the highest card of the suit led.

一磴牌若不含王牌，則由出攻牌花色中最大之牌張者贏得此磴。

### G. Lead to Tricks Subsequent to First Trick （首磴牌後）下一磴牌之攻出

The lead to the next trick is from the hand in which the last trick was won.

贏得牌磴之手牌應為下一牌磴攻牌。

## LAW 45 - CARD PLAYED 牌張之打出

### A. Play of Card from a Hand 由手牌打出牌張

Each player except dummy plays a card by detaching it from his hand and facing<sup>12</sup> it on the table immediately before him.

除夢家外，其餘各賽員之出牌均係自手牌分離出一牌張，並亮置<sup>12</sup>於桌上，靠近自己面前。

### B. Play of Card from Dummy 由夢家打出牌張

Declarer plays a card from dummy by naming the card, after which dummy picks up the card and faces it on the table. In playing from dummy's hand declarer may, if necessary, pick up the desired card himself.

莊家以指名牌張之方式打出夢家牌張，而後夢家抽出牌張並亮置於桌上。如有必要，莊家得自行由夢家抽出欲打之牌張。

### C. Card Deemed to be Played 認定出牌

1. A defender's card held so that it is possible for his partner to see its face is deemed played to the current trick (if the defender has already made a legal play to the current trick, see Law 45E).  
一防家手持之牌張，若牌面可被其同伴看到時，視同該張牌在該磴中打出（如該防家於該磴牌已另打出合法牌張，參照 Law 45E）。
2. Declarer is deemed to have played a card from his hand if it is:  
如有下列狀況，視同莊家已從其手牌打出該張牌：
  - (a) held face up, touching or nearly touching the table; or  
持牌牌面朝上，碰到或幾乎碰到桌面；或
  - (b) maintained in such a position as to indicate that it has been played.  
牌張之停留位置表明其已被打出。
3. A card in the dummy is played if it has been deliberately touched by declarer except for the purpose either of arranging dummy's cards, or of reaching a card above or below the card or cards touched.  
莊家有意地觸碰夢家牌張時，認定該牌張被打出，為整理夢家牌張而觸碰或為拿牌而觸碰相鄰牌張除外。

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<sup>12</sup> The opening lead is first made face down unless the Regulating Authority directs otherwise.

<sup>12</sup> 首攻時一開始牌面朝下，除非主管單位另行規定。

4. (a) A card is played if a player names or otherwise designates it as the card he proposes to play (but see Law 47).  
賽員說出牌張名稱或以其他方式指明欲打某牌張時，該牌張即被打出（但參照 Law 47）。
- (b) Declarer may correct an unintended designation of a card from dummy until he next plays a card from either his own hand or from dummy. A change of designation may be allowed after a slip of the tongue, but not after a loss of concentration or a reconsideration of action. If an opponent has, in turn, played a card that was legal before the change in designation, that opponent may withdraw the card so played, return it to his hand, and substitute another (see Laws 47D and 16C1).  
莊家在由夢家或手上出下一張牌前，得更正非意圖之夢家出牌指示。因口誤而更正得被允許，但因失神或重新考慮而更正則不得允許。若敵方在更正前已按正確順序打出合法牌張，得於更正後撤回已打出之牌張，收回手牌後替換為另一牌張（參照 Law 47D 與 Law 16C1）。
5. A penalty card, major or minor, may have to be played (see Law 50).  
罰張無論輕重，均可能必須打出（參照 Law 50）。

#### **D. Dummy Picks up a Non-designated Card 夢家拿起未指名之牌張**

1. If dummy places in the played position a card that declarer did not name, the card must be withdrawn if attention is drawn to it before each side has played to the next trick, and a defender may withdraw and return to his hand a card played after the error but before attention was drawn to it; if declarer's RHO changes his play, declarer may withdraw a card he had subsequently played to that trick. (See Law 16C.)  
若夢家將非莊家指明之牌張置於打牌之位置，且此錯誤在雙方均未打出下一磴牌張前即被指出，則該牌張務必撤回，防家得將錯誤牌張之後、指出錯誤時間點之前的牌張撤回收至手牌中；若莊家之右敵家因此更改其打牌，莊家得撤回其於該磴後續打出之牌張（參照 Law 16C）。
2. When it is too late to change dummy's wrongly placed card (see above), the play continues normally without alteration of the cards played to this or any subsequent trick. If the wrongly placed card was the first card of the trick, then the failure to follow suit to that card may now constitute a revoke (see Laws 64A, 64B7 and 64C). If the wrongly placed card was contributed to a trick already in progress and dummy thereby has revoked, see Laws 64B3 and 64C.  
若時機不及更正夢家錯誤出牌（見上），打牌照常繼續，不對該磴和後續牌磴做任何改變。若該錯誤出牌乃該磴第一張牌，則後續未跟出該牌花色得構成應跟未跟（參照 Law 64A、Law 64B7 與 Law 64C）。若該錯誤出牌非該磴第一張牌且夢家構成應跟未跟，則參照 Law 64B3 與 Law 64C。



#### **E. Fifth Card Played to Trick 牌磴之第五張牌**

1. A fifth card contributed to a trick by a defender becomes a penalty card, subject to Law 50, unless the Director deems that it was led, in which case Law 53 or 56 applies.  
若一防家在一磴牌中打出第五張牌，該牌張即依 Law 50 成為罰張，除非裁判認定該牌張係次磴之攻牌，此時適用 Law 53 或 Law 56。
2. When declarer contributes a fifth card to a trick from his own hand or dummy, it is returned to the hand without further rectification unless the Director deems that it was led, in which case Law 55 applies.  
若莊家在一磴牌中，由手中或夢家打出第五張牌，則該牌張歸還至手牌且不須進一步矯正，除非裁判認定該牌張係次磴之攻牌，此時適用 Law 55。

#### **F. Dummy Indicates Card 夢家指示牌張**

After dummy's hand is faced, dummy may not touch or indicate any card (except for purpose of arrangement) without instruction from declarer. If he does so the Director should be summoned forthwith and informed of the action. Play continues. At the end of the play the Director shall award an adjusted score if he considers dummy suggested a play to declarer and the defenders were damaged by the play suggested.

夢家手牌亮出後，若無莊家之指令，夢家不得觸摸或指示任何牌張（整理牌張除外）。如有違反，應立即召請裁判並呈報其行為。而後繼續打牌。打牌結束後，若裁判認定夢家確有建議莊家打法且防家因該打法受到損害，應判給調整得分。

#### **G. Turning the Trick 蓋牌**

No player should turn his card face down until all four players have played to the trick. 任一賽員均不應翻蓋打出之牌，直至四位賽員（四手牌）均於該磴牌出牌為止。

## LAW 46 - INCOMPLETE OR INVALID DESIGNATION OF A CARD FROM DUMMY 不完整或不可行之夢家出牌指示

### A. Proper Form for Designating Dummy's Card 指示夢家出牌之正確方式

When calling for a card to be played from dummy declarer should clearly state both the suit and the rank of the desired card.

莊家指示夢家出牌時，應明確說出欲打出牌張之花色及點數。

### B. Incomplete or Invalid Designation 不完整或不可行之出牌指示

In the case of an incomplete or invalid designation, the following restrictions apply (except when declarer's different intention is incontrovertible):

莊家對夢家作出不完整或不可行之出牌指示時，適用下列規定（莊家有顯而易見之其他意圖者除外）：

1. (a) If declarer in playing from dummy calls 'high', or words of like meaning, he is deemed to have called the highest card of the suit led.  
若莊家於夢家打牌時說「大」或者相似意思之詞語，視同指名攻出花色之最大牌張；
- (b) If he directs dummy to 'win' the trick, he is deemed to have called the lowest card that it is known will win the trick.  
若莊家指示夢家「贏得」該磴牌，視同指名目前已知可贏得該磴牌之最小牌張；
- (c) If he calls 'low', or words of like meaning, he is deemed to have called the lowest card of the suit led.  
若莊家說「小」或者相似意思之詞語，視同指名攻出花色之最小牌張；
2. If declarer designates a suit but not a rank he is deemed to have called the lowest card of the suit indicated.  
若莊家僅指名花色，但未指名點數，則視同其指名該花色之最小牌張。
3. If declarer designates a rank but not a suit:  
如果莊家僅指名點數，但未指名花色時：
  - (a) In leading, declarer is deemed to have continued the suit with which dummy won the preceding trick provided there is a card of the designated rank in that suit.  
若夢家係贏磴進手，且贏磴花色中有莊家指名之點數，則視同莊家欲續攻該門花色。
  - (b) In all other cases declarer must play a card from dummy of the designated rank if he can legally do so; but if there are two or more such cards that can be legally played declarer must designate which is intended.  
在所有其它情況下，莊家務必自夢家打出點數相同且可合法打出之牌張；但若有兩張或兩張以上符合點數之合法牌張時，莊家務必指定欲出哪一張。
4. If declarer calls for a card that is not in dummy the call is invalid and declarer may designate any legal card.  
若莊家指名夢家未持有之牌張，該指名無效，莊家得重新指名任何合法牌張。
5. If declarer indicates a play without designating either a suit or a rank (as by saying 'play anything' or words of like meaning) either defender may designate the play from dummy.  
若莊家對夢家之出牌指示未指名花色及點數（例如說「隨便」或其他類似字眼），則任一防家得指名夢家之出牌。

## LAW 47 - RETRACTION OF CARD PLAYED 打出牌張之撤回

### A. In Course of Rectification 履行處罰

A card once played may be withdrawn when required by rectification following an irregularity (but a defender's withdrawn card may become a penalty card, see Law 49).

已打出之牌張，得因違常發生後，依矯正要求予以收回（但防家撤回之牌張得成為罰張，參照 Law 49）。

### B. To Correct an Illegal Play 更正非法出牌

A played card may be withdrawn to correct an illegal play (for defenders, except as this Law provides, see Law 49 - penalty card). For simultaneous play see Law 58.

已打出之牌張，得因更正非法出牌之故予以撤回（如係防家且非本條法規所規定，再參照 Law 49 罰張）。有關同時打牌參照 Law 58。

### C. To Change an Unintended Designation 更改非意圖之指名牌張

A played card may be withdrawn and returned to the hand without further rectification after a change of designation permitted by Law 45C4(b).

依 Law 45C4(b) 允許更改指名後，已打出之牌張得予撤回並歸還至手牌，不作進一步矯正。

### D. Following Opponent's Change of Play 隨敵方更改出牌後撤回牌張

After an opponent's change of play a played card may be withdrawn and returned to the hand without further rectification and another card may be substituted. (Laws 16C and 62C2 may apply.)

在敵家更改出牌後，己方原跟出之牌張得撤回並歸還至手牌，不作進一步矯正，且得以其他牌張替代原牌張（得適用 Law 16C 與 Law 62C2）。

### E. Change of Play Based on Misinformation 基於錯誤訊息而更改出牌

1. A lead out of turn (or play of a card) is retracted without further rectification if the player was mistakenly informed by an opponent that it was his turn to lead or play (see Law 16C). A lead or play may not be accepted by his LHO in these circumstances and Law 63A1 does not apply.

若賽員因敵方錯誤告知輪由其出牌，致其違序攻牌（或違序出牌）時，該牌張得收回，不作進一步矯正（參照 Law 16C）。此時其左敵家不得接受該攻牌或出牌，且 Law 63A1 不適用。

2. (a) A player may retract the card he has played because of a mistaken explanation of an opponent's call or play and before a corrected explanation, without further rectification, but only if no card was subsequently played (see Law 16C). An opening lead may not be retracted after dummy has faced any card.

賽員因敵方叫品或打牌之含義解釋錯誤而打出之牌張，在更正解釋前、且僅當尚無後續出牌時，得撤回之，不作進一步矯正（參照 Law 16C）。首攻牌張於夢家亮出任何牌張後不得撤回。

- (b) When it is too late to correct a play under (a) the Director may award an adjusted score. 若時機不及依 (a) 小項更正打牌過程，裁判得判給調整得分。

## F. Other Retraction 其他牌張之撤回

1. A card may be withdrawn as Law 53B provides.  
得依 Law 53B 之規定撤回牌張。
2. Except as this Law specifies, a card once played may not be withdrawn.  
除本橋規特別規定外，牌張一經打出不得撤回。

## LAW 48 - EXPOSURE OF DECLARER'S CARDS 莊家牌張之暴露

### A. Declarer Exposes a Card 莊家暴露牌張

Declarer is not subject to restriction for exposing a card (but see Law 45C2), and no card of declarer's or dummy's hand ever becomes a penalty card. Declarer is not required to play any card dropped accidentally.

莊家之牌張暴露不受限制（但參照 Law 45C2），莊家與夢家之牌張永遠不會成為罰張。莊家無打出意外掉落牌張之義務。

### B. Declarer Faces Cards 莊家亮出手牌

1. When declarer faces his cards after an opening lead out of turn, Law 54 applies.  
莊家於違序首攻後亮出手牌，適用 Law 54。
2. When declarer faces his cards at any time other than immediately after an opening lead out of turn, he may be deemed to have made a claim or concession of tricks (unless he demonstrably did not intend to claim), and Law 68 then applies.  
除在違序首攻後立刻亮出手牌之情況外，莊家在任何時間亮出手牌，得被認定為要求攤牌或捐牌（顯然不打算攤牌者除外），且適用 Law 68。

## LAW 49 - EXPOSURE OF A DEFENDER'S CARDS 防家牌張之暴露

Except in the normal course of play or application of law (see for example Law 47E), when a defender's card is in a position in which his partner could possibly see its face, or when a defender names a card as being in his hand, each such card becomes a penalty card (Law 50); but see Law 68 when a defender has made a statement concerning an uncompleted trick currently in progress, and see Law 68B2 when partner objects to a defender's concession. 除非為正常打牌或執法所需（例如參照 Law 47E），當一防家之牌張位於其同伴可能看見牌面之位置、或自行說出其手中之牌張時，該牌張均成為罰張（Law 50）。但若防家對進行中之不完全牌磴作出聲明時，參照 Law 68；若防家反對其同伴之捐牌時，參照 Law 68B2。

## LAW 50 - DISPOSITION OF PENALTY CARD 罰張之處理

A card prematurely exposed (but not led, see Law 57) by a defender is a penalty card unless the Director designates otherwise (see Law 49 and Law 72C may apply).

防家過早暴露之牌張 ( 但非攻牌 · 參照 Law 57 ) · 除裁判另有指定外 · 均為罰張 ( 參照 Law 49 且 Law 72C 得適用 ) 。

### A. Penalty Card Remains Exposed 罰張須保持亮牌

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.

一張牌被判為罰張後 · 務必立即將其牌面朝上 · 置於其所屬賽員面前之桌面 · 直至選定矯正措施為止 。

### B. Major or Minor Penalty Card 重罰張或輕罰張

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. 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.

不經意暴露 ( 如在一磴中打出兩張牌 · 或意外掉落一張牌 ) 之一張非尊張 · 判為輕罰張 · 暴露之任何尊張 · 或蓄意暴露之任何牌張 ( 如違序攻牌 · 或應跟未跟後更換牌張 ) · 判為重罰張 ; 一防家若有兩張或以上之罰張 · 則所有罰張均判為重罰張 。

### C. Disposition of Minor Penalty Card 輕罰張之處置

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.

當防家有一輕罰張 · 則在打出該罰張前 · 不得打出同花色之其它非尊張 · 但得打出尊張 · 違規者之同伴不受攻牌限制 · 但參照下方 E 款 。

#### D. Disposition of Major Penalty Card 重罰張之處置

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.

當防家有一重罰張，違規者及其同伴均受到禁制：違規者打牌受到禁制、其同伴攻牌受到禁制。

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.

除下方 (b) 小項所規定者外，重罰張務必於首次合法機會中打出，不論為攻牌、跟牌、墊牌或王吃均然。若一防家有兩張或以上之罰張可合法打出時，由莊家指定打出之罰張。

- (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.

花色之跟出及攻牌打牌禁制之遵循，優先於重罰張之打出，但該罰張仍務必牌面朝上置於桌面，並在下一次合法機會中打出。

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:

若一防家有攻牌權，但其同伴有重罰張時，在莊家尚未選擇下列選項前，不得攻牌（若該防家過早攻牌，則受 Law 49 之矯正）。莊家得選擇：

- (a) to require<sup>13</sup> the defender to lead the suit of the penalty card, or to prohibit<sup>13</sup> 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.

要求<sup>13</sup> 該防家攻出罰張花色、或禁止其攻出罰張花色，且該防家維持攻牌權時，仍持續受攻牌禁制（若有兩張或更多罰張時，參照 Law 51）。莊家作出上開選擇後，罰張解除並收回手牌。

- (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<sup>14</sup>. If this option is selected Law 50D continues to apply for as long as the penalty card remains.

不要求或禁止攻牌，此時該防家得攻出任何牌張，但罰張繼續留置於桌面上作為罰張<sup>14</sup>。若作出上開選擇，只要罰張存在，Law 50D 繼續適用。

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<sup>13</sup> If the player is unable to lead as required see Law 59.

<sup>13</sup> 如果賽員無法按要求攻牌，參照 Law 59。

<sup>14</sup> If the partner of the defender with the penalty card retains the lead, and the penalty card has not yet been played, then all the requirements and options of Law 50D2 apply again at the following trick.

<sup>14</sup> 若持罰張防家之同伴維持攻牌權，且罰張尚未打出，則 Law 50D2 之要求與選項在下一磴牌仍適用。

## E. Information from a Penalty Card 來自罰張之訊息

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.  
在罰張置於桌面期間，來自罰張之訊息、及打出該罰張之要求原則對所有賽員而言均為合法訊息。
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.  
(根據 Law 50D2(a) ) 已歸還至手牌之罰張所產生之訊息，對罰張持有者之同伴而言乃非法訊息 (參照 Law 16C) ，但是對莊家而言乃合法訊息。
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.)  
罰張一旦被打出後，造成罰張之原因所衍生之訊息對罰張持有者之同伴乃非法訊息。(在罰張未打出前，參照上述 E1 項)
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).  
套用 E1 後，若裁判在打牌結束後認定若無牌張暴露之幫助，牌局結果很可能有所不同，因而造成未違規方受損 (參照 Law 12B1) ，應判給調整得分。調整得分應盡量還原沒有罰張影響之可能結果。

## LAW 51 - TWO OR MORE PENALTY CARDS 兩張或兩張以上罰張

### A. Offender to Play 輪由違規者出牌

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.

若輪由防家出牌，且有兩張或以上之罰張可合法打出時，由莊家指定該輪打出之罰張。

### B. Offender's Partner to Lead 違規者之同伴攻牌

1. (a) When a defender has two or more penalty cards in one suit, and declarer requires<sup>13</sup> the defender's partner to lead that suit, the cards of that suit are no longer penalty cards and are picked up; the defender may make any legal play to the trick.

當一防家有兩張或以上之同花色罰張，且莊家要求<sup>13</sup> 攻出該花色時，該花色之罰張解除並收回手牌；防家得於該墩打出任何合法牌張。

- (b) When a defender has two or more penalty cards in one suit, and declarer prohibits<sup>13</sup> the defender's partner from leading that suit, the defender picks up every penalty card in that suit and may make any legal play to the trick. The prohibition continues until the player loses the lead.

當一防家有兩張或以上之同花色罰張，且莊家禁止<sup>13</sup> 攻出該花色時，防家將所有該花色之罰張收回手牌，並得於該墩打出任何合法牌張。該禁制持續至該賽員喪失攻牌權為止。

2. (a) When a defender has penalty cards in more than one suit [see Law 50D2(a)] and his partner is to lead, declarer may require<sup>15</sup> the defender's partner to lead a specified suit in which the defender has a penalty card [but B1(a) preceding then applies].  
當一防家有數種花色之罰張（參照 Law 50D2(a)），且輪由其同伴攻牌，莊家得要求<sup>15</sup> 其同伴攻出任一有罰張之花色（此時上述 B1(a)小項即適用）。
- (b) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may prohibit<sup>15</sup> the defender's partner from leading one or more of such suits; the defender then picks up every penalty card in every suit prohibited by declarer and makes any legal play to the trick. The prohibition continues until the player loses the lead.  
當一防家有數種花色之罰張，且輪由其同伴攻牌，莊家得禁止<sup>15</sup> 其同伴攻出一種或多種有罰張之花色；此時防家收起莊家所禁攻花色之每一罰張，並於在該墩打出任何合法牌張。該禁制持續至該賽員失去攻牌權為止。
- (c) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may elect not to require or prohibit a lead, in which case the defender's partner may lead any card and the penalty cards remain on the table as penalty cards<sup>16</sup>. If this option is selected Laws 50 and 51 continue to apply for as long as the penalty cards remain.  
當一防家有數種花色之罰張，且輪由其同伴攻牌，莊家得選擇不對攻牌作任何要求或禁制。此時該同伴得攻出任何牌牌，而罰張繼續留置於桌面上作為罰張<sup>16</sup>。若莊家作出上開選擇，Law 50 及 Law 51 持續適用直到罰張消失。

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<sup>15</sup> If the player is unable to lead as required see Law 59.

<sup>15</sup> 如果賽員無法按要求攻牌，參照 Law 59。

<sup>16</sup> If the partner of the defender with the penalty cards retains the lead, then all the requirements and options of Law 51B2 apply again at the following trick.

<sup>16</sup> 若持罰張防家之同伴維持攻牌權，且罰張尚未打出，則 Law 50D2 之要求與選項在下一墩牌仍適用。



## **LAW 52 - FAILURE TO LEAD OR PLAY A PENALTY CARD 未能攻出或打出罰張**

### **A. Defender Fails to Play Penalty Card 防家未能打出罰張**

When a defender fails to lead or play a penalty card as required by Law 50 or Law 51, he may not, on his own initiative, withdraw any other card he has played.

當一防家未能依照 Law 50 或 Law 51 之要求攻出或打出罰張時，不得自行將打出之其他牌張撤回。

### **B. Defender Plays Another Card 防家打出另外牌張之處理**

1. (a) If a defender has led or played another card when required by law to play a penalty card, declarer may accept such lead or play.

若防家未依橋規要求打出罰張，而攻出或打出另外牌張時，莊家得接受該攻牌或打牌。

(b) Declarer must accept such lead or play if he has thereafter played from his own hand or dummy.

若防家攻出或打出另外牌張後，莊家自手上或夢家接續打出牌張，則其務必接受該攻牌或者打牌。

(c) If the played card is accepted under either (a) or (b) any unplayed penalty card remains a penalty card.

若防家所打出之另外牌張已被莊家在上述 (a) 或 (b) 情況下予以接受，則未打出之罰張仍繼續保持為罰張。

2. If declarer does not accept the card illegally played or led the defender must substitute the penalty card for the card illegally played or led. Every card illegally led or played by the defender in the course of committing the irregularity becomes a major penalty card.

如果莊家不接受所攻出或打出之違法牌張，防家務把以罰張取代攻出或打出之違法牌張。防家造成違常之所有違法攻牌或打牌牌張，均成為重罰張。

## LAW 53 - LEAD OUT OF TURN ACCEPTED 違序攻牌之接受

### A. Lead Out of Turn Treated as Correct Lead 接受違序攻牌成為正當攻牌

Prior to the thirteenth trick<sup>17</sup>, any lead faced out of turn may be treated as a correct lead (but see Law 47E1). It becomes a correct lead if declarer or either defender, as the case may be, accepts it by making a statement to that effect, or if a play is made from the hand next in rotation to the irregular lead (but see B). If there is no such acceptance or play, the Director will require that the lead be made from the correct hand (and see Law 47B).

除了第 13 磴外<sup>17</sup>，任何違序攻牌均可被接受為正當攻牌（但參照 Law 47E1）。違序攻牌後，若莊家或任一防家以言詞表示接受、或按輪轉順序接續打牌，該攻牌即視為正當攻牌（但參照下列 B 款）。若無人以言詞或打牌表示接受，裁判將要求該輪牌由正確手牌攻出（並參照 Law 47B）。

### B. Proper Lead Made Subsequent to Irregular Lead 違序攻牌後之正確攻牌

Subject to Law 53A, if it was properly the turn to lead of an opponent of the player who led out of turn, that opponent may make his proper lead to the trick of the infraction without his card being deemed played to the irregular lead. When this occurs, the proper lead stands and all cards played in error to this trick may be withdrawn, but Law 16C applies.

在 Law 53A 之前提下，若本應由違序賽員之敵方攻牌，該敵方得正確攻出牌張，且該牌張不被視為接續違序攻牌之牌張。此時，正確攻出之牌張成立，該磴在該牌張前打出之所有牌張得撤回，但適用 Law 16C。

### C. Wrong Defender Plays Card to Declarer's Irregular Lead 莊家違規攻牌後，防家誤跟

If declarer leads out of turn from either his own hand or from dummy, and the defender to the right of the irregular lead plays a card (but see B), the lead stands and Law 57 applies.

若莊家自手上或夢家違序攻牌後，該違規攻牌右方之防家打出牌張（但參照上述 B 款），則原違序攻牌成立，且適用 Law 57。

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<sup>17</sup> A lead out of turn at trick thirteen must be retracted.

<sup>17</sup> 第 13 磴之違序攻牌務必收回。

## LAW 54 - FACED OPENING LEAD OUT OF TURN 違序首攻牌面亮出

When an opening lead out of turn is faced and offender's partner leads face down, the Director requires the face down lead to be retracted. Also:

當一位防家作出牌面朝上之違序首攻，而違規者之同伴作出牌面朝下之首攻，則裁判要求收回牌面向下之首攻，並且：

### A. Declarer Spreads His Hand 莊家攤下手牌

After a faced opening lead out of turn, declarer may spread his hand; he becomes dummy. If declarer begins to spread his hand, and in doing so exposes one or more cards, he must spread his entire hand. Dummy becomes declarer.

防家亮出其違序首攻後，莊家得攤下手牌並轉為夢家。莊家開始攤下手牌後，只要亮出一張或以上牌張，即務必攤下全手牌。此時夢家轉為莊家。

### B. Declarer Accepts Lead 莊家接受違序首攻

When a defender faces the opening lead out of turn declarer may accept the irregular lead as provided in Law 53, and dummy is spread in accordance with Law 41.

防家亮出其違序攻牌後，莊家得依 Law 53 規定，接受該違規首攻，夢家則依 Law 41 攤下手牌。

1. The second card to the trick is played from declarer's hand.  
莊家手牌跟出第二張牌。
2. If declarer plays the second card to the trick from dummy, dummy's card may not be withdrawn except to correct a revoke.  
若莊家自夢家打出該磴之第二張牌，該牌張除改正應該未跟外，不得撤回。

### C. Declarer Must Accept Lead 莊家必須接受之違序首攻

If declarer could have seen any of dummy's cards (except cards that dummy may have exposed during the auction and that were subject to Law 24), he must accept the lead and the presumed declarer then becomes declarer.

若莊家可能已經看到夢家之任何牌張時，則必須接受該違序首攻，由預設莊家主打。（但其所見之夢家牌張，如係夢家於叫牌階段所暴露而受 Law 24 之約束，則不在此限）

### D. Declarer Refuses Opening Lead 莊家拒絕違序首攻

Declarer may require a defender to retract his faced opening lead out of turn. The withdrawn card becomes a major penalty card and Law 50D applies.

莊家得要求防家收回其亮出之違序首攻。該收回之牌張成為重罰張並適用 Law 50D。

### E. Opening Lead by Wrong Side 錯誤方首攻

If a player of the declaring side attempts to make an opening lead Law 24 applies.

若主打方之賽員試圖進行首攻，適用 Law 24。

## LAW 55 - DECLARER'S LEAD OUT OF TURN 莊家違序攻牌

### A. Declarer's Lead Accepted 接受莊家違序攻牌

If declarer has led out of turn from his or dummy's hand then either defender may accept the lead as provided in Law 53 or require its retraction (after misinformation, see Law 47E1). If the defenders choose differently then the option expressed by the player next in turn to the irregular lead shall prevail.

若莊家自手上或夢家違序攻牌，任一防家得依 Law 53 接受該攻牌、或要求收回之（基於錯誤訊息之違序攻牌，參照 Law 47E1）。若兩位防家作出之選擇不同，以違序攻牌方位的下家賽員之選擇為優先。

### B. Declarer Required to Retract Lead 要求莊家收回違序攻牌

1. If declarer has led from his or dummy's hand when it was a defender's turn to lead, and has been required to retract such lead per Law 55A, declarer restores the card led in error to the proper hand. No further rectification applies.

輪由防家攻牌時，若莊家自手上或夢家攻牌，且被要求依 Law 55A 收回該攻牌，則莊家將該誤攻牌張收回相應手牌中。不予進一步矯正。

2. If declarer has led from the wrong hand when it was his turn to lead from his hand or dummy's, and has been required to retract the lead per Law 55A, he withdraws the card led in error. He must lead from the correct hand.

輪由莊家手上或夢家攻牌時，若莊家自錯誤方位攻牌，且被要求依 Law 55A 收回該攻牌，則莊家將該誤攻牌張撤回。而後務必自正確方位攻牌。

### C. Declarer Might Obtain Information 莊家可能獲得訊息

When declarer adopts a line of play that could have been based on information obtained through his infraction, Law 16 applies.

若莊家採行之打牌路線，可能基於因其違規而獲得之訊息，則適用 Law 16。

## LAW 56 - DEFENDER'S LEAD OUT OF TURN 防家違序攻牌

When a lead out of turn is faced, declarer may:

當違序攻牌亮出牌面時，莊家得：

A. Accept the irregular lead as provided in Law 53, or  
依 Law 53 接受違規攻牌，或

B. Require the defender to retract his faced lead out of turn. The withdrawn card becomes a major penalty card and Law 50D applies.

要求防家收回違序攻牌。該牌張成為重罰張且適用 Law 50D。

## LAW 57 - PREMATURE LEAD OR PLAY 過早之攻牌或打牌

### A. Premature Play or Lead to Next Trick 過早打牌或攻出下一磴牌

When a defender leads to the next trick before his partner has played to the current trick, or plays out of turn before his partner has played, the card so led or played becomes a major penalty card, and declarer selects one of the following options. He may:

若一防家在其同伴尚未打該磴牌前，即過早攻出下一磴牌、或搶先於同伴打牌前違序打牌，此時其攻牌或打牌之牌張成為重罰張，莊家另得選擇下列任一選項：

1. require offender's partner to play the highest card he holds of the suit led, or  
要求違規者同伴打出手牌中，該輪攻牌花色之最大牌，或
2. require offender's partner to play the lowest card he holds of the suit led, or  
要求違規者同伴打出手牌中，該輪攻牌花色之最小牌，或
3. require offender's partner to play a card of another suit specified by declarer, or  
要求違規者同伴打出莊家指定之其他花色，或
4. forbid offender's partner to play a card of another suit specified by declarer.  
禁止違規者同伴打出莊家指定之其它花色。

### B. Offender's Partner Cannot Comply with Rectification 違規者之同伴無法履行矯正措施

When offender's partner is unable to comply with the rectification selected by declarer (see A above) he may play any card, as provided in Law 59.

違規者之同伴無法履行莊家選擇之矯正措施時，得依 Law 59 打出任何牌張。

### C. Declarer or Dummy Has Played 莊家或夢家已打出牌張

1. A defender is not subject to rectification for playing before his partner if declarer has played from both hands. However a card is not considered to be played from dummy until declarer has instructed (or otherwise indicated<sup>18</sup>) the play.

若莊家已由莊、夢兩手牌均打出牌張，則防家搶先於同伴打牌之行為不予矯正。然而，在莊家指示（或默示<sup>18</sup>）打牌前，夢家牌張視為未打出。

2. A defender is not subject to rectification for playing before his partner if dummy has of his own volition prematurely selected a card before his RHO or has illegally suggested that one be played.

若夢家於一防家之右敵方指示前即自行選擇牌張、或給予違規之打牌建議，則該防家搶先於同伴打牌之行為不予矯正。

3. A premature play (not a lead) by declarer from either hand is a played card and if legal may not be withdrawn.

莊家自任一手牌過早打出（非攻牌）之牌張視同實際打出，若該牌張合法則不得撤回。

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<sup>18</sup> as by a gesture or nod

<sup>18</sup> 如手勢或點頭

#### **D. Premature Play at RHO's Turn 在輪由右敵方打牌時過早打牌**

When a defender attempts to play (not lead) to a trick at his RHO's turn, Law 16 may apply. If his card can be legally played to the trick, it must be played at his proper turn: otherwise, it becomes a major penalty card.

若一防家企圖在輪由右敵方出牌時打牌（非攻牌），得適用 Law 16。若其牌張可於該磴合法打出，則輪由該防家出牌時，務必打出該牌張；否則該牌張成為重罰張。

### **LAW 58 - SIMULTANEOUS LEADS OR PLAYS 同時攻牌或打牌**

#### **A. Simultaneous Plays by Two Players 兩賽員同時打牌**

A lead or play made simultaneously with another player's legal lead or play is deemed to be subsequent to it.

與合法攻牌或打牌之賽員同時攻牌或打牌，視同接續其後出牌。

#### **B. Simultaneous Cards from One Hand 自一手牌中同時打出多張牌**

If a player leads or plays two or more cards simultaneously:

若一賽員同時攻出或打出多張牌時：

1. If the face of only one card is visible, that card is played; all other cards are picked up and there is no further rectification (see Law 47F).  
若僅有一張牌可看到牌面，則打出該張牌；其他牌張均予收回，且不予進一步矯正（參照 Law 47F）。
2. If the face of more than one card is visible, the offending player designates the card he proposes to play; when he is a defender, each other card exposed becomes a penalty card (see Law 50).  
若有一張以上的牌可看到牌面，則該賽員指定所欲打出之牌張；若該賽員係防家，則其他暴露之牌張均成為罰張（參照 Law 50）。
3. After an offending player withdraws a visible card, an opponent who subsequently played to that trick may withdraw his play and substitute another card without further rectification (but see Law 16C).  
違規賽員撤回亮出之牌張後，敵方在該磴該牌張後之接續跟牌均得撤回，改換其他牌張，且不予進一步矯正（但參照 Law 16C）。
4. If the simultaneous play remains undiscovered until both sides have played to the next trick, Law 67 applies.  
若打出多張牌之狀況，於下一磴雙方均已打出牌張後始被發現，則適用 Law 67。

## **LAW 59 - INABILITY TO LEAD OR PLAY AS REQUIRED 無法履行攻牌或打牌要求**

A player may play any otherwise legal card if he is unable to lead or play as required to comply with a rectification, whether because he holds no card of the required suit, or because he has only cards of a suit he is prohibited from leading, or because he is obliged to follow suit.  
賽員若因手中沒有被指定之花色、或因手中僅持有被禁攻之花色、或因被迫跟出同花色牌張，而無法履行矯正措施對攻牌或打牌之要求，得打出任何其他合法牌張。

## **LAW 60 - PLAY AFTER AN ILLEGAL PLAY 違法打牌後接續打牌**

### **A. Play of Card after Irregularity 違常發生後接續打牌**

1. A play by a member of the non-offending side after his RHO has led or played out of turn or prematurely, and before rectification has been assessed, forfeits the right to rectification of that offence.  
未違規方之賽員在其右敵家違序或過早攻牌或出牌後，若於矯正措施尚未裁定前即行接續打牌，則喪失矯正該違規之權利。
2. Once the right to rectification has been forfeited, the illegal play is treated as though it were in turn (except when Law 53B applies).  
矯正權一經喪失，該違法打牌即視同正序出牌（適用 Law 53B 之狀況者除外）。
3. If the offending side has a previous obligation to play a penalty card, or to comply with a lead or play restriction, the obligation remains at future turns.  
若違規方先前尚有打出罰張或履行攻牌/出牌禁制之義務，該義務於後續各輪出牌仍然有效。

### **B. Defender Plays before Required Lead by Declarer 防家於莊家更正違序攻牌前打牌**

When a defender plays a card after declarer has been required to retract his lead out of turn from either hand, but before declarer has led from the correct hand, the defender's card becomes a major penalty card (Law 50).

若莊家自任一手牌違序攻牌而被要求收回，但在尚未自正確手牌攻牌前，防家即打出牌張，則該防家牌張成為重罰張（Law 50）。

### **C. Play by Offending Side before Assessment of Rectification 違規方於裁定矯正措施前出牌**

A play by a member of the offending side before rectification has been assessed does not affect the rights of the opponents, and may itself be subject to rectification.

違規方於裁定矯正措施前接續打牌，不影響敵方之既有權利，且得受到進一步矯正。

## **LAW 61 - FAILURE TO FOLLOW SUIT - INQUIRIES CONCERNING A REVOKE 未 跟出同色花牌 - 應跟未跟之查詢**

### **A. Definition of Revoke 應跟未跟之定義**

Failure to follow suit in accordance with Law 44 or failure to lead or play, when able, a card or suit required by law or specified by an opponent when exercising an option in rectification of an irregularity, constitutes a revoke. (When unable to comply see Law 59.)

未依 Law 44 跟出同花色牌張、或未依橋規要求攻出/打出特定牌張或花色、或未攻出/打出敵方為矯正違常而選擇指定之特定牌張或花色，均構成應跟未跟。(但無法履行攻牌或出牌義務者，不在此限，並參照 Law 59。)

### **B. Right to Inquire about a Possible Revoke 可能為應跟未跟之查詢權**

1. Declarer may ask a defender who has failed to follow suit whether he has a card of the suit led.

莊家得詢問未能跟出花色之防家，是否有攻牌花色之牌張。

2. (a) Dummy may ask declarer [but see Law 43B2(b)].

夢家得詢問莊家 [ 但參照 Law 43B2(b) ] 。

- (b) Dummy may not ask a defender and Law 16B may apply.

夢家不得詢問防家，且得適用 Law 16B 。

3. Defenders may ask declarer and one another (at the risk of creating unauthorized information).

防家得詢問莊家或同伴 ( 但負傳遞非法訊息之風險 ) 。

### **C. Right to Inspect Tricks 檢閱牌磴之權利**

A claim of a revoke does not automatically warrant inspection of quitted tricks (see Law 66C).

聲稱應跟未跟時，賽員無權查看已蓋牌之牌磴 ( 參照 Law 66C ) 。



## LAW 62 - CORRECTION OF A REVOKE 應跟未跟之更正

### A. Revoke Must Be Corrected 應跟未跟務必更正

A player must correct his revoke if attention is drawn to the irregularity before it becomes established.

若賽員在應跟未跟確立前發覺之，則務必更正之。

### B. Correcting a Revoke 應跟未跟之更正

To correct a revoke the offender withdraws the card he played and substitutes a legal card. 應跟未跟之更正，係由違規者撤回打出之牌張，並以一合法牌張取代之。

1. A card so withdrawn becomes a major penalty card (Law 50) if it was played from a defender's unfaced hand.  
撤回之牌張，若來自防家未亮出之手牌，則成為重罰張 ( Law 50 ) 。
2. The card may be replaced without further rectification if it was played from declarer's [subject to Law 43B2(b)] or dummy's hand, or if it was a defender's faced card.  
撤回之牌張，若來自莊家之手牌 ( 受 Law 43B2(b) 之限制 )、夢家之手牌或防家亮出之牌張，則更換牌張後不予進一步矯正。

### C. Subsequent Cards Played 接續之打牌

1. Each member of the non-offending side may withdraw and return to his hand any card he may have played after the revoke but before attention was drawn to it (see Law 16C).  
非違規方賽員，於應跟未跟發生至被指出之期間，所打出之任何牌張均得撤回並收回手牌中 ( 參照 Law 16C ) 。
2. After a non-offender so withdraws a card, the player of the offending side next in rotation may withdraw his played card, which becomes a penalty card if the player is a defender (see Law 16C).  
非違規方賽員依上述第 1 項撤回牌張後，其下家之違規方賽員得撤回其接續打出之牌張。若該違規方賽員為防家，則撤回之牌張成為罰張 ( 參照 Law 16C ) 。
3. If both sides revoke on the same trick and only one side has played to the subsequent trick, then both revokes must be corrected (see Law 16C2). Every card withdrawn by the defending side becomes a penalty card.  
若雙方於同一牌磴均出現應跟未跟，且僅有一方已打出下一磴牌，雙方之應跟未跟皆務必被更正 ( 參照 Law 16C2 )。防家撤回之每一張牌均成為罰張。

### D. Revoke on Trick Twelve 第十二磴牌應跟未跟

1. On the twelfth trick, a revoke, even if established, must be corrected if discovered before all four hands have been returned to the board.  
在第十二磴發生之應跟未跟，若在四手牌裝回牌套前發現，則無論應跟未跟確立與否，均務必改正。
2. If a defender revokes on the twelfth trick before his partner's turn to play to the trick, Law 16C applies.  
若一防家在第十二磴輪到其同伴打牌之前發生應跟未跟，適用 Law 16C。

## **LAW 63 - ESTABLISHMENT OF A REVOKE 應跟未跟之確立**

### **A. Revoke Becomes Established 應跟未跟之確立**

A revoke becomes established:

應跟未跟在下列情形下確立：

1. when the offender or his partner leads or plays to the following trick (any such play, legal or illegal, establishes the revoke).  
違規賽員或其同伴攻出或打出下一磴牌（不論該攻牌或打牌合法與否，均確立應跟未跟）。
2. when the offender or his partner names or otherwise designates a card to be played to the following trick.  
違規賽員或其同伴說出（或以其他方式指定）下一磴牌欲打出之牌張。
3. when a member of the offending side makes a claim or concession of tricks orally or by facing his hand or in any other way.  
違規方任一人以口說、亮牌或以其他方式要求攤牌或捐牌。
4. when agreement is established (as per Law 69A) to an opponent's claim or concession; the offending side having raised no objection to it before the end of the round, or before making a call on a subsequent board.  
若違規方敵方之攤牌或者捐牌得到認同（根據 Law 69A）；違規方在本圈結束之前，或下一牌開始叫牌前未提出任何異議。

### **B. Revoke May Not Be Corrected 應跟未跟經確立不得改正**

Once a revoke is established, it may no longer be corrected (except as provided in Law 62D for a revoke on the twelfth trick or as in Law 62C3), and the trick on which the revoke occurred stands as played.

應跟未跟一經確立，即不得予以改正（Law 62D 所述第十二磴發生之應跟未跟與 Law 62C3 之狀況除外）。發生應跟未跟之牌磴依桌上打法成立。

## LAW 64 - PROCEDURE AFTER ESTABLISHMENT OF A REVOKE 應跟未跟確立後之程序

### A. Automatic Trick Adjustment 自動調整牌磴

When a revoke is established:

當應跟未跟確立後：

1. and the trick on which the revoke occurred was won by the offending player<sup>19</sup>, at the end of the play the trick on which the revoke occurred is transferred to the non-offending side together with one of any subsequent tricks won by the offending side.  
若應跟未跟之牌磴係由違規賽員所贏得<sup>19</sup>，打牌結束後，將該牌磴及其後違規方贏得之任一牌磴轉移予未違規方。
2. and the trick on which the revoke occurred was not won by the offending player<sup>19</sup> then, if the offending side won that or any subsequent trick, after play ends one trick is transferred to the non-offending side.  
若應跟未跟之牌磴非由違規賽員所贏得<sup>19</sup>，但違規方有贏得該牌磴或其後任何一磴，則打牌結束後，將一磴轉移予未違規方。

### B. No Automatic Trick Adjustment 不予自動調整牌磴之狀況

There is no automatic trick adjustment following an established revoke (but see Law 64C) if:

下述各種情況，應跟未跟雖確立，亦不予自動調整牌磴（但參照 Law 64C）：

1. the offending side did not win either the revoke trick or any subsequent trick.  
違規方未贏得應該未跟之牌磴及任何後續牌磴。
2. it is a subsequent revoke in the same suit by the same player, the first revoke having been established.  
該次應跟未跟，乃接續先前同一賽員在同一花色發生過之應跟未跟，且第一次應跟未跟已確立。
3. the revoke was made in failing to play a penalty card or any card belonging to dummy.  
該次應跟未跟係由於未能打出罰張，或係夢家之應跟未跟。
4. attention was first drawn to the revoke after a member of the non-offending side has made a call on the subsequent deal.  
未違規方任一賽員在下一副牌叫牌後，該應跟未跟始被發覺。
5. attention was first drawn to the revoke after the round has ended.  
在一圈結束後，該應跟未跟始被發覺。
6. it is a revoke on the twelfth trick.  
在第十二磴發生之應跟未跟。
7. both sides have revoked on the same board and both revokes have become established.  
雙方在同一副牌均有確立之應跟未跟。
8. the revoke has been corrected as per Law 62C3.  
該應跟未跟已被依 Law 62C3 更正。

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<sup>19</sup> A trick won in dummy is not won by declarer for the purposes of this Law.

<sup>19</sup> 本條法規中，夢家贏得之牌磴不是莊家贏得之牌磴。

### C. Redress of Damage 損害之補救

1. When, after any established revoke, including those not subject to trick adjustment, the Director deems that the non-offending side is insufficiently compensated by this Law for the damage caused, he shall assign an adjusted score.  
應跟未跟確立後，無論是否調整牌磴，若裁判認定本條橋規之補償不足以彌補未違規方遭受之損害，應判給調整得分。
2. (a) After repeated revokes by the same player in the same suit (see B2 above), the Director adjusts the score if the non-offending side would likely have made more tricks had one or more of the subsequent revokes not occurred.  
一賽員於同一花色中重複應跟未跟（參照上述 B2 項）後，若後續之一次或多次應跟未跟未發生時，非違規方有機會獲得更多贏磴，則裁判判給調整得分。
- (b) When both sides have revoked on the same board (see B7 above) and the Director deems that a contestant has been damaged, he shall award an adjusted scored based on the likely result had no revokes occurred.  
當雙方皆於同一副牌中應跟未跟（參照上述 B7 項）且裁判認定某賽員已受到損害，則應根據未發生應跟未跟之可能結果來判給調整分數。

## LAW 65 - ARRANGEMENT OF TRICKS 牌磴之擺放

### A. Completed Trick 完整牌磴

When four cards have been played to a trick, each player turns his own card face down near him on the table.

當一牌磴之四張牌均已打出後，各賽員將其打出之牌張蓋置於接近自己之桌面上。

### B. Keeping Track of the Ownership of Tricks 牌磴所有權之紀錄

1. If the player's side has won the trick, the card is pointed lengthwise toward his partner.  
若賽員一方贏得牌磴，該牌張縱軸應指向同伴。
2. If the opponents have won the trick, the card is pointed lengthwise toward the opponents.  
若敵方贏得牌磴，該牌張縱軸應指向敵方。
3. A player may draw attention to a card pointed incorrectly, but this right expires when his side leads or plays to the following trick. If done later Law 16B may apply.  
賽員得提醒牌磴擺放方向之錯誤，但該權利在賽員一方於下一磴牌攻牌或打牌後，隨即終止。若提醒時間點過晚，得適用 Law 16B。

### C. Orderliness 打出之牌張須按序排列

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.

各賽員應將自己打出之牌張，依出牌先後次序互相重疊排列，以便於每牌打完後，複查打牌過程；如有需要尚可清算兩方贏得磴數及牌張之打出次序。

### D. Agreement on Results of Play 打牌結果之認同

A player should not disturb the order of his played cards until agreement has been reached on the number of tricks won. A player who fails to comply with the provisions of this Law jeopardizes his right to claim ownership of doubtful tricks or to claim (or deny) a revoke.

在贏得磴數未經雙方認同前，賽員不得弄亂其打出牌張之順序。未能履行本條橋規要求之賽員，將損害其主張贏得有疑慮之牌磴、或聲明（或否認）應跟未跟之權利。

## LAW 66 - INSPECTION OF TRICKS 牌磴之查看

### A. Current Trick 進行中牌磴

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.

莊家或任一防家在己方尚未攻出或打出下一磴牌、且自己打出之牌張尚未蓋牌時，得要求亮出該磴打出之所有牌張

### B. Own Last Card 自己打出之最後一張牌

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

莊家及任一防家在己方尚未攻出或打出下一磴牌時，得檢視自己打出之最後一張牌，但不得將之亮出。

### C. Quitted Tricks 已蓋牌之牌磴

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).

已蓋牌之牌磴不得查看，直至打牌結束為止（遵照裁判之特別指示者，不在此限。例如需證實應跟未跟之聲明）。

### D. After the Conclusion of Play 打牌結束後

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 the Director can no longer ascertain the facts after such a claim has been made, and only one side has mixed its cards, the Director shall rule in favour of the other side.

打牌結束後，為處理應跟未跟之聲明或清點輸贏磴數，得查看已打出或未打出之牌張；但任一賽員均不得觸摸他人之牌張。若發生爭點後，僅一方之賽員弄亂自己的牌張順序，致裁判無法確定事實真相時，裁判之裁決應有利於另一方。

## LAW 67 - DEFECTIVE TRICK 瑕疵牌磴

### A. Before Both Sides Play to Next Trick 在雙方均打出下一磴牌之前

When a player has omitted to play to a trick, or has played too many cards to a trick, the error must be rectified if attention is drawn to the irregularity before a player on each side has played to the following trick.

若賽員於一牌磴未打出牌張、或打出過多牌張，且至少有一方尚未於下一牌磴打出牌張時，即已發現此違常，則務必予以矯正。

1. To rectify omission to play to a trick, the offender supplies a card he can legally play.  
在未打出牌張之狀況下，違規者打出一合法牌張以矯正違常。
2. To rectify the play of too many cards to a trick, Law 45E (Fifth Card Played to a Trick) or Law 58B (Simultaneous Cards from One Hand) shall be applied.  
在打出過多牌張之狀況下，依 Law 45E (牌磴之第五張牌) 或 Law 58B (自一手牌中同時打出多張牌) 矯正違常。

### B. After Both Sides Play to Next Trick 雙方均打出下一磴牌之後

When the Director determines that there has been a defective trick (from the fact that one player has too few or too many cards in his hand, and a correspondingly incorrect number of played cards); both sides having played to the next trick, he proceeds as follows:

裁判發現瑕疵牌磴時 (根據一賽員之手牌張數過少或過多，且已打出之牌張數相對應地不正確)，若雙方均已於下一牌磴打出牌張，則按下列步驟進行：

1. When the offender has failed to play a card to the defective trick, the Director shall require him forthwith to expose a card face-up in front of him and then place it appropriately among his played cards (this card does not affect ownership of the trick); if  
若違規者於瑕疵牌磴未打出牌張，裁判應令其立即亮出一張牌，並將之置入其已打牌張之相應位置 (該牌張不影響該磴之所有權)，其中：
  - (a) the offender has a card of the suit led to the defective trick; he must choose such a card to place among his played cards. He is deemed to have revoked on the defective trick and is subject to the loss of one trick transferred in accordance with Law 64A2.  
若違規者持有該瑕疵牌磴之攻牌花色，則務必選擇該花色之牌張，並將之置入其已打牌張之相應位置。違規者視同於瑕疵牌磴應跟未跟，依 Law 64A2 規定，將轉移一個贏磴予敵方。
  - (b) the offender has no card of the suit led to the defective trick; he chooses any card to place among his played cards. He is deemed to have revoked on the defective trick and is subject to the loss of one trick transferred in accordance with Law 64A2.  
若違規者未持有該瑕疵牌磴之攻牌花色，則可選擇任意牌張，並將之置入其已打牌張之相應位置。違規者視同於瑕疵牌磴應跟未跟，依 Law 64A2 規定，將轉移一個贏磴予敵方。

2. (a) When the offender has played more than one card to the defective trick, the Director inspects the played cards and requires the offender to restore to his hand all extra cards<sup>20</sup>, leaving among the played cards the one faced in playing to the defective trick (if the Director is unable to determine which card was faced, the offender leaves the highest ranking of the cards that he could legally have played to the trick). Ownership of the defective trick does not change.

若違規者於瑕疵牌磴打出過多牌張，裁判查看已打牌張後，要求違規者將多餘之牌張收回手牌<sup>20</sup>，僅留下當時打瑕疵牌磴時亮出之一張牌（若裁判無法判定哪一張牌被亮出，則違規者留下該磴可合法打出之牌張中，點數最大的一張）。該磴之所有權不受影響。

- (b) A restored card is deemed to have belonged continuously to the offender's hand, and a failure to have played it to an earlier trick may constitute a revoke.

收回之牌張視同一直存在於違規者之手牌中。若在先前各磴牌中，有未能將之打出情事，得構成應跟未跟。

3. When the Director determines that the offender did play a card to the trick, but that card was not placed among the quitted tricks, the Director finds the card and places it correctly among the offender's played cards. The Director shall award an adjusted score if the same card was played to a subsequent trick and it is too late to correct the illegal play.

若裁判認定違規者確實有該磴中打出一張牌，但該牌張未置於已蓋牌之牌磴中，則裁判尋找該牌張，並將其正確地置於違規者已打牌張之相應位置。若該牌張已於後續牌磴被打出，來不及更正該違規打牌，則應判給調整得分。

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<sup>20</sup> The Director should avoid, when possible, exposing a defender's played cards, but if an extra card to be restored to a defender's hand has been exposed, it becomes a penalty card (see Law 50).

<sup>20</sup> 裁判須儘可能避免暴露防家已打出之牌張。但防家在將多餘張收回手中之際如已暴露時，即參閱 Law 50 成為罰張



## LAW 68 - CLAIM OR CONCESSION OF TRICKS 攤牌或捐牌

For a statement or action to constitute a claim or concession of tricks under these Laws, it must refer to tricks other than one currently in progress. If the statement or action pertains only to the winning or losing of an uncompleted trick currently in progress, play proceeds regularly; cards exposed or revealed by a defender do not become penalty cards, but Laws 16 and 57A may apply.

本橋規所述攤牌或捐牌之聲明或行動，其指涉之牌磴務必不含進行中之牌磴。若該聲明或行動僅針對進行中之牌磴作輸贏表白，則打牌照常進行；防家因而暴露或顯現之牌張，不作為罰張，但得適用 Law 16 與 Law 57A。

### A. Claim Defined 攤牌之定義

Any statement by declarer or a defender to the effect that a side will win a specific number of tricks is a claim of those tricks. A player also claims when he suggests that play be curtailed, or when he shows his cards (unless he demonstrably did not intend to claim - for example, if declarer faces his cards after an opening lead out of turn Law 54, not this Law, will apply).

攤牌之定義，乃莊家或一防家作出聲明，表示該方將贏得指定數量之牌磴。若賽員建議縮短打牌過程或亮出其手中牌張時，亦屬攤牌（除非其顯然無意圖攤牌，例如莊家在違序首攻後亮出其手牌時，適用 Law 54 而不適用本條）。

### B. Concession Defined 捐牌之定義

1. Any statement by declarer or a defender to the effect that a side will lose a specific number of tricks is a concession of those tricks; a claim of some number of tricks is a concession of the remainder, if any. A player concedes all the remaining tricks when he abandons his hand.  
捐牌之定義，乃莊家或一防家作出聲明，表示該方將輸去指定數量之牌磴。對一定數量之牌磴作攤牌，等同於認捐剩餘之其他牌磴（若仍有剩餘之其他牌磴）。一賽員放棄手牌相當於認捐所有剩餘牌磴。

2. Regardless of B1, if a defender attempts to concede one or more tricks and his partner immediately objects; neither a concession nor a claim has occurred. Unauthorized information may exist, so the Director should be summoned immediately. Play continues. Any card that has been exposed by a defender in these circumstances is not a penalty card but Law 16C applies to information arising from its exposure and the information may not be used by the partner of the defender who has exposed it.

若一防家意圖認捐之際，其同伴立即反對，則忽略 B1 項所述，視同未捐牌或攤牌。此時可能存在非法訊息，因此應立即召請裁判。打牌繼續進行。此處防家暴露之任何牌張均非罰張，但因暴露牌張產生之非法訊息適用 Law 16C，且暴露牌張防家之同伴不得利用該訊息。

### C. Clarification Required 攤牌需澄清說明

A claim should be accompanied at once by a clear statement of the line of play or defence through which the claimer proposes to win the tricks claimed, including the order in which the cards will be played. The player making the claim or concession faces his hand.

訴求攤牌時，須立即清楚說明，欲贏得所攤牌磴所採取之主打或防禦路線，包含牌張打出之順序。攤牌或捐牌之賽員需亮出手牌。

#### **D. Suspension of Play 打牌停止**

After any claim or concession, play is suspended.  
出現任何攤牌或捐牌後，打牌停止。

1. If the claim or concession is agreed, Law 69 applies.  
若攤牌或捐牌得到認同，適用 Law 69。
2. If it is doubted by any player (dummy included); either  
若任何賽員（包括夢家）有異議；則選擇下述其中一項
  - (a) the Director may immediately be summoned and no action should be taken pending his arrival, Law 70 applies; or  
得立即召請裁判，在裁判到達之前不得採取行動，適用 Law 70；或
  - (b) upon the request of the non-claiming or non-conceding side, play may continue subject to the following:  
在非攤牌/捐牌方之要求下，得依以下規定繼續打牌：
    - (i) all four players must concur; otherwise the Director is summoned, who then proceeds as in (a) above.  
全部四名賽員必須同意繼續打牌；否則召請裁判，並按上述 (a) 小項執行。
    - (ii) the prior claim or concession is void and not subject to adjudication. Law 16 and 50 do not apply, and the score subsequently obtained shall stand.  
先前之攤牌或捐牌無效且不受裁決。Law 16 及 Law 50 不適用，且爾後獲得之得分應成立。

### **LAW 69 - AGREED CLAIM OR CONCESSION 攤牌或捐牌之認同**

#### **A. Establishment of Agreement 認同之確立**

Agreement is established when a side assents to an opponent's claim or concession, and raises no objection to it before making a call on a subsequent board or before the round ends, whichever occurs first. The board is scored as though the tricks claimed or conceded had been won or lost in play.

當一方同意敵方之攤牌或捐牌，且於己方在下一牌叫牌之前、或在該圈結束前（這兩種情況已先發生者為準），未提出異議時，認同即告確立。該牌即以攤牌或捐牌之磴數作為打牌之輸贏磴數，予以記分。

#### **B. Withdrawal of Established Agreement 確立認同之撤銷**

Agreement with a claim or concession (see A) may be withdrawn within the Correction Period established under Law 79C:

在 Law 79C 規定之更正時限內，得撤銷已確立之攤牌或捐牌（參照 A 款），但僅限於：

1. if a player agreed to the loss of a trick his side had, in fact, won; or  
該賽員認同之失磴，實際上已為其贏磴。
2. if a player has agreed to the loss of a trick that his side would likely have won had the play continued.  
若打牌繼續進行，賽員一方很可能會贏得該賽員認同之失磴。

The board is rescored with such trick awarded to his side.  
該牌依該磴裁定予該賽員一方後之得分計分。

## LAW 70 - CONTESTED CLAIM OR CONCESSION 有爭議之攤牌或捐牌

### A. General Objective 一般目標

In ruling on a contested claim or concession, the Director adjudicates the result of the board as equitably as possible to both sides, but any doubtful point as to a claim shall be resolved against the claimer. The Director proceeds as follows.

裁判決決攤牌或捐牌之爭議時，儘量對雙方公平，但針對攤牌之任何疑點，應作出不利於攤牌者之決斷。裁判按以下各款進行裁決。

### B. Clarification Statement Repeated 澄清說明之複述

1. The Director requires claimer to repeat the clarification statement he made at the time of his claim.  
裁判要求攤牌者複述其攤牌時之澄清說明。
2. Next, the Director hears the opponents' objections to the claim (but the Director's considerations are not limited only to the opponents' objections).  
而後，裁判聽取敵方針對攤牌之反對意見（但裁判考慮之因素不限於敵方之反對意見）。
3. The Director may require players to put their remaining cards face up on the table.  
裁判得要求各賽員將手中之剩餘牌張亮置於桌面上。

### C. There Is an Outstanding Trump 敵方尚有王牌

When a trump remains in one of the opponents' hands, the Director shall award a trick or tricks to the opponents if:

當任一敵方手中尚有王牌時，裁判應於下揭情況，判予敵方贏一磴或數磴：

1. claimer made no statement about that trump, and  
攤牌者並未提及該王牌，且
2. it is at all likely that claimer at the time of his claim was unaware that a trump remained in an opponent's hand, and  
攤牌者在攤牌時，很可能並未察覺敵方手牌中仍有王牌，且
3. a trick could be lost to that trump by any normal<sup>21</sup> play.  
在正常<sup>21</sup>打法下，可能輸磴給該王牌。

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<sup>21</sup> For the purposes of Laws 70 and 71, "normal" includes play that would be careless or inferior for the class of player involved.

<sup>21</sup> 在 Law 70 和 Law 71 中，「正常」打法包含對該級別賽員而言屬於粗心或較差之打法。

#### D. Director's Considerations 裁判考慮之因素

1. The Director shall not accept from claimer any successful line of play not embraced in the original clarification statement if there is an alternative normal<sup>21</sup> line of play that would be less successful.  
若攤牌者有一個較不成功之正常<sup>21</sup>打牌路線可供選擇，裁判不應接受攤牌者未包含在原澄清說明中的任何成功打牌路線。
2. The Director does not accept any part of a defender's claim that depends on his partner selecting a particular play from among alternative normal<sup>21</sup> plays.  
若防家之攤牌有部分取決於其同伴自各種正常打法<sup>21</sup>中選擇一種特殊打法，則該部分裁判不予接受。

#### E. Unstated Line of Play 未說明之打牌路線

1. The Director shall not accept from claimer any unstated line of play the success of which depends upon finding one opponent rather than the other with a particular card, unless an opponent failed to follow to the suit of that card before the claim was made, or would subsequently fail to follow to that suit on any normal<sup>21</sup> line of play.  
攤牌者未說明之打牌路線，若其成功與否取決於特定敵方是否有特定牌張，則裁判不應接受之（但若一敵方在攤牌前已無法跟出該牌張之花色，或在正常打法<sup>12</sup>下即將無法跟出該花色，則不在此限）。
2. The Regulating Authority may specify an order (e.g. "from the top down") in which the Director shall deem a suit played if this was not clarified in the statement of claim (but always subject to any other requirement of this Law).  
主管單位得指定一打牌次序（例如「從大到小」），俟攤牌者攤牌時未說明一花色之打法時，裁判應認定該花色按該次序打出（但須符合本橋規之其他規定）。

### LAW 71 - CONCESSION CANCELLED 捐牌之撤銷

A concession must stand, once made, except that within the Correction Period established under Law 79C the Director shall cancel a concession:  
捐牌一經作出，則務必成立，但裁判於下列狀況下，應於 Law 79C 規定之更正時限內撤銷捐牌：

- A. if a player conceded a trick his side had, in fact, won; or  
若賽員承認之輸磴事實上已為己方所贏得；或
- B. if a player has conceded a trick that could not be lost by any normal<sup>22</sup> play of the remaining cards.  
若賽員承認之輸磴，在剩餘之牌張中採用任何正常<sup>22</sup>打法，均不可能輸掉。

The board is rescored with such trick awarded to his side.  
該副牌之上述牌磴返還給該賽員一方，並按此重新記分。

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<sup>22</sup> For the purposes of Laws 70 and 71, "normal" includes play that would be careless or inferior for the class of player involved.

<sup>22</sup> 在 Law 70 和 Law 71 中，「正常」打法包含對該級別賽員而言屬於粗心或較差之打法。

## LAW 72 - GENERAL PRINCIPLES 一般原則

### A. Observance of Laws 遵守橋規

Duplicate bridge tournaments should be played in strict accordance with the Laws. The chief object is to obtain a higher score than other contestants whilst complying with the lawful procedures and ethical standards set out in these laws.

複式橋牌比賽應嚴格依照本橋規進行。參加比賽之主要目的為，在遵守本橋規設定之合法程序及道德標準之前提下，獲得比其他參賽者更高之得分。

### B. Infraction of Law 違反橋規

1. A player must not infringe a law intentionally, even if there is a prescribed rectification he is willing to accept.  
賽員務必不得故意違反橋規，即便其願意依規定接受矯正亦然。
2. In general there is no obligation to draw attention to an infraction of law committed by one's own side (but see Law 20F for a mistaken explanation and see Laws 62A and 79A2).  
一般而言，賽員沒有義務提示己方之違規（但關於解釋錯誤，參照 Law 20F，並參照 Law 62A 及 Law 79A2）。
3. A player may not attempt to conceal an infraction, as by committing a second revoke, concealing a card involved in a revoke or mixing the cards prematurely.  
賽員不得試圖隱瞞違規，例如故意再度應跟未跟、隱藏與應跟未跟相關之牌張、或過早洗亂牌張。

### C. Awareness of Potential Damage 對潛在損害之意識

If the Director determines that an offender could have been aware at the time of his irregularity that it could well damage the non-offending side, he shall require the auction and play to continue (if not completed). At the conclusion of play the Director awards an adjusted score if he considers the offending side has gained an advantage through the irregularity.

若裁判認定，違規方可能有意識到其違常有機會損害未違規方，（在叫牌及打牌尚未完成時），裁判應要求繼續叫牌及打牌。打牌結束後，若裁判認為違規方已透過違常得利，則判給調整分數。

## LAW 73 – COMMUNICATION, TEMPO AND DECEPTION 傳訊、節奏與欺詐

### A. Proper Forms of Communication between Partners 適當的同伴間傳訊方式

1. Communication between partners during the auction and play shall be effected only by means of calls and plays, except as specifically authorized by these laws.  
於叫牌及打牌期間，同伴間之傳訊應僅得以叫牌及打牌之涵義為之，本橋規特別准許者除外。
2. Calls and plays shall be made without emphasis, mannerism or inflection, and without intentional haste or hesitation (but see Law 73D3).  
叫牌及打牌不應有強調、舉止或音調，亦不應有遲疑或急促（但參照 73D3）。

## **B. Prohibited Forms Of Communication between Partners 禁止的同伴間傳訊方式**

Players must not communicate, nor attempt to communicate, via means other than those described in Law 73A.

賽員務必不得使用，或企圖透過 Law 73A 所提及的方式傳訊。

## **C. Incidental Unauthorized Information from Partner 來自同伴的附帶非法訊息**

1. When a player has available to him incidental unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, inflection, haste or hesitation, or an unexpected alert or failure to alert, he must carefully avoid taking advantage of it [see Law 16B1(a)].  
當賽員接收到同伴之附帶非法訊息，例如同伴之評論、提問、解釋、手勢、舉止、強調、音調、急促或遲疑、非預期之示警或不示警，該賽員務必謹慎地避免利用該非法訊息獲利 [ 參閱 Law 16B1(a) ] 。
2. A penalty may be assessed against a player who violates C1, but if the opponents have been damaged, see also Law 16B3.  
違反 C1 項之賽員得給予處罰，但若敵方已受到損害，參照 Law 16B3 。

## **D. Variations in Tempo or Manner 節奏或舉止之變化**

1. It is desirable for players to maintain steady tempo and unvarying manner. Players should be particularly careful when variations may work to the benefit of their side. Otherwise, unintentionally to vary the tempo or manner in which a call or play is made is not an infraction. Inferences from such variations are authorized only to the opponents, who may act upon the information at their own risk.  
賽員保持節奏穩定及舉止不變，乃可取之素質。當節奏及舉止變化可能對己方有利時，賽員應特別注意。然而，在叫牌或打牌中無意地變化節奏或舉止，並非違規，但僅准許敵方由該變化進行推論，並於自負風險之前提下，得根據該訊息做出相應行動。
2. A player may not attempt to mislead an opponent by means of a question, remark or gesture; by the haste or hesitancy of a call or play (for example hesitating before playing a singleton); by the manner in which a call or play is made; or by any purposeful deviation from correct procedure (see also Law 73E2).  
賽員不得透過詢問、評論或手勢、叫牌或打牌之急促或遲疑（例如在打出單張前遲疑）、叫牌或打牌時之舉止、或故意偏離正確程序以試圖誤導對手（參閱 Law 73E2）。
3. Regulating Authorities may require mandatory pauses, such as on the first round of the auction, or after a skip-bid warning, or on the first trick.  
主管單位得要求賽員在第一輪叫牌時、跳叫提醒後、或第一墩打牌時作出強制性停頓。

## E. Deception 欺詐

1. A player may appropriately attempt to deceive an opponent through a call or play (so long as the deception is not emphasized by mannerism, unwonted haste or hesitancy, nor protected by concealed partnership understanding or experience).  
賽員得正當地試圖透過叫牌或打牌欺詐敵方（前提為該欺詐非以舉止、不尋常之急促或遲疑為之，亦非受到同伴間隱含協議或經驗之保護）。
2. If the Director determines that an innocent player has drawn a false inference from a question, remark, manner, tempo or the like, of an opponent who has no demonstrable bridge reason for the action, and who could have been aware, at the time of the action, that it could work to his benefit, the Director shall award an adjusted score.  
若裁判認定某無辜賽員根據敵方之詢問、評論、舉止、節奏等行為得出錯誤推論，而該敵方並無作出該行為之顯見橋藝理由，且於行為當下很可能意識到其有機會從中獲利，則裁判應判給調整得分。

## LAW 74 - CONDUCT AND ETIQUETTE 行為與禮儀

### A. Proper Attitude 合宜之態度

1. A player should maintain a courteous attitude at all times.  
賽員須時時保持彬彬有禮之態度。
2. A player should carefully avoid any remark or extraneous action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.  
賽員須謹慎地避免一切可能使他人厭煩、困窘，或者影響比賽愉快氣氛之言行。
3. Every player should follow uniform and correct procedure in calling and playing.  
每一賽員均須依循制式且正確之程序進行叫牌與打牌。

### B. Etiquette 禮儀

As a matter of courtesy a player should refrain from:  
為顧及禮儀，賽員須避免：

1. paying insufficient attention to the game.  
對牌局之進行不夠重視。
2. making gratuitous comments during the auction and play.  
叫打進行中作出不必要之評論。
3. detaching a card before it is his turn to play.  
尚未輪到其打牌前，過早地抽出牌張。
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.  
為困惑敵方而無必要地拖延打牌速度（例如明知所餘牌磴均為贏磴卻故意續打）。
5. summoning and addressing the Director in a manner discourteous to him or to other contestants.  
召請裁判及進行陳述時，以無禮之態度對待裁判或其他賽員。

### C. Violations of Procedure 破壞程序

The following are examples of violations of procedure:

以下舉例破壞程序之行為：

1. using different designations for the same call.  
對同一叫品設計不同之含義。
2. indicating approval or disapproval of a call or play.  
對叫牌或打牌表示贊成或反對。
3. indicating the expectation or intention of winning or losing a trick that has not been completed.  
在一磴牌尚未打完前，即暗示贏取或輸去該磴之預期或意圖。
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.  
在叫打進行中以評論或動作於重要關頭處提起同伴注意，或提醒尚需取得之磴數。
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 unintentionally seeing an opponent's card<sup>23</sup>).  
在叫打過程中，故意注視其他賽員或其手牌，以期窺視其牌張、或觀察其自手牌抽出牌張之位置。（但不經意看見敵方牌張時，運用該牌張訊息乃合宜行為）。
6. showing an obvious lack of further interest in a deal (as by folding one's cards).  
表現出對牌局興味索然的樣子（例如將手牌蓋牌不看）。
7. varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.  
為困惑敵家而故意變化正常的叫打節奏。
8. leaving the table needlessly before the round is called.  
在一圈結束前無必要地離開牌桌。

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<sup>23</sup> See Law 73D2 when a player may have shown his cards intentionally.

<sup>23</sup> 當賽員可能故意亮出自己的牌張時，參照 Law 73D2。



## LAW 75 - MISTAKEN EXPLANATION OR MISTAKEN CALL 錯誤解釋或者錯誤叫牌

After a misleading explanation has been given to opponents the responsibilities of the players (and the Director) are as follows:

給予敵方誤導性解釋後，賽員（和裁判）之責任如下：

### A. Mistake Causing Unauthorized Information 錯誤導致之非法訊息

Irrespective of whether or not an explanation is a correct statement of partnership agreement, a player, having heard his partner's explanation, knows that his own call has been misinterpreted. This knowledge is unauthorized information (see Law 16A) and the player must carefully avoid taking any advantage from it (see Law 73C); otherwise the Director shall award an adjusted score.

無論解釋是否正確說明同伴間之約定，當一賽員聽到同伴之解釋後，得知自己的叫牌已被誤解，該訊息屬非法訊息（參照 Law 16A），因此該賽員務必注意避免從該訊息獲利（參照 Law 73C）；否則裁判應判給調整得分。

### B. Mistaken Explanation 錯誤解釋

1. When the partnership agreement is different from the explanation given, the explanation is an infraction of Law. When this infraction results in damage to the non-offending side, the Director shall award an adjusted score.

同伴間協議與解釋不同時，該解釋違反橋規。若該違規造成未違規方受到損害，裁判應判給調整得分。

2. If a player becomes aware of his own mistake, he must summon the Director before the opening lead is faced (or during the play, if discovered later), and then provide a correction. The player is also permitted to call the Director before the auction ends, but he is under no obligation to do so (see Law 20F4).

若賽員發現自己解釋錯誤，其務必於首攻亮牌前召請裁判（若較晚發現，則在打牌中提出），而後提供修正之解釋。賽員亦得於競叫結束前召請裁判，但此並非其義務（參照 Law 20F4）。

3. The player's partner must do nothing to correct the mistaken explanation while the auction continues and if he subsequently becomes a defender, he must call the Director and correct the explanation only after play ends. If the player's partner is to be declarer or dummy, he must, after the final pass, call the Director and then provide a correction.

賽員之同伴務必不得於叫牌階段更正錯誤解釋。若該同伴後續成為防家，則務必僅於打牌結束時，召請裁判並更正解釋。若該同伴後續成為莊家或夢家，則務必在最後的派司後，召請裁判並更正解釋。

### C. Mistaken Call 錯誤叫牌

When the partnership agreement has been explained correctly, the mistake being the call made and not the explanation, there is no infraction. The explanation must not be corrected (nor must the Director be notified) immediately and there is no obligation to do so subsequently. Regardless of damage, the result stands [but see Law 21B1(b)].

若同伴間約定之解釋正確，僅因叫牌錯誤使牌情與解釋不同時，非屬違規。此處務必不得更正解釋（或是召請裁判），且後續亦無義務為之。無論造成任何損害，桌上結果成立 [但參照 Law 21B1(b)]。

#### D. Director's Determination 裁判之判定

1. Players are expected to disclose their partnership agreements accurately (see Law 20F1); failure to do so constitutes Misinformation.  
賽員理應精確解釋同伴間約定 ( 參照 Law 20F1 ) ; 未能履行將構成錯誤訊息。
2. It is a condition of any partnership agreement that both players possess the same mutual understanding, and it is an infraction to describe an agreement where the same mutual understanding does not exist. If the Director determines that the misleading explanation was not based upon a partnership agreement, he applies Law 21B.  
任何同伴間約定均基於兩位賽員共享之認知。將非共享之認知描述為同伴間約定乃違規行為。若裁判認定誤導之解釋並非基於同伴間約定，則採用 Law 21B。
3. When there is an infraction (as per B1 or D2) and sufficient evidence exists as to the agreed meaning of the call, the Director awards an adjusted score based upon the likely outcome had the opponents received the correct explanation in a timely manner. If the Director determines that the call has no agreed meaning, he awards an adjusted score based upon the likely outcome had the opponents been so informed.  
若有任何錯誤解釋 ( 如同 B1 或 D2 所述 ) ，且有足夠證據證明該叫品之約定意義，裁判判給之調整得分應基於「敵方若及時得到正確解釋可能產生之結果」。若裁判認定該叫品無約定意義，判給之調整得分應基於「敵方若亦有如此認知可能產生之結果」。

## LAW 76 - SPECTATORS 觀眾

### A. Control 管理

1. Spectators in the playing area<sup>24</sup> are subject to the control of the Director under the regulations for the tournament.  
賽場<sup>24</sup>內之觀眾受裁判之管理，依比賽規定為之。
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.)  
若主管單位及比賽主辦單位允許以電信傳輸即時轉播打牌，此二單位得訂立觀看該轉播之細則，並規範觀看者之行為。（觀看者務必不得於該節比賽與正在打牌之賽員聯繫溝通。）

### B. At the Table 在牌桌

1. A spectator may not look at the hand of more than one player unless allowed by regulation.  
除規定允許外，觀眾不得觀看多於一位賽員之手牌。
2. A spectator must not show any reaction to the bidding or play when a deal is in progress.  
牌局進行當中，觀眾務必不得對叫牌或者打牌表露出任何反應。
3. During a round a spectator must refrain from mannerisms or remarks of any kind and must have no conversation with a player.  
比賽過程中，觀眾務必避免任何舉止或者言論，且務必不得與賽員交談。
4. A spectator must not disturb a player.  
觀眾務必不得干擾賽員。
5. A spectator at the table shall not draw attention to any aspect of the game.  
觀眾在牌桌時，不應提示比賽任何層面之資訊。

### C. Participation 參與

1. A spectator may speak as to fact or law within the playing area<sup>24</sup> only when requested to do so by the Director.  
在賽場<sup>24</sup>內，觀眾僅於裁判要求時，得就事實或者橋規作出陳述。
2. Regulating Authorities and Tournament Organizers may specify how to deal with irregularities caused by spectators.  
主管單位和比賽主辦單位得規定如何處理觀眾引發之違常。

### D. Status 身份

Any person in the playing area<sup>24</sup>, other than a player or a tournament official, has the status of a spectator unless the Director specifies differently.  
除非裁判另有指定，否則賽場<sup>24</sup>內除賽員和比賽工作人員外之所有人員均為觀眾。

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<sup>24</sup> 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.

<sup>24</sup> 賽場包含賽員參加該節比賽時之所有可能活動範圍。進一步之定義得由相關規定為之。

## LAW 77 – DUPLICATE BRIDGE SCORING TABLE 複式橋藝比賽計分表

### Trick Score 牌磴分數

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

如成約時，則得分記予主打方。

*If Trumps are:*

♣                  ♦                  ♥                  ♠

若合約為:

For each odd trick bid and made

叫出且贏得之每磴線位磴數

Undoubled (未賭倍)	20	20	30	30
Doubled (賭倍)	40	40	60	60
Redoubled (再賭倍)	80	80	120	120

*At a No-trump Contract*

若合約為無王

For first odd trick bid and made

叫出且贏得之第一磴線位磴數

Undoubled (未賭倍)	40
Doubled (賭倍)	80
Redoubled (再賭倍)	160

For each additional odd trick

叫出且贏得之後續每磴線位磴數

Undoubled (未賭倍)	30
Doubled (賭倍)	60
Redoubled (再賭倍)	120

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

單副牌之牌磴分數達 100 分或以上，謂之成局。

A trick score of less than 100 points is a PARTSCORE.

牌磴分數未達 100 分，謂之部分合約。

## Premium Score 獎分

Scored by declarer's side

得分應記予主打方

### Slams

#### 滿貫

For making a slam 完成滿貫	Not Vulnerable 無身價	Vulnerable 有身價
Small Slam (12 tricks) bid and made 叫到並完成小滿貫 ( 12 磴 )	500	750
Grand Slam (all 13 tricks) bid and made 叫到並完成大滿貫 ( 13 磴 )	1000	1500

### Overtricks

#### 超磴

For each (tricks made in excess of contract) 每磴 ( 超過合約所需之贏磴 )	Not Vulnerable 無身價	Vulnerable 有身價
Undoubled ( 未賭倍 )	Trick Value 牌磴價值	Trick Value 牌磴價值
Doubled ( 賭倍 )	100	200
Redoubled ( 再賭倍 )	200	400

### Premiums for Game, Partscore, Fulfilling Contract

#### 成局、部分分數與完成合約獎分

For making GAME vulnerable 有身價時完成成局	500
For making GAME, not vulnerable 無身價時完成成局	300
For making any PARTSCORE 完成任何部分合約	50
For making any doubled, but not redoubled contract 完成任何賭倍但未再賭倍之合約	50
For making any redoubled contract 完成任何再賭倍之合約	100

## Undertrick Penalties 不足磴罰分

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

若莊家未能成約，罰分記予莊家之敵方。

### Undertricks

不足磴

Tricks by which declarer falls short of the contract

莊家不足合約之磴數

For first undertrick	Not Vulnerable	Vulnerable
第一不足磴	無身價	有身價
Undoubled ( 未賭倍 )	50	100
Doubled ( 賭倍 )	100	200
Redoubled ( 再賭倍 )	200	400

For each additional undertrick

後續每磴不足磴

Undoubled ( 未賭倍 )	50	100
Doubled ( 賭倍 )	200	300
Redoubled ( 再賭倍 )	400	600

Bonus for the fourth and each subsequent undertrick

第四及其後續不足磴之每磴獎勵

Undoubled ( 未賭倍 )	0	0
Doubled ( 賭倍 )	100	0
Redoubled ( 再賭倍 )	200	0

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

如果四位賽員均派司 ( 參照 Law 22 )，雙方均得 0 分。

## LAW 78 - METHODS OF SCORING AND CONDITIONS OF CONTEST 記分法與比賽規程

### A. Matchpoint Scoring 序分記分法

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.

採用序分記分時，各參賽者之得分與打過同一副牌之其他不同參賽者之得分做比較。對每個比自己差之分數得兩單位分（一單位分代表一序分或半序分），對每個與自己相同之分數得一單位分，對每個比自己好之分數得零單位分。

### B. International Matchpoint Scoring 國際序分記分法

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.

採用國際序分記分法時，每一牌之雙方比分差按下表折合為國際序分。

Difference in points 得分差	IMPs 國際序分	Difference in points 得分差	IMPs 國際序分	Difference in points 得分差	IMPs 國際序分
0-10	0	370-420	9	1500-1740	17
20-40	1	430-490	10	1750-1990	18
50-80	2	500-590	11	2000-2240	19
90-120	3	600-740	12	2250-2490	20
130-160	4	750-890	13	2500-2990	21
170-210	5	900-1090	14	3000-3490	22
220-260	6	1100-1290	15	3500-3990	23
270-310	7	1300-1490	16	4000+	24
320-360	8				

### C. Total Point Scoring 總分記分法

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

採用總分記分法時，各參賽者所打每副牌之得分總和為其得分。

### D. Conditions of Contest 比賽規程

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.

在主管單位核准下，得採用其他記分法（例如換算為勝分）。比賽主辦單位須於賽前公佈比賽規程，包含詳盡之報名辦法、記分方法、決定名次方法、以及打破同分方法等等。規程務必不得與橋規或規章抵觸，且應包含主管單位提出的任何資訊。比賽規程應可供參賽者取得。

## LAW 79 - TRICKS WON 贏磴

### A. Agreement on Tricks Won 贏磴數之認同

1. The number of tricks won shall be agreed upon before all four hands have been returned to the board.  
在四手牌被放回牌套 ( 盒 ) 前，贏磴數目應經雙方認同。
2. A player must not knowingly accept either the score for a trick that his side did not win or the concession of a trick that his opponents could not lose.  
賽員務必不得蓄意接受該方未贏得之贏磴或敵方不可能輸掉之輸磴。

### B. Disagreement on Tricks Won 贏磴數之異議

If a disagreement arises, the Director must be called, then:

若對贏磴數有異議，務必召請裁判，而後：

1. The Director determines whether there has been a claim or concession and, if so, applies Law 69B or Law 71.  
裁判確認是否曾攤牌或捐牌，若是，則適用 Law 69B 或 Law 71。
2. If B1 above does not apply, the Director rules what score is to be recorded.  
若上述 B1 項不適用，裁判裁定應記錄之得分。
3. If the Director is not called before the round ends, the score may be changed for both sides only when he is clearly convinced as to the result obtained at the table. Otherwise he should either allow the recorded score to stand, or decrease the score for one side without increasing it for the other.  
若在該圈結束前裁判未被召請，則裁判僅得於確知桌上結果時同時調整兩方得分。否則裁判須判定紀錄之得分成立，或減少一方之得分但不增加另一方之得分。

### C. Error in Score 記分錯誤

1. An error in recording or computing the agreed-upon score, whether made by a player or an official, may be corrected until the expiration of the period(s) specified by the Tournament Organizer. Unless the Tournament Organizer specifies a later<sup>25</sup> time, this Correction Period expires 30 minutes after the official score has been made available for inspection.  
雙方已認同之得分，若於記錄或計算時發生錯誤，無論該錯誤是由賽員或工作人員造成的，均得於主辦單位規定之有效時限內更正。除非主辦單位規定一個更長<sup>25</sup>的時間，否則更正階段在正式成績公佈 30 分鐘後結束。
2. Subject to approval by the Tournament Organizer, a scoring error may be corrected after expiry of the Correction Period if the Director is satisfied beyond reasonable doubt that the record is wrong.  
在主辦單位之核准下，若裁判對一記分錯誤確信無疑，該記分得於更正階段結束後更正。

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<sup>25</sup> An earlier time may be specified when required by the special nature of a contest

<sup>25</sup> 比賽有特殊需要時，得規定更短之時限。



## LAW 80 - REGULATION AND ORGANIZATION 管理與組織

### A. The Regulating Authority 主管單位

1. The Regulating Authority under these laws is:  
本橋規中之主管單位係指：
  - (a) for its own world tournaments and events the World Bridge Federation.  
世界橋牌聯盟為其世界性橋藝錦標賽及其他比賽之主管單位。
  - (b) the respective Zonal Authority for tournaments and events held under its auspices.  
各區域橋牌組織為其主辦之錦標賽其他比賽之主管單位。
  - (c) for any other tournament or event the National Bridge Organization under whose auspices the tournament takes place.  
其他錦標賽或比賽之主管單位為主辦地點之國家橋牌組織。
2. The Regulating Authority has the responsibilities and powers specified in these laws.  
主管單位擁有本規則賦予的職責和權力。
3. The Regulating Authority may delegate its powers (retaining ultimate responsibility for their exercise) or it may assign them (in which case it has no further responsibility for their exercise).  
主管單位得委任其權力 ( 對權力之執行負最終責任 ) 或指派其權力 ( 對主管單位的執行不再負責 ) 予其他單位。

### B. Tournament Organizer 主辦單位

1. The Regulating Authority may recognize an entity, designated the 'Tournament Organizer', which subject to the requirements of the Regulating Authority and these laws is responsible for arranging and preparing a tournament or event. The Tournament Organizer's powers and duties may be delegated but the responsibility for their performance is retained. The Regulating Authority and the Tournament Organizer may be the same body.  
主管單位可以指定某個實體為主辦單位，該實體按照主管單位和規則的要求，負責為比賽作出安排和準備工作。主管單位可以授權主辦單位行使主管單位的權力和義務，但是行為責任仍然由主管單位承擔。主管單位和主辦單位可以是同一個實體。
2. The Tournament Organizer's powers and duties include:  
主辦單位之權力與職責包括：
  - (a) appointment of the Director. If there is no appointed Director the players should designate a person to perform his functions.  
任命裁判。若未任命裁判，賽員應選定一人行使裁判職權。
  - (b) to make advance arrangements for the tournament, including playing quarters, equipment and all other logistical requirements.  
事前為比賽作出安排，包括比賽場地、設備以及其他後勤工作。
  - (c) to establish the date and time of each session.  
擬定比賽之日期及每節比賽之時間。
  - (d) to establish the conditions of entry.  
擬定報名規程。

- (e) to establish the conditions for bidding and play in accordance with these laws, together with any special conditions (as, for example, play with screens – provisions for rectification of actions not transmitted across the screen may be varied).  
制定符合本橋規之叫打規程，及其他特別規程（例如比賽使用屏幕時，得更動橋規中針對無法傳過屏幕之行為的矯正條款）。
- (f) to announce regulations supplementary to, but not in conflict with, these Laws.  
公佈與本橋規不相衝突之補充規定。
- (g) (i) to arrange<sup>26</sup> for the appointment of any assistants required for the Director.  
安排<sup>26</sup> 裁判所需助理之任命。  
(ii) to appoint other staff and prescribe their duties and responsibilities.  
任命其他工作人員並明定其職務及責任。
- (h) to arrange<sup>26</sup> for entries to be accepted and listed.  
安排<sup>26</sup> 報名之接受及造冊。
- (i) to establish suitable conditions of play and announce them to the contestants.  
擬定適當之比賽規程並向賽員公佈。
- (j) to arrange<sup>26</sup> for scores to be collected, results tabulated, and an official record made of them.  
安排<sup>26</sup> 比賽分數之彙整、比賽結果之列表及前述資訊之正式紀錄。
- (k) to make suitable arrangements for the conduct of appeals under Law 93.  
依照 Law 93，為申訴事宜作出適當安排。
- (l) any other powers and duties conferred in these laws.  
本橋規賦予之其他權力及職責。

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<sup>26</sup> It is normal in some jurisdictions for the Director to assume responsibility for some or all of the tasks that the Tournament Organizer is here required to arrange.

<sup>26</sup> 本規則要求主辦單位安排之部分或全部工作，在某些區域常由裁判負責。

## **LAW 81 - THE DIRECTOR 裁判**

### **A. Official Status 正式身份**

The Director is the official representative of the Tournament Organizer.  
裁判為比賽主辦單位之正式代表。

### **B. Restrictions and Responsibilities 限制及責任**

1. The Director is responsible for the on-site technical management of the tournament. He has powers to remedy any omissions of the Tournament Organizer.  
裁判負責現場處理比賽之技術問題。裁判有權對主辦單位之任何疏漏作出修正。
2. The Director applies, and is bound by, these Laws and supplementary regulations announced under authority given in these Laws.  
裁判負責執行本橋規及本橋規授權公佈之補充規定，並且受其限制。

### **C. Director's Duties and Powers 裁判之職責及權力**

The Director (not the players) has the responsibility for rectifying irregularities and redressing damage. The Director's duties and powers normally include also the following:  
裁判（而非賽員）負矯正違常及糾正損害之責任。裁判之職責及權力通常亦包括：

1. to maintain discipline and to ensure the orderly progress of the game.  
維護紀律，確保比賽進行之秩序。
2. to administer and interpret these Laws and to advise the players of their rights and responsibilities thereunder.  
執行及解釋本橋規，並告知賽員依本橋規所享有之權利及應負之責任。
3. to rectify an error or irregularity of which he becomes aware in any manner, within the periods established in accordance with Laws 79C and 92B.  
於 Law 79C 與 Law 92B 所規定之時限內，針對以任何方式察覺之錯誤或違常給予矯正。
4. to assess rectification when applicable and to exercise the powers given him in Laws 90 and 91.  
在需要時作出矯正並行使 Law 90 及 Law 91 賦予之權力。
5. to waive rectification for cause, in his discretion, upon the request of the non-offending side.  
在其裁量下，應非違規方之請求收回矯正。
6. to adjust disputes.  
調解爭議。
7. to refer any matter to an appropriate committee.  
將任何事項轉呈相應之委員會。
8. to report results for the official record if the Tournament Organizer requires it and to deal with any other matters delegated to him by the Tournament Organizer.  
應主辦單位之要求，報告比賽結果以供正式紀錄，以及處理主辦單位委託之任何其他事務。

#### **D. Delegation of Duties 職責之授予**

The Director may delegate any of his duties to assistants, but he is not thereby relieved of responsibility for their correct performance.

裁判得將任何職責授予其助理，但其仍負有確保執法正確性之責任。

### **LAW 82 - RECTIFICATION OF ERRORS OF PROCEDURE 程序錯誤之矯正**

#### **A. Director's Duty 裁判之職責**

It is the responsibility of the Director to rectify errors of procedure and to maintain the progress of the game in a manner that is not contrary to these Laws.

裁判負有矯正程序錯誤與維持比賽進行之責任。其實行方法不得違反本橋規。

#### **B. Rectification of Error 錯誤之矯正**

To rectify an error in procedure the Director may:

矯正程序錯誤時，裁判得：

1. award an adjusted score as permitted by these Laws.  
根據本橋規之規定，判給調整得分。
2. require, postpone, or cancel the play of a board.  
指定、延遲或取消打某一副牌。
3. exercise any other power given to him in these Laws.  
行使橋規賦予之任何權力。

#### **C. Director's Error 裁判裁決錯誤**

If a ruling has been given that the Director subsequently determines to be incorrect, and if no rectification will allow the board to be scored normally, he shall award an adjusted score, treating both sides as non-offending for that purpose.

若裁判認定先前給出的裁決有誤，且已無矯正措施可使該牌正常記分，則應依雙方均非違規方之標準，判給調整得分。

### **LAW 83 - NOTIFICATION OF THE RIGHT TO APPEAL 上訴權之告知**

If the Director believes that a review of his decision on a point of fact or exercise of his discretionary power could well be in order, he shall advise a contestant of his right to appeal or may refer the matter to an appropriate committee.

裁判若認為其根據事實要點或依裁量權所作之判決有複核之必要時，應告知賽員有上訴之權，或得轉呈相應之委員會。

## LAW 84 - RULINGS ON AGREED FACTS 對已認同事實之裁決

When the Director is called to rule on a point of law or regulation, and the facts are agreed, he rules as follows:

當裁判被召喚，促請依橋規或其他規定作出裁決，且比賽雙方對發生之事實均予認同，則依以下數點裁決之：

### A. No Rectification 不需矯正

If no rectification is prescribed by law, and there is no occasion for him to exercise his discretionary powers, he directs the players to proceed with the auction or play.

若橋規未規定矯正措施，且無必要行使自由裁量權時，則裁判指示賽員繼續叫牌或打牌。

### B. Law Provides Rectification 橋規訂有矯正措施

If the case is clearly covered by a Law that prescribes the rectification for the irregularity, he determines that rectification and ensures that it is implemented.

若該狀況明顯符合橋規中之違常，且橋規訂有該違常之矯正措施，則裁判判定矯正並確保其執行。

### C. Player's Option 賽員之選擇權

If a Law gives a player a choice of rectification the Director explains the options and sees that the choice is made and implemented.

若橋規訂有多種矯正措施可供賽員選擇，則裁判逐項解釋，且確保賽員擇定並予執行。

### D. Director's Option 裁判之選擇權

The Director rules any doubtful point in favour of the non-offending side. He seeks to restore equity. If in his judgement it is probable that a non-offending side has been damaged by an irregularity for which these laws provide no rectification he adjusts the score (see Law 12).

裁判對任何疑點之裁決均偏向有利於非違規方。力求恢復公平為其目標。若裁判認定非違規方已受到違常之損害，但本橋規未提供矯正措施，則判給調整得分（參照 Law 12）。

## **LAW 85 - RULINGS ON DISPUTED FACTS 對有爭執事實之裁決**

When the Director is called upon to rule on a point of law or regulation in which the facts are not agreed upon, he proceeds as follows:

當裁判被召喚，促請依橋規或其他規定作出裁決，但比賽雙方對發生之事實存在爭議，則依照下列程序處理：

### **A. Director's Assessment 裁判之判斷**

1. In determining the facts the Director shall base his view on the balance of probabilities, which is to say in accordance with the weight of the evidence he is able to collect.  
裁判確立事實時，應以可能性（即已取得證據之效力）之衡量為基礎。
2. If the Director is then satisfied that he has ascertained the facts, he rules as in Law 84.  
若裁判確信其已查明事實，則依照 Law 84 進行裁決。

### **B. Facts Not Determined 事實不能確定**

If the Director is unable to determine the facts to his satisfaction, he makes a ruling that will permit play to continue.

如果裁判無法確立事實，則先作出一個能讓比賽繼續進行之裁決。

## LAW 86 - TEAM PLAY 隊制賽

### A. Substitute Board 牌局重發

The Director shall not exercise his Law 6 authority to order one board redealt when the final result of a match without that board could be known to a contestant. Instead, he awards an adjusted score.

若剔除某副牌之比賽最終結果可能為一賽員所知悉時，裁判不應運用 Law 6 之授權要求重發該副牌。應判給調整得分。

### B. Result Obtained at Other Table 對其他牌桌獲得之結果的調整

#### 1. Single Result Obtained 僅獲得單一結果

In team play when the Director awards an adjusted score and the result at the other table between the same contestants is clearly favourable to one side, the Director shall award an assigned adjusted score [see Law 12C1(c), but for multiple adjusted scores see B2 following]. 在隊制賽中，若裁判判給調整得分，且同一組賽員之另一桌的結果明顯有利於一方，則裁判應判給指派結果調整得分 [參照 Law 12C1(c)，若有多個調整得分數則參照下述 B2 項]。

#### 2. Multiple Results Obtained at One or More Tables<sup>27</sup> 在一或多桌已獲得多個結果

In team play when two or more non-comparable results have been obtained between the same contestants or when these Laws otherwise require the Director to award more than one adjusted score:

在隊制賽中，若在一組賽員間出現兩個或更多無法比較的結果，或本橋規要求裁判判給多於一個調整得分時：

- (a) If no contestant was at fault, the Director shall cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2] or, if time permits, play one or more substitute boards (but see A above).  
若無賽員犯錯，裁判應取消該牌（或多副牌）並判給一個或多個人為調整得分（參照 Law 12C2），或在時間允許時裁定重打一或多副牌（但參照上述 A 款）。
- (b) If only one contestant was at fault, the Director shall award to the non-offending side, for each board in question, either an artificial adjusted score of average plus [see Law 12C2(b)] or an assigned adjusted score, whichever is more favourable. The offending side shall receive the complement of the score awarded to their opponents.  
若僅有一位賽員犯錯，對於每一副有問題的牌，裁判均應判給未違規方「平均正分之人為調整得分」（參照 Law 12C2(b)）或「指派結果調整得分」中較有利之得分。違規方應判給與其敵方相應之分數。
- (c) If both contestants were at fault, the Director shall cancel the board(s) and award one or more artificial adjusted scores [see Law 12C2].  
如果雙方賽員均犯錯，裁判應取消該牌（或多副牌）且判給一或多個人為調整得分（參照 Law 12C2）。

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<sup>27</sup> including results from a fouled board

<sup>27</sup> 包含錯亂牌的結果

3. The Regulating Authority may provide differently for circumstances where boards have been played at only one table between the same or multiple contestants. The score awarded for each such board may be varied by regulation from that prescribed in B2, however in the absence of a relevant regulation, the Director proceeds as above.  
若在一組或多組賽員間，問題牌僅在一桌打過時，主管單位得提供不同之處理方式。各牌之成績調整得不依上述 B2 項，而依其他規定為之。然若無相關規定，裁判依上揭條文執法。

## **LAW 87 - FOULED BOARD 錯亂牌**

### **A. Definition 定義**

A board is considered to be fouled if the Director determines that a card (or more than one) was displaced in the board, or if he determines that the dealer or vulnerability differed between copies of the same board, and the contestants who should have had a score comparison did not play the board in identical form for such reason.

若裁判發現一副牌之牌張有一張（或者更多張）放置方位有誤，或同一副牌之複製版本標明的發牌人或身價不一，導致本應能夠比較得分之賽員未打相同的牌，該副牌即為錯亂牌。

### **B. Pairs and Individual Scoring 錯亂牌的記分法**

In scoring a fouled board the Director determines as closely as possible which scores were obtained on the board in its correct form and which in the changed form(s). He divides the scores on that basis into groups and rates each group separately as provided in the regulations for the tournament. (In the absence of a relevant regulation the Director selects and announces his method.)

對錯亂牌進行記分時，裁判盡可能區分正確牌得到之分數與錯誤牌得到之分數，而後基於正確或錯誤牌分組，根據比賽規定計算各組成績（若缺乏相關規定，裁判選定並公佈一種計算方法）。

### **C. Teams Scoring 隊制賽得分**

See Law 86B2.

參照 Law 86B2。

## **LAW 88 - AWARD OF INDEMNITY POINTS 補償分數之判給**

See Law 12C2.

參照 Law 12C2。



## LAW 89 - PROHIBITED BEHAVIOUR AND REPREHENSIBLE CONDUCT 禁止的行為與應受譴責的品行

### A. It is an offence to:

以下行為是違法：

1. Seek to obtain via illicit means information about the board currently in play; or about boards designated for later play.  
透過非法方式尋求取得關於正在進行中的牌局訊息，或關於預定之後進行的牌局訊息。
2. Use illicit information about the board currently in play; or about boards designated for later play.  
使用關於正在進行中牌局的非法資訊，或關於預定之後進行的非法資訊。
3. Convey, or attempt to convey, via prohibited means information to partner about a board currently in play.  
透過被禁止的方式傳遞或企圖傳遞關於正在進行中的牌局資訊給同伴。
4. Convey, or attempt to convey, to other players information about boards designated for later play.  
傳遞或企圖傳遞關於之後預設牌局資訊給其他賽員。

### B. A player who violates A above shall be subject to the sanctions relating to reprehensible conduct, as specified by the relevant disciplinary code.<sup>28</sup>

違反上述 A 所列行為之賽員關於其應受譴責的品行，應接受制裁，如同紀律規範<sup>28</sup>所特別規列之行為。

### C. Statistical or probabilistic analysis may be used to establish or support a charge that a contestant has utilized prohibited methods of communication.

統計或機率分析得用於建立或支持指控賽員利用禁止方式傳訊。

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<sup>28</sup> A Regulating Authority may also consider evidence arising from events played outside of its jurisdiction, including disciplinary actions taken by another Regulating Authority.

<sup>28</sup> 主管單位也得參考不在管理範圍內的競賽中所提出的證據，包含其他主管單位所採取的紀律行動。

- D. Any of the following may be considered grounds for a determination of wrongdoing; irrespective of the actual outcome on the boards in question or the subsequent actions (or lack thereof) by partner:

下列任一項得視為判定不當行為之依據。不論爭論中的牌局實際結果或其同伴接續行動（或未行動）：

1. The existence of a statistically significant correlation between a player's manner or behaviour and the cards held by that player.  
在該賽員的舉止或行為與其持有牌張在統計上存在顯著的相關性。
2. The existence of a statistically significant correlation between a player's anomalous choice of action and the cards held by either their partner or an opponent.  
在該賽員的異常選擇的行為與其同伴或對手持有牌張在統計上存在顯著的相關性。
3. The possession of information illicitly obtained that relates to unplayed boards or unpublished results.  
擁有非法取得未完成牌局或未公告結果之相關資訊。

## LAW 90 - PROCEDURAL PENALTIES 程序性處罰

### A. Director's Authority 裁判之權威

The Director, in addition to implementing the rectifications in these Laws, may also assess procedural penalties for any offence that unduly delays or obstructs the game, inconveniences other contestants, violates correct procedure, or requires the award of an adjusted score.

裁判，除依照橋規之諸項條款執行處罰外，並得對參與比賽者過份拖延時間，妨礙比賽進行，使其他賽員不便，違反正確比賽程序或過桌以後要求調整得分等情之違規者，施以程序性之處罰。

### B. Offences Subject to Procedural Penalty 可受程序性處罰之過錯

The following are examples of offences subject to procedural penalty (but the offences are not limited to these):

下方舉例可受程序性處罰之過錯（但不限於下列各項）：

1. arrival of a contestant after the specified starting time.  
賽員在規定之比賽開始時間後方抵達。
2. unduly slow play by a contestant.  
賽員打牌過份緩慢。
3. discussion of the bidding, play or result of a board, which may be overheard at another table.  
討論牌局之叫牌、打牌或結果，致使他桌賽員可能無意間聽到。
4. unauthorized comparison of scores with another contestant.  
與其他賽員進行非法之比較得分。
5. touching or handling of cards belonging to another player (see Law 7).  
觸摸或把持屬於其他賽員之牌張（參照 Law 7）。
6. placing one or more cards in an incorrect pocket of the board.  
將一或多張牌張置入錯誤方位之牌袋中。

7. errors in procedure (such as failure to count cards in one's hand, playing the wrong board, etc.) that require an adjusted score for any contestant.  
未遵循比賽程序 ( 諸如打牌前未數牌 · 打錯牌副號碼等等 ) 以致需要給予任何賽員調整得分。
8. failure to comply promptly with tournament regulations or with instructions of the Director.  
不能立即履行比賽規章或裁判所作之指示。

## **LAW 91 - PENALIZE OR SUSPEND 處罰或停賽**

### **A. Director's Powers 裁判之權力**

In performing his duty to maintain order and discipline, the Director is empowered to assess disciplinary penalties in points or to suspend a player or contestant for the current session or any part thereof. The Director's decision under this clause is final (see Law 93B3).

為盡其維護秩序與紀律之職責，裁判有權判給紀律性罰分、或裁處賽員及參賽者當節停賽、或該場中之任一部份停賽。裁判依照本款所作出之裁決乃最終裁決 ( 參照 Law 93B3 ) 。

### **B. Right to Disqualify 取消資格之權限**

The Director is empowered to disqualify a player or contestant for cause, subject to approval by the Tournament Organizer.

經主辦單位批准，裁判長有權基於正當理由取消賽員或參賽者之比賽資格。

## **LAW 92 - RIGHT TO APPEAL 上訴權**

### **A. Contestant's Right 賽員之上訴權**

A contestant or his captain may appeal for a review of any ruling made at his table by the Director. Any such request, if deemed to lack merit, may be the subject of a sanction imposed by regulation.

賽員或其隊長得針對裁判在其比賽桌上所作之任何裁決，上訴要求審查。任何上訴若被認定缺乏依據，得依規章給予處罰。

### **B. Time of Appeal 上訴時限**

The right to request or appeal a Director's ruling expires 30 minutes after the official score has been made available for inspection unless the Tournament Organizer has specified a different time period.

申請或上訴裁判裁決之權利，於正式成績公佈 30 分鐘後失效。主辦單位對時限另有規定者除外。

### **C. How to Appeal 如何上訴**

All requests for a review of a ruling shall be made through the Director.

所有申請審查裁決之案件，均應經由裁判轉呈。

#### **D. Concurrence of Appellants 徵求上訴人之同意**

An appeal shall not be heard unless:  
若不符合下列情況，上訴不予受理：

1. in a pairs event both members of the partnership concur in making the appeal (but in an individual contest an appellant does not require his partner's concurrence).  
雙人賽中，同伴之兩名賽員均同意上訴（但在個人賽中，上訴者不需其同伴之同意）。
2. in a team event the team captain concurs in making the appeal.  
隊制賽中，隊長同意上訴。

### **LAW 93 - PROCEDURES OF APPEAL 上訴案件處理程序**

#### **A. No Appeals Committee 無上訴委員會**

The Director in charge shall hear and rule upon all appeals if there is no Appeals Committee [or if no alternative arrangement has been made under Law 80B2(k)], or if such cannot operate without disturbing the orderly progress of the tournament.

若無上訴委員會 [ 亦無根據 Law 80B2(k) 設立之替代方案 ] ，或若召開委員會將干擾比賽進行秩序時，裁判長應進行各上訴案件之聽證並作裁決。

#### **B. Appeals Committee Available 有上訴委員會**

If a committee (or authorized alternative) is available:  
若有上訴委員會（或被授權之替代組織）：

1. The Director in charge shall hear and rule upon such part of the appeal as deals solely with the Law or regulations. His ruling may be appealed to the committee.  
裁判長應就上訴案件中有關橋規或比賽規章之部份進行聽證並予裁決。其裁決仍得向委員會上訴。
2. The Director in charge shall refer all other appeals for adjudication.  
其他部分之上訴案件，裁判長應全部轉呈上訴委員會。
3. In adjudicating appeals, the committee (or the authorized alternative) may exercise all powers assigned by these Laws to the Director, except that it may not overrule the Director in charge on a point of law or regulations, or on exercise of his Law 91 disciplinary powers. (It may recommend to the Director in charge that he change such a ruling.)  
審決上訴案件時，委員會（或被授權之替代組織）得運用本橋規賦予裁判之所有權力，但不得推翻負責裁判長引用橋規或比賽規章之處置、或其行使 Law 91 之紀律性處罰（但委員會得建議負責裁判改判）。

### C. Further Possibilities of Appeal 進一步申訴之可能性

1. Regulating Authorities may establish procedures for further appeals after the foregoing procedures have been exhausted. Any such further appeal, if deemed to lack merit, may be the subject of a sanction imposed by regulation.  
主管單位得規定前述程序完成後，進一步申訴之程序。任何進一步之申訴若被認定缺乏依據，得依規章給予處罰。
2. The Director in charge or the reviewing body may refer a matter for later consideration by the Regulating Authority. The Regulating Authority has authority to resolve any matter finally.  
裁判長或審議團得將事件提交予主管單位進行後續研究討論。主管單位對任何事件有最終裁決權。
3. (a) Notwithstanding 1 and 2 above, where deeming it crucial to the progress of the tournament, the Regulating Authority may assign to a specified tournament body the responsibility for dealing finally with any appeal and, along with the parties to the appeal, is then bound by the outcome.  
即便以上 1 和 2 項已劃分權責，若主管單位認定對比賽之進展有其必要性，仍得為比賽指定一特殊團體，負責對任何上訴作出最終處置。主管單位及上訴相關各方而後均受該最終處置之約束。  
(b) With due notice given to the contestants a Regulating Authority may authorize the omission or modification of such stages as it wishes of the appeals process set out in these Laws.<sup>29</sup>  
在充分通告參賽者之情況下，主管單位得依其意願授權略過或修改本橋規<sup>28</sup>所規定之上訴程序。

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<sup>29</sup> The Regulating Authority is responsible for compliance with any national law that may affect its action.

<sup>29</sup> 主管單位須負責遵守任何可能影響其行為之國家法律。

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Compiled by Richard Hills and based on original work on the 1997 Laws by Rick Assad.

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**WORLD BRIDGE FEDERATION** 80A1(a)

**WRONG BOARD OR HAND** 15

**ZERO SCORE** 77

Note: A "Zero score" is not identical to an "Average score".

**ZONAL AUTHORITY** 80A1(b)





International Sport Federation (IF) recognized by the International Olympic Committee

## The WBF Systems Policy 2023 世界橋藝聯盟制度規範 2023

(Adopted December 1994; amended October 1996, January 2000, August 2002, October 2007, October 2008 September 2009, October 2010, September 2013, June 2016, June 2018 and August 2022)  
(1994年12月採用；1996年10月、2000年1月、2002年8月、2007年10月、2008年10月、2009年9月、2010年10月、2013年9月、2016年6月、2018年6月及2022年8月修訂)

### 1. Preamble 前言

#### 1.1. The objectives of this policy are:

本政策之目的為：

- to ensure that WBF Championships can be properly operated and adequately administered, while at the same time affording proper consideration to progress and innovation;  
使世界橋藝聯盟錦標賽能夠正常運作、得到適切管理、給予賽員公正且平等之機會、並妥適考量前瞻與創新性；
- to provide the opportunity to play against different systems without material disadvantage relative to pairs with a greater familiarity of the said methods;  
提供機會在對抗不同系統時，不因其他賽對較為熟悉對手系統，而較之有實質上的劣勢。
- to ensure that players are in no doubt as to what is expected of them with regard to the preparation and filing of systems material for each WBF category of event.  
確保賽員準備及登錄世界橋藝聯盟賽事之制度文件時，能夠明確了解相關要求。

#### 1.2. Additions or amendments to this policy will normally be put into effect only after four months' notice.

本政策之新增或修訂一般於公告四個月後實施。

#### 1.3. References to High Card Points in this document are Milton Work Points (A=4, K=3, Q=2, J=1).

本政策之大牌點係指 Milton Work 計點法 (A=4 點, K=3 點, Q=2 點, J=1 點)。

#### 1.4. In this document 'Weak' means 9 points or less and 'Strong' means 16 points or more.

下述「弱」代表 9 點或 9 點以下，「強」代表 16 點或 16 點以上。

### 2. Policy and Classification of Systems 政策與制度分類

#### 2.1. Classification Policy 分類政策

2.1.1. *Players should classify their own systems in accordance with this system policy.*  
賽員應依據制度規範為自己使用的制度分類。

2.1.2. *Where players are unsure, they should consult the ['Guide to Completion of the WBF System Card'](#).*

賽員不確定的內容，須參照'[Guide to Completion of the WBF System Card](#)'。

- 2.1.3. *They may also request advice on classification from the WBF Systems Committee Chairman, however this should occur prior to the deadline specified in the Supplementary Conditions of Contest for submission of system cards.*  
賽員也得要求世界橋藝聯盟制度委員會主席提供分類建議。然而，此需求須在輔助競賽條款所註明之截止日期前提出。

## 2.2. System Classifications

In order to facilitate recognition and handling, systems material will be identified by one or more of the following:

為幫助辨識與處理，制度文件將依下述一種或更多方式標示：

- the appropriate named colour (hand printed or typed);  
適當的顏色名稱（手寫或繕打之）；
- a check mark on a system card next to the appropriate colour - in keeping with the following descriptions:  
在制度卡之適當顏色旁打勾 - 顏色如下所述：

**GREEN:** Systems where one-level opening bids are natural and non-forcing.  
制度的一線開叫是自然且不迫叫。

**BLUE:** This category includes Strong Club/Strong Diamond systems that satisfy all of the following criteria:  
此類別包含強梅花/強方塊系統，其制度滿足所有以下標準：

- a) Either one club or one diamond is artificial, shows a hand with 13 high card points or more, and is always forcing.  
一梅花或一方塊是人為叫品，表示手牌有 13 大牌點或更多，且總是迫叫。
- b) One of a major and 1NT are both natural and non-forcing.  
一線高花及一無王開叫都是自然且不迫叫。
- c) The one-level opening in the other minor may be artificial with various possibilities not covered by the other opening bids.  
一線另一門低花開叫得是人為叫品而具多種意義但不被其他開叫所涵蓋。

**RED:** This is a 'warning' that these systems contain artificial elements that may need advance preparation by opponents or explanations by the user of the system.  
This includes:  
此色標用於警示賽員，因這些制度包含人為元素使對手需要更進一步的準備或使用者作更詳細的解釋。包括：

- a) All systems that utilise artificial one-level openings that do not fall under the definition of Yellow (HUM) systems, other than Strong Club/Strong Diamond (Blue) systems.  
所有制度使用人為一線開叫而不符合黃色（HUM）制度，與強梅花/強方塊（藍色）制度不同。
- b) Any system in which the basic 1-level opening structure (other than the length of natural suit bids or the point range of openings) varies according to position and/or vulnerability.  
制度的一線開叫（與自然花色叫價表示長度或開叫點力範圍不同）隨座次且或身價改變。

**YELLOW:** Highly Unusual Methods (HUM) as defined below.  
高度不尋常制度，如下所定義。

## 2.3. HUM Systems 高度不尋常制度

2.3.1. *For the purpose of this Policy, a Highly Unusual Method (HUM) means any System that exhibits one or more of the following features.*

基於本政策目的，高度不尋常制度為存有下列特徵一個或更多之制度。

- a) By partnership agreement an opening call of Pass that shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities  
依同伴間協議，開叫派司代表持有一般認為可開叫一線之牌值以上，即便有其他弱牌之可能性亦然。
- b) By partnership agreement an opening bid at the one level that may be weaker than Pass.  
依同伴間協議，一線開叫叫品可比派司來得弱。
- c) By partnership agreement an opening bid at the one level in either 1st or 2nd seat that may be made with 7 high card points or less.  
依同伴間協議，在第一或第二家的一線開叫叫品得持 7 點或更少。
- d) By partnership agreement an opening bid at the one level that shows either specified length (three cards or more) or specified shortage (one card or less) in a known suit, whilst excluding other intermediate lengths in that same suit.  
依同伴間協議，一線開叫叫品表示某已知牌組有特定長度（三張或以上）或特定短門（一張或更少）。同時不包括同一牌組中的其他中間長度。
- e) By partnership agreement an opening bid at the one level that shows either three cards or more in a specified major or three cards or more in another specified suit.  
依同伴間協議，一線開叫叫品代表某特定花色持有三張或更多、或另一特定花色持有三張或更多。

2.3.2. *In addition, the WBF Systems Committee may at its discretion, designate any specific system as a Highly Unusual Method.*

此外，世界橋藝聯盟制度委員會可認定任何特定制度為高度不尋常制度。

## 2.4. Review of Classification 複審制度分類

2.4.1. *During WBF Events 在世界橋藝聯盟賽事中*

The WBF On-site Systems Manager may review the classifications made by players and, if necessary, reclassify any system. They may take into account any other features and structures of such a system which in his/her opinion are such as to make it unreasonably difficult for opponents to devise and implement, in a timely manner, adequate defensive methods.

世界橋藝聯盟現場制度管理員得審核賽員對制度所作之分類，且必要時重新分類任何制度。他們得基於自身觀點考慮制度的其他特點及制度結構，是否使對手過度困難於及時設計與使用適當對抗方式。

The Systems Manager may also restrict the use of specific partnership agreements in certain short-encounter format events (e.g., BAM Teams or Pairs).

制度管理員也得在某些短牌類型賽事對於使用特定的同伴約定作限制（例如：逐牌論勝負之隊制賽或雙人賽）。



#### 2.4.2. *Between WBF Events* 在世界橋藝聯盟賽事間

Any player/pair/team may seek a review of the classification of any system, or of any decision made by the WBF On-site Systems Manager at an event to allow, re-classify, restrict or prohibit use of a system or any specific partnership agreement. The WBF Systems Committee will undertake such a review. The determination of the Systems Committee will not retrospectively affect the results of any decisions made by the On-site Systems Manager at an event.

任意賽員/賽對/隊得要求複審任何制度的分類，或要求複審任何世界橋藝聯盟現場制度管理員在賽事中所作之判決，包含對一制度或特定同伴協議之許可、再分類、限制、或禁止。世界橋藝聯盟制度委員會會受理複審，但世界橋藝聯盟制度委員會所作之決定不會溯及現場制度管理員在賽事中所作的決定及造成的結果。

#### 2.4.3. *Recording of Decisions* 結果紀錄

Decisions made following application of 2.4.1 and 2.4.2 above, and the determination of certain aspects of a system to be HUM (See 2.3.2 below) will be recorded so that further questions of a similar nature are handled in a like manner. This will be done through a regularly updated document that will list all such decisions available for both future reference and general player understanding.

基於前訴 2.4.1 及 2.4.2 所作之決定，且對制度的某些部分被定義為高度不尋常制度（參照 2.3.2）會被記錄以便以類似的方式處理其他類似性質的問題。以上紀錄會透過定期更新的文件來完成，該文件將列出所有此類決策，以供將來參考和一般賽員理解。

### 2.5. **Brown Sticker Methods** 棕色標記特約

The following are categorised as 'Brown Sticker':

以下歸類為「棕色標記」：

- a) Any opening bid of two clubs through three spades that could be made on 9 high card points or less, AND does not promise at least four cards in a known suit.

任何 2C 到 3S 的開叫，可以比 9 個大牌點或更少，且不保證至少四張牌組在已知花色。

**EXCEPTION:** The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four card suit it must show a hand with 13 high card points or more. (Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with 13 high card points or more, it is not a Brown Sticker Method.)

**例外：**該叫價為弱牌時，總是保證已知花色至少為四張牌組。若叫價不保證已知花色為四張牌組時，則手牌必然表示 13 大牌點或更多。

（解釋：若為弱牌情形時，均表示在已知花色至少是四張牌組，而強牌情形表示手牌 13 大牌點或更多時，則該特約並非棕色標記特約。）

**EXCEPTION:** a two-level opening bid in a minor, showing a weak two in either major, whether with or without the option of strong hand types containing 16 high card points or more, or with equivalent values. Defensive measures are permitted for opponents as in 6 below.

**例外：**開叫二階低花表示任一門高花的弱二，不論是否包含強牌類型如 16 大牌點或更多，或相同牌值。敵方得使用以下第 6 條所述之防禦方式。

- b) An overcall that does not promise at least four cards in a known suit, over a natural opening bid of one of a suit.

對一花色的自然開叫，其蓋叫不保證已知花色至少是四張牌組。

**EXCEPTION:** An overcall in no trumps which is natural or has the meaning of a take-out double.

**例外：**無王蓋叫是自然或有迫伴賭倍的意義。

**EXCEPTION:** any cue bid in a suit that shows a strong hand.

**例外：**任何對花色之巧叫表示強牌。

**EXCEPTION:** a cue bid in opponent's known suit that asks partner to bid NT with a stopper in that suit.

**例外：**對敵方已知花色之巧叫，請同伴在該門花色有擋張叫無王。

- c) Any 'weak' two-suited overcalls or openings at the two or three level that may by agreement be made with three cards or fewer in one of the suits.

表示兩門花色之二或三線「弱」蓋叫或開叫，依同伴間協議其中一門花色得為三張或更少。

## Notes 註

- I. None of the foregoing restrictions (a-c) pertain to any defences against forcing, artificial opening bids or defences against 'Brown Sticker' or HUM Methods.  
前述之限制(a-c)均不適用於對抗迫叫的人為叫品、棕色標記、或高度不尋常制度的防禦特約。
- II. Restriction (b) also applies to overcalls after an opening bid of one of a minor which is ostensibly natural and non-forcing, even if it might be made on a doubleton or a singleton.  
限制(b)也應用在對低花開叫為自然且不迫叫蓋叫，甚至其開叫可能是兩張或一張。
- III. Additional to the classification of systems in 2.2 above, any partnership using one or more 'Brown Sticker' Methods must indicate this alongside its system classification.  
搭檔間若使用一個或更多棕色標記特約，務必與 2.2 之制度分類一同聲明之。

## 2.6. Card Play Signals 打牌信號

- a) Partnerships should possess agreements as to the meaning of the cards played when following suit and when discarding (i.e., the use of undefined signalling methods is prohibited).  
當跟出花色及墊牌時，搭檔間須對於打出的牌張意義有所約定（換句話說，禁止使用未定義的訊號方法）。
- b) Players may not use signalling methods by which the message or messages conveyed by the signals are hidden from the declarer because of some key available only to the defenders (e.g., encrypted signals are not allowed).  
賽員不得使用會對莊家隱藏訊息或隱藏訊息傳遞的訊號方法，因為其方法中的某些金鑰僅防家可知（例如，不允許使用編碼訊號）。

## 2.7. Random Openings 隨機開叫

It is forbidden to open hands which, by agreement, may contain fewer than 8 high card points and for which no further definition is provided. Pairs employing HUM methods may however open hands at the one-level that conform to Section 2.3.1(c) criteria. 禁止基於同伴間協議以8點或更少，無任何其他限制之手牌開叫。然而使用HUM的賽對得以符合符合2.3.1(c)的規範做一階開叫。

## 3. Systems allowed at WBF Championships 世界橋藝聯盟錦標賽允許之制度

In relation to the aspect of Systems to be allowed at WBF Championships, the events will be divided into three categories:

世界橋藝聯盟錦標賽之賽事分為三個類別，依賽事類別允許之制度：

**Category 1:** This will apply to all WBF World Team Championship events EXCEPT for the Under 21 and Under 16 categories.

世界橋藝聯盟世界隊制錦標賽賽事但不包含U26與U21類別

For such events all classifications of systems will be permitted in the Knock Out stages only, subject to adequate disclosure, but teams using HUM systems or Brown Sticker Methods must submit their System Cards and Brown Sticker Announcement Forms (Appendix 1) in advance in accordance with the Conditions of Contest and will be subject to a reduction of seating rights, as follows:

本類賽事的淘汰賽階段允許使用所有種類之制度，但需基於完整揭露之前提下，但使用高度不尋常制度或棕色特約之隊伍，需依競賽條款提前提交制度卡與棕色標記聲明書（附件一），且其落座權利受如下限制：

Whenever a team with one or more pairs using a HUM system opposes a team that has no such pair, the HUM systems team will be the 'Away' team, and lines up first throughout. No special seating rights or line-up restrictions shall apply when two teams containing HUM systems pairs (regardless of line-up) oppose one another.

若一隊伍有一對或更多之賽對使用高度不尋常制度，但其敵對隊伍沒有，則使用高度不尋常制度之隊伍為客隊，且須先決定陣容名單。若兩隊均有使用高度不尋常制度之賽對（無論陣容如何），則無落座或決定陣容之限制。

**Category 2:** Zonal Championships or stages of WBF events defined as Category 2 by the WBF Rules and Regulations Committee.

區錦標賽或世界橋藝聯盟賽事階段被世界橋藝聯盟及規範委員會定義為第二類

The use of HUM systems is prohibited. 禁止使用高度不尋常制度。

Up to three 'Brown Sticker' methods per partnership will be permitted, subject to adequate disclosure, but players using them must submit their Systems Cards & Brown Sticker Announcement Forms (Appendix 1) in advance in accordance with the Conditions of Contest. At the same time a viable suggested defence to any Brown Sticker Method must be filed. This will be deemed to be a part of the System Card and may be referred to by the opponents at the table.

~~No written defence should exceed more than 50 words in total.~~

每組搭檔最多可用三個棕色特約，但需基於完整揭露之前提下，且依競賽條款提前提交制度卡與棕色標記聲明書（附件一）。另須同時提交針對棕色標記特約的可行建議防禦。上述文件視為制度卡之一部份，敵方得於桌上參閱之。書寫的對抗方式總字數不得超過50字。

**Category 3:** All other WBF Tournaments & Championships and stages of such events not covered by Categories 1 & 2 above.

其他世界橋藝聯盟之賽事、錦標賽，以及不屬於第一、二類所定義之比賽階段

The use of both HUM systems and 'Brown Sticker' Methods is prohibited.

禁止使用高度不尋常制度及棕色標記特約。

#### 4. Systems Material 制度文件

For all Category 1 Teams events, where Yellow (HUM) systems are permitted, any pair using a HUM system is required (in addition to the normal timely filing of the System card and Supplementary Sheets) to submit **the full system** in English in advance before the beginning of the Championship in accordance with the Conditions of Contest.

准許黃色（高度不尋常）制度之第一類隊式賽中，使用高度不尋常制度之賽對（除了本應及時提交之制度卡及補充資料外），必須在錦標賽開始前根據競賽條款以英文提交**完整制度**。

Pairs using Green, Blue or Red systems are encouraged to submit their full system in English at the beginning of any WBF Championship. Conditions of Contest may require submission in advance.

使用綠色、藍色或紅色制度之賽對，亦建議在任何世界橋藝聯盟錦標賽開始時，競賽條款得要求賽員以英文提前提交完整制度。

In decisions taken by Tournament Directors and by the Championship Committee, pairs who have submitted their full system will be given the benefit of any support that their system notes provide for an explanation given at the table.

裁判與錦標賽委員會裁決中，賽對已提交之完整制度而得佐證其於桌上提供之解釋，判決將有利該橋對。

## 5. System Cards/Supplementary Sheets 制度卡/補充資料

The principle of adequate disclosure requires that competitors fully disclose all agreements and treatments requiring defensive preparation. In addition to the System cards, pairs should use Supplementary Sheets to achieve this objective.

妥善揭露之原則要求賽員應完整揭露所有需準備防禦之特約及約定。除制度卡外，賽對亦得提交補充資料以期達到妥善揭露的目標。

Competitors should make use of the Guide to Completion of the WBF Convention Cards when completing their system cards.

賽員在填寫他們的制度卡時，須使用世界橋藝聯盟制度卡的填寫指南。

Unless otherwise specified in the Conditions of Contest a partnership may use a maximum of six Supplementary Sheets, provided that the entries are properly numbered to correspond to appropriately cross-referenced numbers on the System card itself. The sheets must include the pair names, be readily legible and numbered entries must be clearly separated. While brevity is encouraged, particularly for Category 2 and Category 3 events, full disclosure must not be prejudiced in any way as a result.

除非競賽條款中另有規定，一個賽對最多可以使用六張補充資料，前提是條目已正確編號可適當交叉對應於制度卡編號。補充資料必須包含賽對姓名，具可讀性，且各編號條目需以可識別之粗線分隔。以第二、三類賽事為甚，內容鼓勵言簡意賅，但務必不得為精簡文字而犧牲揭露之完整性。

All systems and treatments requiring defensive preparation must be listed on the front right part of the WBF Card. They must be explained and fully developed (including competitive agreements) either in the appropriate section on the front or inside of the card, or, where there is inadequate space there, in the first numbered entries on the Supplementary Sheets.

所有需準備防禦之制度及特約須列於世界橋藝聯盟制度卡之正面右側。制度卡之裡側或外側適當處須提供該制度或特約之解釋與完整後續（包含競叫約定）。若空間不足，得於補充資料最開頭之編號條目為之。

The front right part of the System Card must include:

制度卡之正面右側務必包含：

- i All artificial openings (except strong one club/two club openings)  
所有人為的開叫（除了強 1C/強 2C 開叫）
- ii Responses to natural suit openings which are weak or artificial.  
對自然花色開叫的答叫是弱牌或人為方式。
- iii All artificial defensive bids used over natural openings of one of a suit (making sure that all two-suited intervention is detailed precisely; the best way to do this is to write: 'Two-Suiters' and include a reference to the left column or a reference number supplementary Sheet entry).  
所有人為防禦叫價用在對抗一個花色的自然開叫（確認兩門競叫有明確的解釋，最佳的方式是註明兩門並參照左欄或給予標記號碼以利再補充資料中查閱明細）。

If a pair uses any bid which should have been listed here, but which has been left out, and their opponents do not get to their best contract, there will be a strong presumption that the opponents have been damaged by not being able to prepare a defence. The offending pair may also be liable to incur a procedural penalty.

若一賽對使用之任何叫品應列於制度卡卻未列入，且其敵方因而無法達到最佳合約，則將強烈推定敵方因無法準備防禦方法而受到損害。違規之賽對亦得受到程序性處罰。

Any pair playing a HUM system or 'Brown Sticker' Method has a special obligation to present a complete description of both their bids and subsequent developments (especially competitive developments). If a pair uses an auction that is not fully described, then the same presumption of lack of advance notice (with adjustments and penalties as described in the preceding paragraph) shall apply.

任何使用高度不尋常制度或棕色標記特約之賽對，負有描述其叫品與後續發展（尤其是競叫後續）之特別義務。若搭檔使用未完整描述之叫牌過程，則亦適用上段「未預告造成損害」之推定（以及上段所述之調整及處罰）。

For each tournament, the Conditions of Contest will state the date by which, and the address at which, systems material and System Cards (together with telephone and fax number or email addresses of the individuals best equipped to deal with queries regarding the system) must be received. The onus is jointly on the pair, the non-playing captain (where relevant), the NBO and the Zonal Organisation to obtain the information required to meet this deadline. Failure to meet this deadline will result in automatic penalties, which will be fully described in the Conditions of Contest. Problems with systems should be referred to the Chairman of the Systems Committee or his nominee in accordance with details given in the Conditions of Contest. 每一場賽事之競賽條款，將說明提交制度文件及制度卡（以及最適合處理制度答詢之聯絡人電話、傳真號碼及電子郵件）之截止日期及發送地址。在截止日期前取得相關資訊乃各橋對、非參賽隊長（若有）、國家級橋藝組織及地區級橋藝組織之責任所在。逾期者將自動予以處罰，罰則於競賽條款訂之。關於制度之問題應轉達予制度委員會主席、或其依競賽條款指定之負責人。

After the closing date for submission of systems, the following will be the policy governing any changes to the System Card and Supplementary Sheets:

提交制度截止日期過後，任何制度卡或補充資料之更改，以下列規定處理之：

- a) Deletion of an item or a statement will be permitted upon application to the Chairman of the Systems Committee or his nominee. The insertion of additional clarificatory statements will also normally be permitted.  
項目或聲明之刪除，應向制度委員會主席或其指定之負責人申請後，予以同意。補充的澄清項目也通常被許可。
- b) A change replacing an agreement with another or to introduce a fresh agreement, where the new material is not Brown Sticker, will normally be permitted. The permission to use the new agreement will operate at the discretion of the Chairman, but will normally be from the morning of the second day after notification of the change is issued to other contestants.  
約定之替換，若新約定非棕色標記，一般予以同意。新約定之核准啟用由主席決定，但一般訂為通知更改約定之隔日早上，公告其他賽員周知後啟用。
- c) Neither the replacement of a Brown Sticker Method with another Brown Sticker method, nor the introduction of a new Brown Sticker Method will be permitted.  
禁止以棕色標記特約替換其他棕色標記特約，或新增棕色標記特約。

It is strongly emphasised, and all contestants must note, that the policy stated above will be rigorously applied.

在此特別強調，所有參賽者必須留意，上述所有規範都會嚴厲的執行。

## 6. Defence against Yellow (HUM) Systems and Brown Sticker Methods

### 對抗黃色（高度不尋常）制度及棕色標記特約之防禦方式

The following regulations will apply to defensive measures against HUM systems.

下述為對抗高度不尋常制度防禦方式的規範。

A pair opposing a HUM system pair will submit two (clearly legible) copies of their defence to the HUM system at an appropriate time and place prior to the start of that segment, to be specified in the Conditions of Contest. ~~No defence should exceed more than 50 words in total.~~ Such defences are deemed to be part of the opponents' system card.

對抗高度不尋常制度之橋對，應在該節比賽開始前，於競賽條款所訂之適當時間與地點，提供兩份（清晰可讀）針對高度不尋常制度之防禦。~~對抗方式總字數不得超過 50 字。~~該防禦視為敵方制度卡之一部份。

In preparing the defence against a HUM system, pairs using Green, Blue or Red systems are allowed to change their systems, including opening calls (but not to openings which are themselves HUM or 'Brown Sticker'). Pairs using a HUM system are not allowed to change their opening calls.

對抗高度不尋常制度時，使用綠色、藍色或紅色制度之橋對被允許更改其制度，包括開叫（但不是使用高度不尋常制度或棕色標記的開叫）。使用高度不尋常制度之橋對則不得更改其開叫。

The pair using a HUM system must inform the opponents in writing (two clearly legible copies) about their counter-defence at the table prior to the start of the session. In preparing their counter-defence, the pair using a HUM system is not permitted to change any of the highly artificial aspects of its system.

使用高度不尋常制度之橋對，必須在該節比賽開始之前，以書面方式提供其反防禦方法予敵方（需兩份、清晰可讀）。該橋對在準備對抗防禦方法時，不得更改制度中任何高度人為之部分。

HUM systems that are to be played only as a defence against other HUM systems must be lodged prior to the deadline specified in the Supplementary Conditions of Contest for the submission of system cards.

僅用於對抗其他高度不尋常制度的高度不尋常制度，其制度卡必須在輔助競賽條款所訂定之期限前繳交制度卡。

The following regulations will apply in relation to defensive measures against Brown Sticker methods:

下述規範適用於對抗棕色標記特約的防禦方式：

A pair may prepare written defences against the 'Brown Sticker' elements of any system, ~~but no defence should exceed more than 50 words in total.~~ Such defences will have to be given to the opponents (two clearly legible copies) at an appropriate time and place specified in the Conditions of Contest prior to the start of that segment for team events, or prior to that round for pairs events. Written defences against Brown Sticker Methods are deemed to be part of the opponents' system card.

橋對得準備對抗任何制度中的棕色標記之防禦方式，~~但對抗方式總字數不得超過 50 字。~~於競賽條款所訂之適當時間與地點應在隊制賽該節比賽開始前或雙人賽該圈開始前提供予敵方該防禦（需兩份、清晰可讀）。對抗棕色標記特約之防禦方式視為敵方制度卡之一部份。

## 7. Number of systems allowed per team 各隊可用的制度數量

For Category 1 events, a maximum number of four Red or Yellow Systems, of which only three may be Yellow, will be permitted for each participating team. A System, for the purpose of this section, may include different methods for different seats and/or vulnerabilities.

第一類賽事中，每支隊伍最多允許四個紅色或黃色制度，其中僅能有三個黃色制度。此處提到之制度包含可在不同座次且或不同身價而有不同之叫牌方法。

Both members of the partnership must agree to use the same methods of bidding and card play. 橋對兩人需同意使用相同的叫牌及打牌方法。

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International Sport Federation (IF) recognized by the International Olympic Committee

## WBF Alerting Policy 世界橋藝聯盟示警政策

(Adopted July 1997, revised August 2002, revised August 2022)  
(1997年七月採用，2002年八月修訂，2022年8月修訂)

### 1. Preamble 前言

- 1.1. The objective is to have a uniform WBF policy which is applied to all WBF events.  
本政策之目的，乃提供所有世界橋藝聯盟賽事一致性之政策。
- 1.2. It is not intended that this should over-ride Alerting Policies developed by the Zone or NBOs.  
本政策非意圖凌駕地區性或國家性橋藝組織之示警政策。
- 1.3. Full disclosure is vital. However, players who participate in WBF events are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws as well as the letter.  
完整揭露至關重要。然而，參與世界橋藝聯盟之賽員應為自我保護負大部分責任。賽員亦需遵守橋規之字面規定及內在精神。
- 1.4. The Policy has been made as simple as possible. Players are, however, expected to alert whenever there is doubt. (N.B. Where screens are in use, an alert on one side but not on the other does not necessarily imply an infraction.)  
本政策已盡可能地簡單化。然而，賽員對是否示警有疑慮時，應逕行示警。（註：有簾幕時，若一側對示警但另一側未示警，未必構成違規。）

### 2. Policy 政策

The following classes of calls should be alerted:

下列類型之叫品應示警：

- i Artificial bids should be alerted, natural bids should not.  
人為叫價應示警，自然叫價不應示警。
- ii Those calls (i.e., bids, passes, doubles or redoubles) which have special meanings or which are based on or lead to special understandings between the partners. (A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations of the Regulating Authority).  
See also Law 40B.  
含有特殊意義，或源於或隱含同伴間特殊協議之叫品（意即叫價、派司、賭倍，或再賭倍）。（賽員之叫品不得源於或隱含同伴間特殊協議，除非合理預期敵方橋對了解其意義，或該方已按主辦單位之規章揭露該叫品之使用）。見 Law 40(b)。
- iii Non-forcing jump changes of suit responses to opening bids or overcalls, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit.  
對開叫或蓋叫作不迫叫之新花色跳叫；未派司者對一線花色開叫作不迫叫之新花答叫。



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Players must also respect the spirit of the Policy as well as the letter.  
賽員除了遵守本政策之字面規定外，更應遵守其精神。

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## Psychic Bidding 詐叫

(Adopted July 1995, revised August 2002, revised August 2022)  
(1995年7月採用；2002年8月及2022年8月修訂)

### Psychic Calls and similar actions based upon partnership understandings

#### 詐叫跟基於與同伴認知的類似行為

The Laws of Duplicate Bridge 2017 permit a player to make a psychic call “provided that such call is not based upon a partnership understanding”. If a call is based upon a partnership understanding it ceases to be psychic. The WBF Laws Committee has ruled that a partnership understanding exists when the frequency of occurrence is sufficient for the partner of the player who makes the call to take his awareness of psychic possibilities into account, whether he does so or not (there are further relevant statements in the WBF Code of Practice). Such an understanding must be disclosed beforehand.

2017年版複式橋藝規則允許賽員在「詐叫並非基於同伴間協議」之前提下進行詐叫。若一叫品乃基於同伴間協議，則不視為詐叫。世界橋藝聯盟法規委員會已判定若詐叫之頻率足已使詐叫者同伴將詐叫之可能性納入考量，則無論該同伴是否實際為之（在 WBF Code of Practice 有更多相關內容），該協議務必先行揭露之。

The understandings in question are to be disclosed in World Championships and other tournaments conducted under the auspices of the WBF in accordance with the following requirements:

此處探討之協議，在世界錦標賽或其他世界橋藝聯盟主辦之賽事中，應依下列要求揭露之：

1. Explicit agreements that psychic calls are expected, or the provision of systemic protection for them, are prohibited. One example is when, third in hand at favourable vulnerability, a player is expected to open the bidding on anything at all.  
禁止預期詐叫之明確約定或保護詐叫之約定。舉例而言，第三家有利身價時，賽員持任何牌均需開叫。
2. Understandings whereby from time to time there may be gross violations of the normal meanings of calls, and where the nature or type of violation can be anticipated, must also be disclosed on the system card. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents. They must be listed on the card amongst the conventions that may call for special defence and the supplementary sheets must give full detail of situations in which these violations may occur and of the relevant partnership practices and expectations. Subject to satisfactory disclosure, methods of this kind are permissible in any category of event.  
若同伴間了解彼此之叫牌將不時地大量偏離正常意義，且偏離之方向或種類是可被預期，則務必於制度卡中揭露之。此了解可能來自明確之約定，源於對抗敵對之經驗或共同認知，但不為對手知悉。務必將其與「需特殊防禦之特約」同列於制度卡中，補充資料則務必詳述該偏離出現之境況，及同伴間相關之應對措施與預期發展。若揭露足夠完善，該約定於各類賽事均被允許。



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3. It continues to be the case that random psychics may occur as the laws allow, without warning, so long as these can no more be anticipated by the partner than by the opponents.  
只要詐叫行為於同伴之心理預期不高於敵方之心理預期，隨機詐叫仍為法規所允許且不需被警告。
4. Similar principles apply in the case of psychic actions in a defender's play of the cards (i.e., deviations from one's documented card-play agreements).  
防家之詐打行為亦適用於類似之原則（換句話說，偏離已填寫之打牌協議）。

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