

A. Unintended Call

1. Until his partner makes a call, a player may substitute his intended call for an unintended call but only if he does so, or attempts to do so, without pause for thought. The second (intended) call stands and is subject to the appropriate Law.
2. No substitution of call may be made when his partner has made a subsequent call.
3. If the auction ends before it reaches the player's partner no substitution may occur after the end of the auction period (see [Law 22](#)).
4. If a substitution is allowed the LHO may withdraw any call he made over the first call. Information from the withdrawn call is authorized only to his side. There is no further rectification.

Commentary from Chairman of WBF Laws committee:- Law 25a

It is no longer allowed to change an intended call, old Law 25B has been removed. Only when a player has substituted his intended call do the provisions in B1 apply; the TD should not give a player the opportunity to change an intended call.

This leaves us with unintended calls, a regular phenomenon when playing with bidding cards, where a wrong one is pulled out of the box and put on the table. As long as partner has not made a call after such irregularity the mistaken bidding card may be put back and replaced with the intended call. Such action in itself cannot create unauthorized information since the wrong card doesn't carry bidding information. But if LHO has already made a call thereafter he may retract his bidding card. The information related to that call is unauthorized for his opponents and authorized for his partner. Four passes would normally close the auction, but it must be continued if the third or fourth Pass is unintended and the player making that call wants to change it. This possibility ends when all four hands are put back in the board (L 22 B2).

It is not easy to determine whether a call is unintended or not. The TD should decide it is unintended only if he is convinced that the player never, not even for a split second, wanted to make that call. An example of a call that certainly is a big mistake but nevertheless was intended is the following:

North opens 1♥, Pass by East and South bids 4♣, a splinter showing slam interest in hearts. West passes and North thinks for a while, eventually deciding that he is not going to encourage partner to bid a slam. But he forgets that they are not yet even in game and passes; he discovers his mistake immediately and calls the TD.

North will tell the TD that he never intended to *Pass*, but the TD should not accept this statement. For a split second North thought that *Pass* was closing the auction in 4♥. He never intended to play in 4♣, that is a for sure, but it is also irrelevant. Another argument to support this decision is that the *Pass* did carry information; the player told his partner that he was not interested in slam. Apart from this criterion there is another one. There should not be a pause for thought. This means that the player needs to know what he wants to do before he makes his mistake. It does not mean that he needs to change his unintended call immediately. That condition applies from the moment he discovers his mistake.

A player who absent-mindedly pulls a bidding card from the box surprising even himself without having decided what call to make, is not allowed to change that call. But it is almost impossible for the TD to decide that things happened that way. A change of mind is not allowed either but the TD, normally not being a mind reader, is not always able to discover such situation. It is part of his job to judge the facts and circumstances and to decide what has happened.

B. Call Intended

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.
2. Except as in 1 a substitution not permitted by A is cancelled. The original call stands and the auction continues.
3. [Law 16D](#) applies to a call withdrawn or cancelled.