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INCOMPLETE OR ERRONEOUS CALL OF A CARD FROM DUMMY

A. Proper Form for Designating Dummy's Card

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

B. Incomplete or Erroneous Call

In case of an incomplete or erroneous call by declarer of the card to be played from dummy, the following restrictions apply (except when declarer's different intention is incontrovertible):

1.
 - a. If declarer in playing from dummy calls 'high', or words of like meaning, he is deemed to have called the highest card.
 - 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.
 - c. If he calls 'low', or words of like meaning, he is deemed to have called the lowest card.
2. If declarer designates a suit but not a rank he is deemed to have called the lowest card of the suit indicated.
3. If declarer designates a rank but not a suit
 - a. In leading, declarer is deemed to have continued the suit in which dummy won the preceding trick provided there is a card of the designated rank in that suit.
 - 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.
4. If declarer calls a card that is not in dummy the call is void and declarer may designate any legal card.
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.