

LAW 65 and 66

Law 65

ARRANGEMENT OF TRICKS

A. Completed Trick

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

B. Keeping Track of the Ownership of Tricks

1. If the player's side has won the trick, the card is pointed lengthwise toward his partner.
2. If the opponents have won the trick, the card is pointed lengthwise toward the opponents.
3. Declarer may require that a card pointed incorrectly is pointed as above. Dummy or either defender may draw attention to a card pointed incorrectly, but for these players the right expires when a lead is made to the following trick. If done later [Law 16B](#) may apply.

C. Orderliness

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.

D. Agreement on Results of Play

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 jeopardises his right to claim ownership of doubtful tricks or to claim (or deny) a revoke

Law 66

INSPECTION OF TRICKS

A. Current Trick

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.

B. Own Last Card

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

C. Quitted Tricks

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).

D. After the Conclusion of Play

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, after such a claim has been made, a player mixes his cards in such a manner that the Director can no longer ascertain the facts, the Director shall rule in favour of the other side.

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