

**A. Appropriate Communication between Partners**

1. Communication between partners during the auction and play shall be effected only by means of calls and plays.
2. Calls and plays should be made without undue emphasis, mannerism or inflection, and without undue hesitation or haste. But Regulating Authorities may require mandatory pauses, as on the first round of the auction, or after a skip-bid warning, or on the first trick.

**B. Inappropriate Communication between Partners**

1. Partners shall not communicate by means such as the manner in which calls or plays are made, extraneous remarks or gestures, questions asked or not asked of the opponents or alerts and explanations given or not given to them.
2. The gravest possible offence is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws.

**C. Player Receives Unauthorized Information from Partner**

When a player has available to him unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, undue emphasis, inflection, haste or hesitation, an unexpected\* alert or failure to alert, he must carefully avoid taking any advantage from that unauthorized information.

**D. Variations in Tempo or Manner**

1. It is desirable, though not always required, for players to maintain steady tempo and unvarying manner. However, 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 in itself an infraction. Inferences from such variation may appropriately be drawn only by an opponent, and at his own risk.
2. A player may not attempt to mislead an opponent by means of remark or gesture, by the haste or hesitancy of a call or play (as in hesitating before playing a singleton), the manner in which a call or play is made or by any purposeful deviation from correct procedure.

**E. Deception**

A player may appropriately attempt to deceive an opponent through a call or play (so long as the deception is not protected by concealed partnership understanding or experience).

**F. Violation of Proprieties**

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

\* i.e. unexpected in relation to the basis of his action.