

## LAW 42: DUMMY'S RIGHTS

### A. Absolute Rights

#### 1. Give Information

Dummy is entitled to give information, in the Director's presence, as to fact or law.

#### 2. Keep Track of Tricks

He may keep count of tricks won and lost.

#### 3. Play as Declarer's Agent

He plays the cards of the dummy as declarer's agent as directed (see **Law 45F** if dummy suggests a play).

### B. Qualified Rights

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

#### 1. Revoke Inquiries

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.

#### 2. Attempt to Prevent Irregularity

He may try to prevent any irregularity by declarer.

#### 3. Draw Attention to Irregularity

He may draw attention to any irregularity, but only after play of the hand is concluded.

## LAW 43: DUMMY'S LIMITATIONS

Except as specified in **Law 42**:

### A. Limitations on Dummy

#### 1. General Limitations

##### (a) Calling the Director

Unless attention has been drawn to an irregularity by another player, dummy should not initiate a call for the Director during play.

##### (b) Calling Attention to Irregularity

Dummy may not call attention to an irregularity during play.

##### (c) Participate in or Comment on Play

Dummy must not participate in the play, nor may he communicate anything about the play to declarer.

#### 2. Limitations Carrying Specific Penalty

##### (a) Exchanging Hands

Dummy may not exchange hands with declarer.

##### (b) Leave Seat to Watch Declarer

Dummy may not leave his seat to watch declarer's play of the hand.

##### (c) Look at Defender's Hand

Dummy may not, on his own initiative, look at the face of a card in either defender's hand.

### B. Penalties for Violation

#### 1. General Penalties

Dummy is liable to penalty under **Law 90** for any violation of the limitations listed in A1 or A2 preceding.

#### 2. Specific Penalties

If dummy, after violation of the limitations listed in A2 preceding:

##### (a) Warns Declarer on Lead

warns declarer not to lead from the wrong hand, (penalty) either defender may choose the hand from which declarer shall lead.

(b) Asks Declarer about Possible Irregularity

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 penalty provisions of Law 64 apply as if the revoke had been established.

3. Draws Attention to Defender's Irregularity

If dummy, after violation of the limitations listed in A2 preceding is the first to draw attention to a defender's irregularity, no penalty shall be imposed. If the defenders benefit directly through their irregularity, the Director shall award an adjusted score to both sides to restore equity.