

LAW 73: COMMUNICATION

- A. Proper Communication between Partners
 - 1. How Effected—Communication between partners during the auction and play shall be effected only by means of the calls and plays themselves.
 - 2. Correct Manner for Calls and Plays—Calls and plays should be made without special emphasis, mannerism or inflection, and without undue hesitation or haste (however, sponsoring organizations may require mandatory pauses, as on the first round of auction, or after a skip-bid warning, or on the first trick).
- B. Inappropriate Communication Between Partners
 - 1. Gratuitous Information—Partners shall not communicate through the manner in which calls or plays are made, through extraneous remarks or gestures, through questions asked or not asked of the opponents or through alerts and explanations given or not given to them.
 - 2. Prearranged Communication—The gravest possible offense is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws. A guilty partnership risks expulsion.
- C. Player Receives Unauthorized Information from Partner—When a player has available to him unauthorized information from his partner, as from a remark, question, explanation, gesture, mannerism, special emphasis, inflection, haste or hesitation, he must carefully avoid taking any advantage that might accrue to his side.
- D. Variations in Tempo or Manner
 - 1. Inadvertent Variations—It is desirable, though not always required, for players to maintain steady tempo and unvarying manner. However, players should be particularly careful in positions in which variations may work to the benefit of their side. Otherwise, inadvertently to vary the tempo or manner in which a call or play is made does not in itself constitute a violation of propriety, but inferences from such variation may appropriately be drawn only by an opponent, and at his own risk.
 - 2. Intentional Variations—A player may not attempt to mislead an opponent by means of remark or gesture, through the haste or hesitancy of a call or play (as in hesitating before playing a singleton), or by the manner in which the call or play is made.
- 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). It is entirely appropriate to avoid giving information to the opponents by making all calls and plays in unvarying tempo and manner.
- F. Violation of Proprieties—When a violation of the Proprieties described in this law results in damage to an innocent opponent,
 - 1. Player Acts on Unauthorized Information—if the Director determines that a player chose from among logical alternative actions one that could demonstrably have been suggested over another by his partner's remark, manner, tempo, or the like, he shall award an adjusted score (see Law 16).
 - 2. Player Injured by Illegal Deception—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).