



Ask a Director

by JOHN McILRATH

Q:

"You REVOKED, director!"



A:

Revoke is a “mechanical” mistake, put simply a failure to follow suit. we all have done it. So, when should I call the Director?

For you or your partner, best before either of you play to the next trick, else the revoke becomes “established” and you cannot correct your error. You may be subject to Automatic Trick Transfers of 0, 1 or 2 tricks, depending on who wins subsequent tricks.

For your opponents, you should NOT call the director until the end of the play of the hand, otherwise you give them a chance to correct it. It is best however to look to the following procedure.

- ◆ Before gathering up the cards, tell your opponents you think they have revoked.
- ◆ Call the director and do not let anyone move any cards. NEVER touch the cards of another player.
- ◆ you should have, as a memory aid placed the card, from the suspected trick, a little bit out of alignment with the rest. (You can do whether you are a defender, dummy or declarer.) Easy now for you to say, “at trick no. X, I think you revoked?”

Please remember that Laws allow you to inquire about a possible revoke.

- ◆ Declarer may ask a defender. (I am not sure why you would.)
- ◆ Dummy may ask declarer. (Maybe we should do this more often!). Dummy may NOT ask a defender. (I am not sure why you would.)
- ◆ Defenders may ask one another. (Maybe we should do this more often!). Defenders may ask declarer. (I am not sure why you would.)