

# 20% of What You Should Know about Revokes

## Adjusting the Score after an Established Revoke

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# Goal of This Lecture

You should already know:

- When a revoke becomes established (L63A).
- When to transfer one or two tricks after an established revoke (L64A).

You will learn:

- When not to transfer tricks after an established revoke (L64B).
- To adjust the score when appropriate after an established revoke (L64C).

# The Short Version

Whenever there is an established revoke, you do *either* of the following unless the score must stand – choose what is best for the non-offending side:

- Transfer tricks to the non-offending side (0, 1, 2 according to L64A+B).
- Adjust the score, possibly giving a weighted score (L64C).

When adjusting the score:

- What would have happened without the infraction?
- Weighted score if the above question does not have a clear answer.
- Never adjust in favour of the offending side.

# Adjusting the Score

	♠ -			
	♥ -			
	♦ QT63			
	♣ -			
♠ -		N	♠ 7	
♥ Q	W		E	♥ T
♦ J				♦ -
♣ KT		S	♣ J3	
	♠ J			
	♥ 7			
	♦ 7			
	♣ 5			

South is declarer in 3♠.  
He has lost four tricks so far. The lead is in dummy.

In the diagram position, South led the ♦ Q from dummy. East ruffed, and South overruffed, played the ♦ 7, and claimed the rest.

We transfer two tricks because the revoke trick was taken in the revoking hand. Down two.

However, South can easily afford this "penalty", because he was about to go down three. What do we do about this?

# Adjusting the Score - Solution

Let us take a look at L64CI:

*64CI When, after any established revoke, including those not subject to trick adjustment, the Director deems that the non-offending side is insufficiently compensated by this Law for the damage caused, he shall assign an adjusted score.*

Without the infraction, South would have followed with his diamond, and he would only have scored his trump trick. Therefore, we adjust the score to down three.

Remember: No tricks are transferred when we apply L64CI.

# Too Late for L64A

	♠ 853		
	♥ K752		
	♦ AQ94		
	♣ Q7		
♠ 642	N	♠ AJ	
♥ JT9	W	♥ Q863	E
♦ 76		♦ T853	
♣ AKT94	S	♣ J65	
	♠ KQT97		
	♥ A4		
	♦ KJ2		
	♣ 832		

South is declarer in 4♠.

West cashes two high clubs and plays a third. Dummy ruffs with the ♠8, and East overruffs.

Two scenarios:

a) A couple of tricks are played. South then claims down one, and the revoke is noticed.

b) Same as a), but the revoke is noticed after the end of the round.

# Too Late for L64A – Solution (I)

Scenario a) is a standard L64A case. East won the revoke trick himself, so we transfer two tricks (as there are two tricks which could possibly be transferred, the ♠J and ♠A). South scores 11 tricks.

In scenario b), we must look at L64B4 or L64B5.

*64B There is no automatic trick adjustment following an established revoke if:*

*[...]*

*4) attention was first drawn to the revoke after a member of the non-offending side has made a call on the subsequent deal.*

*5) attention was first drawn to the revoke after the round has ended.*

L64B5 applies in our case. No tricks are transferred, but what is the ruling?

# Too Late for L64A – Solution (2)

RULE: Whenever there is an established revoke, consider whether you need to adjust the score! That is what L64C1 says (“after *any* established revoke”).

If East had not revoked, he would perforce have followed with the ♣J. Declarer would then have led a spade off dummy, and with the ♠AJ bare onside, 10 tricks is the only conceivable outcome.

Since South only scored 9 tricks after L64B, we adjust the score to 10 tricks (L64C1).

In theory, we consider the same adjusted score in scenario a), but here South scored 11 tricks after L64A was applied, so we do not adjust the score.



# Can Dummy Revoke?

		♠ J876	
		♥ KT(3)	
		♦ KQT	
		♣ 543	
♠ T5		N	♠ Q93
♥ Q96	W		E
♦ 987532			♥ J752
♣ 92		S	♦ J6
			♣ JT86
		♠ AK42	
		♥ A84	
		♦ A4	
		♣ AKQ7	

South is declarer in 6♠.

The ♥3 is hidden somewhere in the universe. West leads a heart. South wins the ♥K, cashes two high spades, plays the ♥A, and ruffs a heart.

Now South starts playing off his side-suit winners and claims twelve. Then the players notice that dummy has one card less than everybody else.

What shall we do about this?

# Can Dummy Revoke? – Solution

Failing to follow suit when possible is a revoke. So dummy has revoked.

We must look at L64B3:

*64B There is no automatic trick adjustment following an established revoke if:*

*[...]*

*3) the revoke was made in failing to play a penalty card or any card belonging to dummy.*

Dummy won the revoke trick, but L64B3 says that we must not transfer the usual two tricks. But we must consider adjusting the score (“any revoke”).

If dummy had not revoked, following suit would mean an immediate heart loser. In addition, declarer must lose a trump trick. We adjust to down one.

# Repeated Revoke

		♠ KJ9	
		♥ A975	
		♦ AJ87	
		♣ T3	
♠ Q87		N	♠ 6532
♥ KT864	W		E ♥ QJ3
♦ Q2			♦ KT43
♣ J42		S	♣ 96
		♠ AT4	
		♥ 2	
		♦ 965	
		♣ AKQ875	

Matchpoints.

South is declarer in 3NT.

West leads a heart, and South wins the ♥A and plays clubs from the top.

However, East only follows once, then discards a spade and a diamond. Thus, the ♣9 becomes a stopper! He wins the next club, and the defenders cash four hearts for down one.

Your ruling?

# Repeated Revoke – Solution (I)

East revoked twice, but most players and TDs would just consider it as one revoke. They are thinking of L64B2:

*64B There is no automatic trick adjustment following an established revoke if:  
[...]*

*2) it is a subsequent revoke in the same suit by the same player, the first revoke having been established.*

Thus, we only transfer one trick. South scores 10 tricks.

However, had East not revoked, South might have taken 11 tricks depending on the discards and his willingness to risk a spade finesse.

RULE: Whenever you adjust the score, consider a weighted score. We should do that here, e.g., 70% for 11 tricks, 30% for 10 tricks. But ...

# Repeated Revoke – Solution (2)

As we have already seen, we either transfer tricks (L64A) or adjust the score (L64C1), whichever is more favourable for the non-offending side, but not both.

But consider this: What would have happened if East had only revoked once? South would again run the clubs and take 10 or 11 tricks. But then the TD would have transferred one trick for the revoke, and South would have scored 11 or 12 tricks.

What should we do about this?

# Repeated Revoke – Solution (3)

L64C2a deals specifically with repeated revokes:

*64C2a After repeated revokes by the same player in the same suit (see B2 above), the Director adjusts the score if the non-offending side would likely have made more tricks had one or more of the subsequent revokes not occurred.*

As we saw, East gained from revoking again; it allowed him to escape the L64A trick transfer entirely because we must adjust the score instead. L64C2a tells us that he is not going to get away with it!

L64A for the first revoke + L64C2a for the second  
= 70% 12 tricks, 30% 11 tricks.

**NOTE:** Always remember to determine whether there was a repeated revoke, and if so, examine for each revoke what could have happened!

# Trick 12, Example 1

	♠ -			
	♥ T8			
	♦ -			
	♣ -			
♠ -		N		♠ T
♥ J		W		♥ -
♦ 7			E	♦ J
♣ -		S		♣ -
	♠ 9			
	♥ 6			
	♦ -			
	♣ -			

South is declarer in a spade contract.

In the diagram position, South led a heart off dummy, ruffing with the ♠9 when East discarded.

Everybody thinks South made a nice coup en passant, so the problem is not detected until the players meet with their teammates to compare scores.

# Trick 12, Example 1 – Solution

Normally, we correct a trick 12 revoke. Then, E-W would get the last two tricks. But L62D1 reads:

*62D1 On the twelfth trick, a revoke, even if established, must be corrected if discovered before all four hands have been returned to the board.*

Thus, the revoke can no longer be corrected. Instead, let's try L64B6:

*64B There is no automatic trick adjustment following an established revoke if:*

*[...]*

*6) it is a revoke on the twelfth trick.*

So no trick transferred either (not so surprising). However, by definition the revoke was established, and it gained a trick. L64C1 tells us to adjust, and this means that E-W get the last two tricks after all.



# Trick 12, Example 2

		♠ -		
		♥ T8		
		♦ -		
		♣ -		
♠ T		N		♠ -
♥ -	W		E	♥ -
♦ 7				♦ J5
♣ -		S		♣ -
		♠ 9		
		♥ 6		
		♦ -		
		♣ -		

South is declarer in a spade contract.

Not aware that dummy's hearts are high, South again tries for the false coup en passant. However, this time West overruffs, and E-W get the last two tricks.

During score comparison, South discovers that he had a sure trick coming if he had just followed suit.

Your ruling?

# Trick 12, Example 2 – Solution

Again, this would have been corrected at the table if the L62DI time limit had not expired. Then South would have taken the last trick.

But it is too late to correct the revoke. Also, we cannot adjust the score, because an adjustment cannot be in favour of the offending side. Too bad. E-W keep the tricks they got at the table.

# Both Sides Revoke

	♠ K943		
	♥ 62		
	♦ T974		
	♣ Q83		
♠ QJ	N	♠ 8652	
♥ AQJ95	W	♥ 743	E
♦ K3		♦ 65	
♣ A542	S	♣ KJ76	
	♠ AT7		
	♥ KT8		
	♦ AQJ82		
	♣ T9		

South is declarer in  
INTX.

West leads the ♥Q. South wins, enters dummy with the ♠K, and lets the ♦10 ride.

West wins the ♦K and starts cashing the hearts, but both East and South follow once and then discard a club. This gives South a heart stopper, and when he wins the next heart, he takes the rest and makes three doubled overtricks.

Your ruling?

# Both Sides Revoke – Solution

Transferring tricks in both directions is a confusing task. Fortunately, L64B7 tells us not to do that:

*64B There is no automatic trick adjustment following an established revoke if:  
[...]*

*7) both sides have revoked on the same board and both revokes have become established.*

Thus, the table score is our starting point. As usual, we have to consider an adjusted score if someone gained from revoking.

South certainly did that! Had he followed suit, E-W would have made the ♦K, four hearts, and four clubs barring a major accident. So we adjust to down three.

# Both Sides Revoke – The Law

Our example was quite simple, but what do we do if the second revoke (or both) affects the result? L64C2b gives us the answer:

*64C2b When both sides have revoked on the same board (see B7 above) and the Director deems that a contestant has been damaged, he shall award an adjusted score based on the likely result had no revokes occurred.*

Thus, “had no revokes occurred” is the key part. We effectively cancel the play beginning with the first revoke and go from there, but only if someone is damaged by an opponent’s revoke.

Note that both sides are offending, so if you give a weighted score, it should be unbalanced.

# The Rest of L64B

Two clauses of L64B remain:

*64B There is no automatic trick adjustment following an established revoke if:*

- 1) the offending side did not win either the revoke trick or any subsequent trick.*

*[...]*

- 8) the revoke has been corrected as per Law 62C3.*

L64B1 is just the complement of L64A. When the offending side did win such a trick, L64A applies, otherwise L64B1.

L64B8 is used if both sides revoke on the same trick and someone has led to the next trick. Both revokes are corrected (L62C3), although technically one is established. Obviously, we are not going to transfer a trick for that.

# Summary

- Always remember to consider adjusting the score after an established revoke, particularly when no tricks are transferred.
- The adjusted score never includes a transferred trick.
- The adjusted score can be weighted.
- Always ask whether there was a repeated revoke (sometimes you must transfer a trick for the first revoke and adjust for the second).