

LAW 51 - TWO OR MORE PENALTY CARDS

A. Offender to Play

If it is a defender's turn to play and that defender has two or more penalty cards that can legally be played, declarer designates which is to be played at that turn.

A. Offender's Partner to Lead

1. (a) When a defender has two or more penalty cards in one suit, and declarer requires¹³ the defender's partner to lead that suit, the cards of that suit are no longer penalty cards and are picked up; the defender may make any legal play to the trick.

(b) When a defender has two or more penalty cards in one suit, and declarer prohibits¹³ the defender's partner from leading that suit, the defender picks up every penalty card in that suit and may make any legal play to the trick. The prohibition continues until the player loses the lead.

2. (a) When a defender has penalty cards in more than one suit [see Law 50D2(a)] and his partner is to lead, declarer may require¹⁵ the defender's partner to lead a specified suit in which the defender has a penalty card [but B1(a) preceding then applies]

(b) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may prohibit¹⁵ the defender's partner from leading one or more of such suits; the defender then picks up every penalty card in every suit prohibited by declarer and makes any legal play to the trick. The prohibition continues until the player loses the lead

(c) When a defender has penalty cards in more than one suit and his partner is to lead, declarer may elect not to require or prohibit a lead, in which case the defender's partner may lead any card and the penalty cards remain on the table as penalty cards¹⁶. If this option is selected Laws 50 and 51 continue to apply for as long as the penalty cards remain.

¹⁵ If the player is unable to lead as required see Law 59.

¹⁶ If the partner of the defender with the penalty cards retains the lead, then all the requirements and options of Law 51B2 apply again at the following trick.