

## WBF LC Commentary

### Law 67 – Defective Trick

Creating a defective trick by not playing a card is treated as an established revoke costing one trick if the mistake is discovered after both sides have played to the next trick. It does not matter whether the player actually did revoke.

If a player played too many cards to a trick, that might also create a revoke: when the restored card should have been played following suit to a later trick after the infraction [Law 67B2(b)].

Finally, there is now a provision (Law 67B3) to cover what happens when the careless player plays a card and somehow the played card gets back among the unplayed cards. If we discover it during the play, we put the played card with the other played cards; if the card somehow gets played twice, we have to adjust the score when there is damage.