

1997 original texts	2007 Laws 1 - 5 (Final Version)																																																																																																
<p>[Deletions highlighted in yellow]</p> <p>Law 1 - Duplicate Contract Bridge is played with a pack of 52 cards, consisting of 13 cards in each of four suits. The suits rank downward in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The Cards of each suit rank downward in the order Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.</p> <p>Law 2 - A duplicate board containing a pack is provided for each deal to be played during a session. Each board is numbered and has four pockets to hold the four hands, designated North, East, South and West. The dealer and vulnerability are designated as follows:</p> <table border="0"> <tr><td>North Dealer</td><td>Boards</td><td>1</td><td>5</td><td>9</td><td>13</td></tr> <tr><td>East Dealer</td><td>Boards</td><td>2</td><td>6</td><td>10</td><td>14</td></tr> <tr><td>South Dealer</td><td>Boards</td><td>3</td><td>7</td><td>11</td><td>15</td></tr> <tr><td>West Dealer</td><td>Boards</td><td>4</td><td>8</td><td>12</td><td>16</td></tr> <tr><td>Neither Side Vulnerable</td><td>Boards</td><td>1</td><td>8</td><td>11</td><td>14</td></tr> <tr><td>North-South Vulnerable</td><td>Boards</td><td>2</td><td>5</td><td>12</td><td>15</td></tr> <tr><td>East-West Vulnerable</td><td>Boards</td><td>3</td><td>6</td><td>9</td><td>16</td></tr> <tr><td>Both Sides Vulnerable</td><td>Boards</td><td>4</td><td>7</td><td>10</td><td>13</td></tr> </table> <p>The same sequence is repeated for Boards 17-32 and for each subsequent group of 16 boards. No board that fails to conform to these conditions should be used. If such board is used, however, the conditions marked on it apply for that session.</p> <p>Law 3 - Four players play at each table, and tables are numbered in a sequence established by the Director. He designates one direction as North; other compass</p>	North Dealer	Boards	1	5	9	13	East Dealer	Boards	2	6	10	14	South Dealer	Boards	3	7	11	15	West Dealer	Boards	4	8	12	16	Neither Side Vulnerable	Boards	1	8	11	14	North-South Vulnerable	Boards	2	5	12	15	East-West Vulnerable	Boards	3	6	9	16	Both Sides Vulnerable	Boards	4	7	10	13	<p>[Additions and changes highlighted in yellow]</p> <p>LAW 1 - THE PACK - RANK OF CARDS AND SUITS</p> <p>Duplicate Contract Bridge is played with a pack of 52 cards, consisting of 13 cards in each of four suits. The suits rank downward in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The Cards of each suit rank downward in the order Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.</p> <p>LAW 2 - THE DUPLICATE BOARDS</p> <p>A duplicate board containing a pack is provided for each deal to be played during a session. Each board is numbered and has four pockets to hold the four hands, designated North, East, South and West. The dealer and vulnerability are designated as follows:</p> <table border="0"> <tr><td>North Dealer</td><td>Boards</td><td>1</td><td>5</td><td>9</td><td>13</td></tr> <tr><td>East Dealer</td><td>Boards</td><td>2</td><td>6</td><td>10</td><td>14</td></tr> <tr><td>South Dealer</td><td>Boards</td><td>3</td><td>7</td><td>11</td><td>15</td></tr> <tr><td>West Dealer</td><td>Boards</td><td>4</td><td>8</td><td>12</td><td>16</td></tr> <tr><td>Neither Side Vulnerable</td><td>Boards</td><td>1</td><td>8</td><td>11</td><td>14</td></tr> <tr><td>North-South Vulnerable</td><td>Boards</td><td>2</td><td>5</td><td>12</td><td>15</td></tr> <tr><td>East-West Vulnerable</td><td>Boards</td><td>3</td><td>6</td><td>9</td><td>16</td></tr> <tr><td>Both Sides Vulnerable</td><td>Boards</td><td>4</td><td>7</td><td>10</td><td>13</td></tr> </table> <p>The same sequence is repeated for Boards 17-32 and for each subsequent group of 16 boards. No board that fails to conform to these conditions should be used. If such board is used, however, the conditions marked on it apply for that session.</p> <p>LAW 3 - ARRANGEMENT OF TABLES</p> <p>Four players play at each table, and tables are numbered in a sequence established by the Director. He designates one direction as North; other compass directions assume</p>	North Dealer	Boards	1	5	9	13	East Dealer	Boards	2	6	10	14	South Dealer	Boards	3	7	11	15	West Dealer	Boards	4	8	12	16	Neither Side Vulnerable	Boards	1	8	11	14	North-South Vulnerable	Boards	2	5	12	15	East-West Vulnerable	Boards	3	6	9	16	Both Sides Vulnerable	Boards	4	7	10	13
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directions assume the normal relationship to North.

Law 4 - The four players at each table constitute two partnerships or sides, North-South against East-West. In pair or team events the contestants enter as pairs or teams and retain the same partnerships throughout a session (except in the case of substitutions authorised by the Director). In individual events each player enters separately, and partnerships change during a session.

Law 5A - The Director assigns an initial position to each contestant (individual, pair or team) at the start of a session. Unless otherwise directed, the members of each pair or team may select seats among those assigned to them by mutual agreement. Having once selected a compass direction, a player may change it within a session only upon instruction or with permission of the Director.

Law 5B - Players change their initial compass direction or proceed to another table in accordance with the Director's instructions. The Director is responsible for clear announcement of instructions; each player is responsible for moving when and as directed and for occupying the correct seat after each change.

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LAW 4 - PARTNERSHIPS

The four players at each table constitute two partnerships or sides, North-South against East-West. In pair or team events the contestants enter as pairs or teams **respectively** and retain the same partnerships throughout a session (except in the case of substitutions authorised by the Director). In individual events each player enters separately, and partnerships change during a session.

LAW 5 - ASSIGNMENT OF SEATS

A. Initial Position

The Director assigns an initial position to each contestant (individual, pair or team) at the start of a session. Unless otherwise directed, the members of each pair or team may select seats among those assigned to them by mutual agreement. Having once selected a compass direction, a player may change it within a session only upon instruction or with permission of the Director.

B. Change of Direction or Table

Players change their initial compass direction or proceed to another table in accordance with the Director's instructions. The Director is responsible for clear announcement of instructions; each player is responsible for moving when and as directed and for occupying the correct seat after each change.