

As Dummy you can:

1. Warn any of the players that a quitted card is in the wrong direction, but only if you spot the lapse before the next trick is started.
2. Attempt to prevent Declarer leading from the wrong hand by saying something like, 'I think you are in Dummy'. However you must not point out the error once a card has been played.
3. Try to prevent a Defender from leading out of turn. Even so you must remain silent once the card has been played.
4. Attempt to warn Declarer of a possible revoke by for example asking, 'No more spades, partner?'

But what about the limitations placed on Dummy? Once again here are just a few of them. During the play of the hand, as Dummy you are not allowed to:

5. Comment on any irregularity committed by any player.
6. Study an opponent's system card.
7. Say how many tricks have been won or lost.
8. Call the TD on your own initiative.
9. Hover over a card or suit in dummy in anticipation of declarer's next play.

At the end of the play of the hand as Dummy you may:

10. Draw attention to a perceived irregularity.

Condition 6 is often broken at club level. The danger here is that you may unintentionally be giving unauthorised information (UI) to your partner.

Condition 9 is quite important. At one time or another, I suspect most of us have committed this offence in an attempt to save time. However it is prohibited under the laws. The TD can award an adjusted score if he/she believes that Dummy was indicating a possible line of play to Declarer.

Dummy plays the cards of the Dummy hand as Declarer's agent: The opening lead of Ace  is faced. Dummy has a singleton 3  and immediately picks it up and places it in the played position. Although this is obvious, dummy should not touch the card until called for by declarer. Here is another frequent occurrence with the same A  lead. Dummy has the K  & 3  and immediately picks up the 3 . Now dummy has exceeded his rights by suggesting a line of play to declarer. He may also have confused declarer as declarer may wish to play the K so that he has a heart entry to his hand. Then there is the dummy who immediately picks up the card he thinks should be played almost every time a card is lead, exceeding his rights once again. **If this occurs at your table ask dummy politely not to touch the cards until directed by declarer.**