During Play

When play starts, dummy appears on the table. The cards played to each trick are shown in the middle of the table. Some more buttons now become relevant:

Check the options about how dummy is displayed.

Request an Undo. For misclicks, only if allowed by the rules.

Show the auction. When you click this, the button changes to say "Play". Click there again to return to the play.

Claim or concede tricks. Can be used by declarer and defenders.

View the last trick. This button is only enabled if you haven't played to this trick.

Tricks won by each side

Contract

Playing a card

To play, simply click the card you want to play. If you are using one-click or tap mode, the card will be played and will appear in the middle of the table.

If you prefer not to use *one-click* mode (**see Settings**) there are two options available to you.

- Two tap (tablet style) emphasises the bid or card when selected with a single tap, as seen below. Tap the bid or card again to play. Tap elsewhere to cancel.
- Double click (mouse style) emphasises a bid or card when the cursor is moved over it. Two **fast clicks** are required to play a bid or card.
- Any input style can be used on any device. For example, a desktop user can use tablet-style two tap. The names are simply suggestions.

Claims

Either declarer or a defender can claim some or all of the remaining tricks. Click the **Claim** button, then select the number of tricks that you are claiming. Just as in face-to-face bridge, you should state your line of play at the same time as your claim.

After you have claimed as declarer, both defenders are prompted to accept or reject your claim. If they both accept, the result is recorded and the deal ends. If either defender rejects the claim, the platform displays a message saying that the claim has been rejected. After a rejection, you should call the director to adjudicate the claim, or claim again (perhaps for a different number of tricks), or if everyone agrees you can also play on.

If a defender claims, both declarer and the other defender are prompted to accept or reject the claim. (This is because a defender is allowed under Law 68B2 to object to his partner's claim.)

If play continues after a claim, the non-claiming side can see all four hands.

Undos

Undos in the play work in the same way as undos in the bidding. If an undo is accepted, the play goes back to before your last play.

Again, if there is any doubt or disagreement about whether an undo should be allowed, call the Director.