

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card, at the end of the hand is considered to have been played to the imperfect trick; but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case, they may be searched, and the card restored; the player is however liable for all revokes which he may have meanwhile made.

### The revoke.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke:—

i. Is at the option of the adversaries, who at the end of the hand, may either take three tricks from the revoking player,—or deduct three points from his score,—or add three to their own score;

ii. Can be claimed for as many revokes as occur during the hand;

iii. Is applicable only to the score of the game in which it occurs;

iv. Cannot be divided, *i.e.*, a player cannot add one or two to his own score, and deduct one or two from the revoking player;

v. Takes precedence of every other score, *e.g.*—The claimants two—their opponents nothing—the former add three to their score—and thereby win a treble game, even should the latter have made thirteen tricks, and held four honours.