

their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named, is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired; or if when called on to lead one suit, leads another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner, when it is next the turn of either of them to lead.

63. If any player leads out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called,—or he, or his partner, when either of them has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

66. If a player called on to lead a suit, have none of it, the penalty is paid.

Cards played in error, or not played to a trick.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.