

In order to keep the game moving at a reasonable pace, players are requested to claim whenever they will win all (or some specific number) of the remaining tricks, or to concede when they will lose all (or some specific number) of the remaining tricks. It is a waste of time (and a bit of an insult to the opponents) to continue to play a hand when the outcome is not in doubt.

Any player can claim or concede at any time during the play of the hand. Locate the rectangle near the bottom and to the left of the cards; it is labelled "Claim". Click there and specify the number of tricks you will take from this point forward.

Your opponents will have the opportunity to Accept or Reject your claim. If the claim is rejected, you must finish playing the hand. Opponents: Please do not reject a claim simply because you hold out some hope for the claimant to make a stupid mistake or a mis-click. And don't simply ignore the claim, as this just wastes more time.

NOTE: To be certain that you are claiming the number of tricks that you intend, it is best to claim or concede at the conclusion of a trick, NOT while the trick is in progress. It is very easy to claim the incorrect number of tricks if you claim or concede at the wrong time. Catching that error is questionable, and having to call the director is messy.