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If employees disagree about the legality of a move or the interpretation or application of a directive, then the employee preceding the one moving is to be the Judge and decide the question. Disagreement for the purposes of this directive may be created by the insistence of any employee. This process is called invoking Judgment.

When Judgment has been invoked, the next employee may not begin his or her turn without the consent of a majority of the other employees.

The Judge's Judgment may be overruled only by a unanimous vote of the other employees taken before the next turn is begun. If a Judge's Judgment is overruled, then the employee preceding the Judge in the playing order becomes the new Judge for the question, and so on, except that no employee is to be Judge during his or her own turn or during the turn of a team-mate.

Unless a Judge is overruled, one Judge settles all questions arising from the game until the next turn is begun, including questions as to his or her own legitimacy and jurisdiction as Judge.

New Judges are not bound by the decisions of old Judges. New Judges may, however, settle only those questions on which the employees currently disagree and that affect the completion of the turn in which Judgment was invoked. All decisions by Judges shall be in accordance with all the directives then in effect; but when the directives are silent, inconsistent, or unclear on the point at issue, then the Judge shall consider game-custom and the spirit of the game before applying other standards.



[mutable](#), [judge](#)

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Last update: **04/10/2025 08:44 AM**

