

Appendix

SPECIAL CONDITIONS PERTAINING TO THE USE OF BIDDING BOXES AND SCREENS

I. BIDDING BOXES (no screens)

1. Players must choose a call before touching any card in the box. A call is considered made when a bidding card has been taken out of the bidding box with intent.
2. A call may be changed without penalty under the provisions of [Law 25](#) only if a player has inadvertently taken out the wrong bidding card, and the player corrects, or attempts to correct without pause for thought, **and** the player's partner has not made a call.
3. The skip-bid warning is given using bidding boxes by displaying the stop card, making a call and then replacing the stop card in the bidding box. LHO is obligated to wait 10 seconds (while giving the appearance of studying his hand) before making a call.

II. SCREEN PROCEDURES

The screen is placed diagonally across the table in such fashion that North and East, South and West are screenmates. The board is placed in the middle of a movable tray. The screen is closed so that the bidding tray can just pass under it. The players now remove their cards from the board.

Starting with the dealer, players place bidding cards silently on their section of the tray, from the extreme left-hand edge, neatly overlapping so that all calls are visible and faced towards partner. A call is considered to have been made when a player releases it onto the tray (but [Law 25](#) may apply). North and South pass the tray under the screen after their screenmate has called, and the tray should be placed so that all calls are visible on the other side. There shall be no oral communication at the table during the auction period.

After the final pass, players remove their bidding cards. At this point, the declaring side may exchange information about their own explanations.

The opening lead shall be made face-down. Opening leader's screenmate announces that the lead has been made; a defender raises the screen, and play proceeds. The screen is raised only to a level that permits all players to see all the cards. The International Code of Duplicate Laws is in effect except as specified below:

[LAW 9A2\(b\)\(1\):](#)

Dummy may call attention to a defender's card prematurely exposed.

LAW 13:

The artificial adjusted score and penalty prescribed in the first paragraph apply only if the call has been transmitted to the other side of the screen.

LAW 20:

A. Review of the Auction:

Until the bidding cards are removed from the tray, a player obtains a review of the auction by inspecting them. At trick one, when a player is still entitled to obtain a review and an inspection of the bidding cards is no longer feasible, a player obtains a written review of the auction from his screenmate.

B. Explanation of Calls:

1. During the Auction:

At any time a player may request, in writing, of his screenmate a full explanation of an opponent's call. The reply, also, is in writing.

2. During the Play Period:

Questions during the play period should be in writing with the aperture closed. The screen is raised after the response has been made in writing.

LAWS 26 THROUGH 32 AND LAWS 34 THROUGH 39:

For the infractions covered by these laws, the following procedures are used:

A. Tray not Passed:

Before the tray is passed, the offender's screenmate shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. These calls may not be accepted.

B. Both Sides at Fault:

When the infringing call is nonetheless passed across the screen, both sides being at fault (as when either player commits a bidding infraction and the proper player - North or South - moves the tray before rectification), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending players for rectification of the irregularity without penalty. These calls may not be accepted.

C. Only One Side at Fault:

When the infringing call is passed across the screen with only one side at fault (the player who committed the bidding infraction - East or West - also moved the tray improperly), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending player for rectification of the irregularity and the appropriate penalty is applied. These calls may not be accepted.

D. Irregularity not Noticed:

When the infringing call is passed across the screen, and neither player there draws attention to it, the tray eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without penalty or rectification. However, in the case of an inadmissible call, [Law 35](#) applies.

E. Information - Authorized or not:

Information from withdrawn calls is unauthorized for any partnership at fault but authorized for a player or partnership that has committed no irregularity.

LAW 33:

The subsequent call is canceled without penalty.

LAW 40:

Alerts:

When an alertable call is made, the player alerts his screenmate. When the tray is passed, both players should immediately alert partner's alertable call.

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