



Screen Regulations

*Based on the
2014 WBF General Conditions of Contest*

1 Screens

1.1 Description of the Operation

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and to remove the board from, the bidding tray. The sequence is this: North places the board on the bidding tray after which the aperture is closed (and remains so during the whole of the auction period) so that the bidding tray can just pass under it after which the players remove the cards from the board.

Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right. Players should make every effort to perform these actions as quietly as possible. With screens in use a call is considered 'made' when placed on the tray and released. A player who removes one or more of his bidding cards from the tray in an apparent attempt to "pass" is indeed deemed to have "passed".

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed. It is considered desirable that players should vary the tempo randomly when returning the tray under the screen.

After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players replace their bidding cards in their respective bidding boxes.

After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all players to see the dummy cards and the cards played to each trick. However, if a defender exposes a card and, because of the screen, declarer does not see it, dummy may draw attention to the irregularity.

1.2 Alerts and Explanations

- a) A player who makes an alertable call must alert his screen-mate, and partner must alert on the other side of the screen when the bidding tray arrives there. The alert must be made by placing the Alert Card over the last call of the screen-mate, in his segment of the bidding tray; the alerted player must acknowledge by returning the Alert Card to his opponent. A player may, by written question, ask for an explanation of an opponent's call; the screen-mate then provides a written answer.
- b) At any time during the Auction a player may request of his screen-mate, in writing, a full explanation of an opponent's call. The reply is also in writing.

- c) At all times from the commencement of the Auction to the completion of play each player receives information only from his screen-mate about the meanings of calls and explanations given. Questions during the play period should be in writing with the aperture closed. The screen is raised after the response has been made. Therefore the tournament director cannot make enquiries on a player's behalf on the other side of the screen during the auction or play.

1.3 Modification of Rectifications when screens are in use.

- a) An irregularity passed through the screen is subject to the normal laws, with the following provisions:
 - i) an inadmissible call – see Law 35 – must be corrected
 - ii) if a player infringes the law and, inadvertently (otherwise Law 23 may apply), the irregularity is passed through the screen by his screen-mate the latter has accepted the action on behalf of his side in situations where the laws permit LHO to accept it.
- b) Before an irregularity is passed through the screen the offender or his screen-mate shall draw the Director's attention to it. Infringing calls shall not be accepted and shall be put right without other rectification (but see (a)(ii) above); any other irregularity shall be rectified and the Director ensures that only the legal auction is passed through the screen.
- c) No player on the other side of the screen shall be informed of the occurrence unless the application of a law requires it.

The screen-mate should attempt to prevent an opening lead out of turn. Any opening lead out of turn shall be withdrawn without other rectification if the screen has not been opened. Otherwise:

- i) when the screen has been opened through no fault of the declaring side (and the other defender has not led face up) Law 54 applies.
 - ii) when the declaring side has opened the screen the lead is accepted. The presumed declarer becomes the actual declarer. Law 23 may apply.
 - iii) when two opening leads are faced by the defending side the incorrect lead is a major penalty card.
 - iv) for a card faced by the declaring side see Law 48.
- d) When an alertable call is made see 1.2 above.
 - e) When a player takes more than a normal time to make his call, it is not an infraction if he draws attention to the break in tempo. His screen-mate, however, shall not do so.
 - f) If a player on the side of the screen receiving the tray considers there has been a break in tempo and consequently there may be unauthorised information he should, under Law 16B2, call the Director. He may do so at any time before the opening lead is made and the screen opened.
 - g) Failure to do as (f) provides may persuade the Director it was the partner who drew attention to the break in tempo. If so he may well rule there was no perceived delay and thus no unauthorised information. A delay in passing the tray of up to 20 seconds is not normally regarded as significant. If the players have not been randomising the tempo of the auction as desired by section 1.1 paragraph 3, then a delay of less than 20 seconds may well be regarded as being significant.