

SBU BIDDING BOX REGULATIONS

- §1 Starting with the dealer, players place their calls on the table in front of them, from the left and neatly overlapping, so that all calls are visible and faced towards partner. (Note that some left-handed bidding boxes are available where the calls are placed in a row from right to left.)
- §2 Players must not touch any cards in the box until they have determined their call. Deliberation while touching the bidding box cards or removing bidding cards prior to the call being considered made may be regarded as Unauthorised Information and subject to the adjustment provisions of Law 16. Also 'fiddling' with cards in the box can be subject to penalty under Law 74A.3
- §3 At a player's turn to call, a call is considered to have been made when the bidding card is fully removed from the box with apparent intent.
If a player removes a bidding card from the box at another player's turn to call, and if partner could possibly know which card had been taken out, the call is considered to be a Call Out of Turn and should be dealt with under either Law 30 (Pass), Law 31(Bid) or Law 32 (Double/Redouble). If partner could not know which bidding card had been removed, then no call is deemed to have been made and Law 16 (Unauthorised Information) applies.
- §4 If a player has made a call and then realises that he has made an unintended call (e.g., a mechanical error), Law 25A applies. The unintended call may be changed if the player corrects, or attempts to correct, as soon as he realises the mistake and no change of mind is involved. No correction can be made if his partner has made a subsequent call or if the auction has finished before it reaches the player's partner. Calls from different sections of the bidding box will never be judged as a mechanical error (pass or double followed by a jump bid is a mechanical error from the same section).
- §5 Alerts should be made by use of the Alert card. It is the responsibility of the alerting player to ensure that both his opponents are aware of the Alert, it is recommended to either say 'alert' out loud or audibly tapping the alert card on the board.
- §6 Before making a jump bid (i.e. a bid at a higher level than the minimum required) a player must place the Stop card in front of him, then place his call as usual, and eventually remove the Stop card. His LHO (left-hand opponent) should not call until the Stop card has been removed. The Stop card should be left on the table for about ten seconds, to give the next player time to reflect. It should not be removed prematurely. The TD is very unlikely to entertain a claim regarding hesitation if the stop card is not displayed for the full 10 seconds.
- §7 After a jump bid, the next player must pause for about ten seconds before calling. It is an offence either not to pause or to show indifference when pausing. If the Stop card has been removed prematurely or has not been used an opponent should pause as though the Stop card had been used correctly.
- §8 At the end of the auction the calls should remain in place until the opening lead has been faced and all explanations have been obtained, after which they should be returned to their boxes.
- §9 The Stop and Alert cards should remain in the bidding box when they are not in use. Do not remove them from the box and put them face down on the table.