

AUSTRALIAN BRIDGE FEDERATION

REGULATIONS FOR PLAY WITH SCREENS

1 INTRODUCTION

- 1.1 Screens must be used if at all possible during the final rounds of all Australian Bridge Federation events and during the Playoff. Players/Captains must not agree to play without screens.
- 1.2 When screens are in use these Regulations apply as varied by the Supplementary Regulations and at the discretion of the Chief Tournament Director in any manner necessary to facilitate the reasonable conduct of the event.
- 1.3 Each player must provide his/her screen-mate with a correctly filled-in system card and any relevant system notes.
- 1.4 From the time that the screen is closed at the beginning of a hand to the conclusion of the play of that hand, there is no oral communication at the table and no player is permitted to communicate with the other side of the screen except through the Director.
- 1.5 All queries are made and responded to in writing. The written queries and responses must remain on the table to be collected by the Tournament Director for retention until the expiry of the correction period.
- 1.6 The duties of a recorder are to record the bidding, the play and the score. A recorder is entitled to reserve any position including either corner of the screen (NE or SW). A recorder is not permitted to draw attention to, or summon the director to report, any irregularity.
- 1.7 When both non-playing captains are present at the same table they must both sit on the side of the screen selected by the captain of the NS pair. They may not however occupy positions that might impede a recorder in the performance of his/her duties.
- 1.8 Where the CTD determines that one or more boards in a round or session are to be arrow-switched, the players on the same side of the screen achieve this by interchanging seats. The relative orientation of the boards with respect to the screen must not be varied.

2 SCREEN OPERATION

- 2.1 The screen is placed diagonally across the table in such fashion that North and East, South and West are screen-mates.
- 2.2 The board must remain on (the centre of) the table throughout play. The board is placed in the centre of the moveable bidding tray ("chariot") or the written bidding record sheet or on the table under the screen in such a position that it can be seen on both sides of the screen.
- 2.3 West closes the screen so that the bidding tray can just pass under it.
- 2.4 The players now remove their cards from the board.
- 2.5 The auction is effected by using written bidding record sheets or bidding boxes.
 - 2.5.1 Written bidding record sheets: Each call is entered in the next vacant box working from left to right of a player's segment of the record sheet.
 - 2.5.2 Bidding boxes: Each call is made by placing bidding cards silently on a player's section of the chariot, starting from the extreme edge and neatly overlapping so that all calls are visible and faced towards partner. After the final pass, players remove their bidding cards.
- 2.6 A call is not valid until the player has written the appropriate symbol with an appropriate numeral, if necessary (written bidding) or released the bidding card onto the chariot (bidding boxes).
- 2.7 North and South transfer the chariot under the screen after their screen-mate has called, ensuring that all calls are visible on the other side.
- 2.8 Alerts are made by displaying or indicating an alert card or by placing it on the screen-mate's segment of the chariot. The recipient must acknowledge the alert or remove it from the chariot. The player who makes an alertable call must alert the screen-mate; the partner must alert the opponent on the other side of the screen when the bidding tray is transferred under the screen.

- 2.9 All requests for information (Law 20) about the auction or any alerted call must be made with the screen closed. They are made to, and responded to by, the screen-mate in writing. A claim of misinformation is unlikely to be accepted in the absence of such written evidence.
- 2.10 The opening lead is made face down. Opening leader's screen-mate announces that the lead has been made; a defender opens the screen in a manner that permits all players to see all the cards and play proceeds.
- 2.11 In the absence of a recorder, South records the score which West checks and initials.

3 IRREGULARITIES

- 3.1 The Director should be called at once after an irregularity [Law 9B1(a)]. The Director removes evidence of the attempted infraction and the auction continues.
- 3.2 It is a breach of regulation to transfer the bidding knowing that an irregularity has occurred.
- 3.3 The Laws of Duplicate Bridge 2007 apply except as specified below.

Law 9A3; Law 42B(3); Law 43A(1)(b) Dummy's Rights

Dummy may call attention to a defender's card exposed prematurely by a screen-mate, but he should try to avoid exposure of a premature opening lead.

Law 13 - The adjusted score and penalty prescribed in Law 13B apply only if the call has been transmitted to the other side of the screen.

Law 16 - During the auction, a breach of tempo may be identified by the slowness or speed with which the chariot is returned. The players who receive the tray are the only ones who can speak to any abnormality. Consequently it is an infraction if a player on the side of the screen where the breach occurred is the first to draw attention to it.

Law 20

Review of the Auction

Until the bidding cards are removed from the chariot, 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/her screen-mate (see 2 below).

Explanation of calls

- 1. During the Auction: At any time a player may request, in writing, of his/her screen-mate 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 opened after the response has been made in writing.
- 3. At no time prior to completion of the hand is any communication permitted between a player on one side of the screen and a player on the other side of the screen concerning the auction or explanations given and received.

Laws 25 through 32; Law 34, Laws 36 through 39:

Only those calls that comprise the legal auction should pass through the screen. When an irregularity is rectified the players on the other side of the screen are not informed of any occurrence. For infractions covered by these laws, the following procedures are used:

- (a) **Tray not Passed:** Before the tray is passed, the offender's screen-mate, or the offender himself, shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. Infringing calls must not be accepted and any irregularity must be rectified.
- (b) **Both Sides at Fault:** 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 returns the tray to the offending players for rectification of the irregularity without penalty. These infringing calls may not be accepted.

- (c) **Only One Side at Fault:** 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 returns 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:** The infringing call is passed across the screen, and neither player there draws attention to it, the chariot 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, Laws 36A, 37A and 38A still apply.
- (e) **Authorized and Unauthorized Information:** Information from withdrawn calls is unauthorized for any partnerships at fault but authorized for a player or partnership that has committed no irregularity. If the Director determines that the unauthorized information from withdrawn calls precludes normal bidding, he shall award an artificial adjusted score. If a call has not been observed previously because the chariot did not pass fully under the screen, the information is authorized and may be used until LHO has called.

Law 33 **Simultaneous Calls**

The subsequent call is cancelled without restriction.

Law 40 **Alerts**

When a player makes an alertable call, he immediately alerts his/her screen-mate. When the bidding tray arrives on the other side of the screen his/her partner immediately does the same.

Law 41A **Opening Lead out of Turn**

The offender's screen-mate should attempt to prevent any opening lead out of turn. A face down lead out of turn is retracted without penalty. A faced opening lead out of turn is retracted without penalty if the screen has not been opened. When the screen has been opened after a faced opening lead out of turn - through no fault of the declaring side and:

- (a) The other side has not yet led face up; the lead is considered to be out of turn and Law 54 applies.
- (b) The other side has also led face up; the card becomes a major penalty card.

When the declaring side has incorrectly opened the screen, the faced lead out of turn must be accepted and the player who first mentioned the denomination of the final contract becomes the declarer. The Director shall award an adjusted score if he/she considers that the player who opened the screen could have known that it would be to his/her advantage to accept the lead.

Law 73D **Variations in Tempo**

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's own call (place the bidding card faced, in front of, but not on the chariot) or by waiting before passing the chariot.

A delay of the chariot on one side of the screen of up to 20 seconds (at any time during the auction and whether or not out of tempo) shall not give rise to any inference of unauthorized information. Players are advised to vary the time the tray is passed so that pauses of up to 20 seconds (or perhaps longer in unexpected situations) may be considered not to convey information.

Law 76 **Spectators**

Spectators may not sit so they can see both sides of the screen.