

These are the main elements of the screen:

The screenshot shows a bridge game interface with the following elements and callouts:

- Board, with dealer indicated by a blue box. Vulnerability is shown by red bands. In this case, NS are vulnerable and West is the dealer. You are sitting West** (points to the top center area)
- Your partner's name.** (points to the top center area)
- Your partner's video.** (points to the top right video window)
- Advisory timer (if enabled).** (points to the top left timer area)
- Table and round number.** (points to the top left table/round info)
- Left-hand opponent.** (points to the middle left video window)
- Right-hand opponent.** (points to the middle right video window)
- Settings button. This has options to control the appearance of the cards and screen, and how you make bids and plays.** (points to the gear icon in the bottom right)
- Request an Undo. For misclicks, only if allowed by the rules.** (points to the 'Undo' button)
- Call the director.** (points to the 'Director' button)
- Leave the table and return to the lobby.** (points to the 'Leave' button)
- Your video.** (points to the bottom left video window)
- Scores, travellers and rankings for completed boards.** (points to the bottom left scores area)
- Your hand.** (points to the bottom center hand display)
- The other buttons will be enabled once the bidding and play start.** (points to the 'Last trick', 'Auction', and 'Claim' buttons)

The interface includes a central green board with cards, a bidding ladder with options like 1NT, 3NT, 4♣, 4♥, 5♦, 5♣, 6NT, 6♣, 6♥, 6♦, 6♠, 7NT, 7♣, 7♥, 7♦, 7♠, and a hand display at the bottom showing: ♠ K J 10 6 3, ♥ 7 6, ♣ K 9 3, ♦ A K 3 3.