

Dear «Name» , «Team» / «Category»

On behalf of the Tournament directors and the OC of the 12th ABF Championships, I would like to welcome you all in to your event and wish you the best of luck.

As the first taster session will start soon, please find attached hereunder some notes and guide lines to the RealBridge Platform.

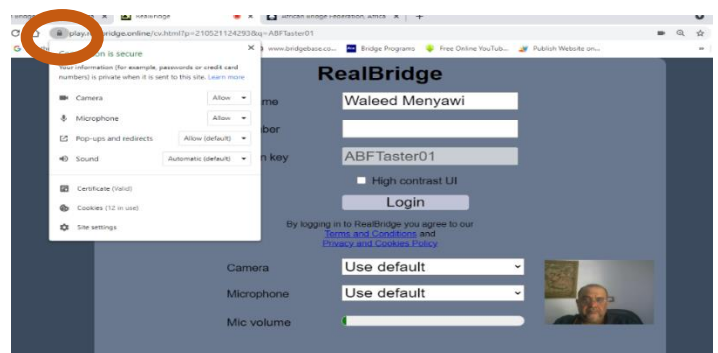
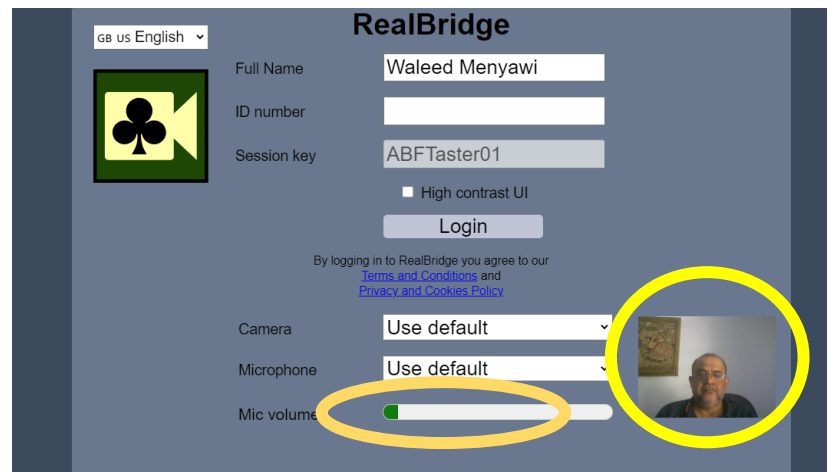
Notes & Guide Lines

First : Log in , Lobby, at the table and Settings

1. To join any RealBridge game you will need a **LINK**
2. The play LINK will be available either on ABF website
https://www.bridgewebs.com/cgi-bin/bwop/bw.cgi?club=abf&pid=display_page24
AND you will also receive it by mail.
3. Click the link and you will be redirected to the log on page of our game which looks like the next figure ...

Notice that your video should appear in the right bottom corner of the page and mic volume showing that it works.

4. If you can't see your video then you need to allow your browser to use your cam and mic, do as follows to allow it
5. From Goggle Chrome and just before the address bar, press the lock icon
6. Allow cam and allow mic.
7. Write your name in the required field and press login – nothing else is to be done-
NO ID number will be used, (leave it blank)
8. When you logged in you will see the lobby which almost looks like the following figure
(but this figure includes extra buttons for TDs)



Notice the lobby chat window to the right.

Keep an eye to the Lobby chat

- For important announcements

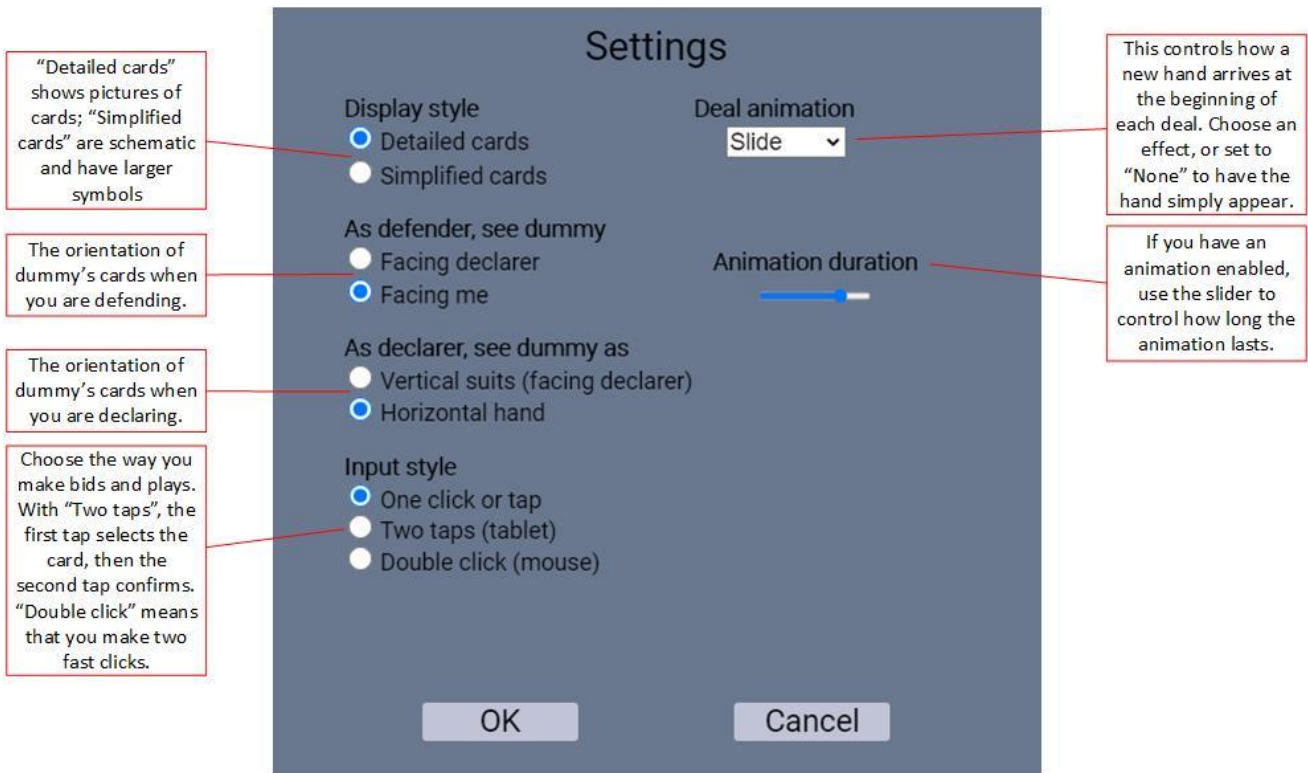


9. Each table labeled with a team name, find your table and chose where to sit (Sit N, Sit S, Sit E or Sit W)

10. Get familiar with the buttons at your table and call the TD using the button for help.

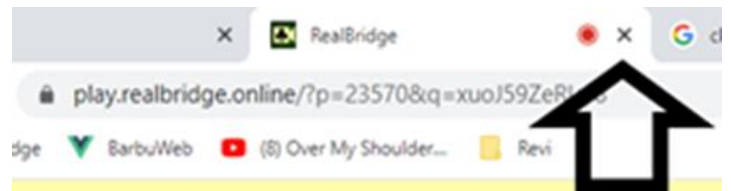
The screenshot shows a bridge game interface for 'Table 1 Rd 1 / 3' with a 6m contract. The interface includes video feeds for three players: Stephen Peterkin (left-hand opponent), Sam Punch (right-hand opponent), and Andy Bowles (the user). The central area shows the card layout and a 'PASS' button. The bottom of the screen displays the user's hand of cards: A 7 4 2 A Q 8 7 5 4 K 10 7 7. Various callouts provide instructions for controls:

- Volume control for your partner.** (points to a speaker icon at the top)
- Volume control for left-hand opponent.** (points to a speaker icon for Stephen Peterkin)
- Volume control for right-hand opponent.** (points to a speaker icon for Sam Punch)
- Private chat with left-hand opponent.** (points to a chat icon for Stephen Peterkin)
- Private chat with right-hand opponent.** (points to a chat icon for Sam Punch)
- Disable/enable your video.** (points to a video camera icon)
- Disable / enable your microphone.** (points to a microphone icon)
- Hide / unhide the other players' videos.** (points to an eye icon)
- Redial.** (points to a refresh icon)



11. After we play all boards

Leave RealBridge, close the tab. See the small X? just click it.



12. Can Use and Can't use

Can Use	Can't use
<ul style="list-style-type: none"> Windows laptop Windows desktop MacBook or another Apple laptop iMac or another Apple desktop Chromebook 	<ul style="list-style-type: none"> Smartphone Old iPads, older than 2018.

You must use one of these web browsers (you probably are using one of them!):

Can Use ü	Can't use û
Edge, Chrome, Firefox, Safari. The logo must look like one of these – exactly as below. If it looks different, you are using an out-of-date version.	Internet Explorer (notice the gold band) The old EDGE (see shape of the e)

If you are choosing amongst your browsers, we advise that you chose something other than Firefox.



Second : Bidding, Play, Alert and System

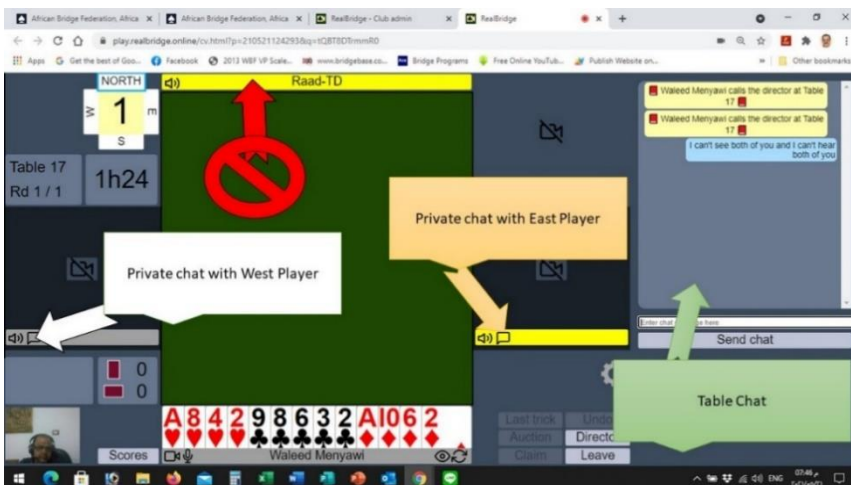
13. At the start of any session, All the team members are required to be seated at the same table (Table with the team name label), the system will automatically move the EW pairs to the opponents table when we start the session **and will send them back to their home table when both tables finish playing the boards.**

14. Private chat and Table chat

- It is strongly recommended to use the chat rather than the vocal chat; the TDs will not take into consideration any vocal explanation if you have any case.
- I will show you now, 2 figures and will appoint to you where to find the table chat (where the 4 players can see your chat) and where to find the private chat where you can chat privately with one of your opponents (not your partner of-course 😊).



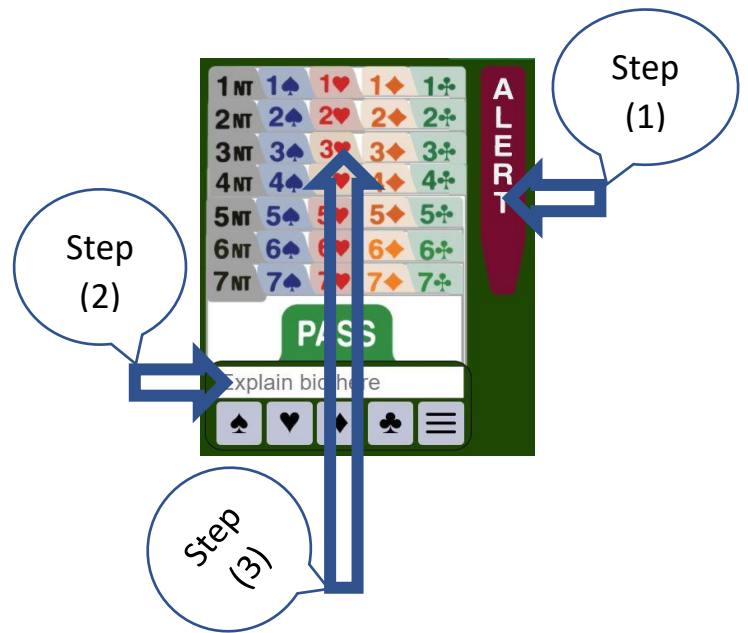
When you are at Full Screen mode



When you are at normal view (NOT Full Screen mode

15. Self-alert and self-explanation proper procedure:

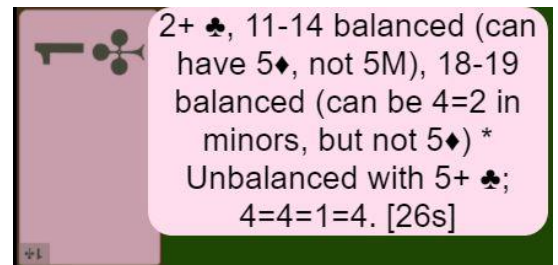
1. Click alert (if required)
2. Write / Put in explanation
3. Make bid



If you make a **mistake** or need to **explain your bid further** after you have bid, you can click on the bid and add more text.

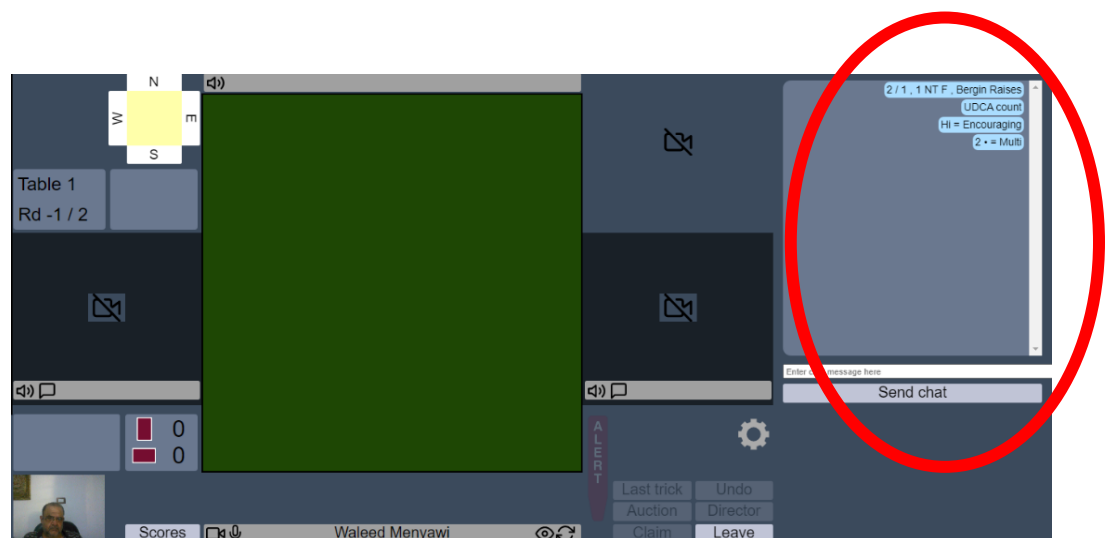


The added text will appear after an asterisk *. The time in seconds between when the bid was **made** and the added explanation was **submitted** is presented after the added text in the square brackets, for this example, 26 seconds. The character limit on explanations is 200 characters.



16. System

All teams are required to write a brief about their system at the table chat box before the start of first board in each match.



Best of luck