

## **PLAYING IN A BBO ONLINE TOURNAMENT.**

### **1. Playing for the first time:**

- A. Add your name and that of your partner to the Playlist on “Find a Partner” as soon as you can.**
- B. Send an email to [jackiekershaw@hotmail.com](mailto:jackiekershaw@hotmail.com) advising her of your username. She will add your name to the list of those eligible to play.**
- C. In the Menu on the Homepage of the Club website click on “BBO Guides”. This will bring up a subsection of Help Documents on How to register for a Tournament. You should read this carefully and ensure you have understood it. If you have any uncertainty you can contact Jackie or Mark Welford on [mark.r.welford@icloud.com](mailto:mark.r.welford@icloud.com).**
- D. Either Mark or Jackie will guide you visually through a dummy run of the registration process.**
- E. On the day of play arrange with your partner who will put out the invite and a time to do this. On the first occasion this should be no later than 18.15 to ensure you have time to sort out any issues. You will need to recheck that you are both online and still registered before 18.45**

### **2. Registration for all players.**

- A. Agree with your partner well before play who will register to procure the invite.**
- B. Check from the Calendar on the website who will be directing.**
- C. Using the Guide on How to register to be found under BBO Guides in the menu on the Club homepage log in to BBO Competitive preferably at 18.30 but in any event no later than 18.45 (see below).**
- D. Once you or your partner has accepted the invitation click on “Entries” to ensure your names appear.**
- E. If you have any connection difficulty which prevents you from registering or staying online, you must notify the Director by no later than 18.45.**
- F. At 18.45 registration is closed. Only those pairs registered may play.**
- G. Once registration is closed the Director will attend to any necessary administrative matters and start play as soon as he or she is ready to do so**

**H. NOTE: the onus is on the players to register properly, on time and remain online.**

**3. Between registration and commencement of play**

- a. Please remain online.**
- b. Should you lose connection, please reconnect as quickly as you can.**
- c. Please keep an eye on your partner to ensure connection is maintained.**
- d. Keep an eye on your chat box for announcements about play arrangements and other messages from the Tournament Director (TD).**
- e. Watch the countdown clock. This will tell you how long it is before you get your first cards. This time may change.**
- f. NOTE that if you or your partner are not online as the tournament begins you will both be excluded from the initial line up. Should this happen, get back online as soon as you can and notify the Director. If it is still possible you will both receive an invite which you must accept immediately**

**4. After the Tournament starts.**

- a. Check that all players are present at your table and notify TD immediately if not. TD will always use the username: CCBC2019.**
- b. Introduce yourself and your partner to your opponents.**
- c. Keep a copy of the BBO usernames to hand. This will give you the real names of all players.**
- d. Watch the clock on the side of your screen. This will tell you how long you have until a move but remember that the move will happen as soon as the last card is played at the last table. This may well be earlier than is shown on the clock**
- e. Take time to congratulate or commiserate with your partner or opponents but be careful not to criticise.**

- f. Advise TD promptly of any lost connection. TD will keep an eye on the situation at your table. The player will automatically reseal unless a sub has been put in place (see below).**
- g. TD is likely to bring in a sub for any delays of longer than 3 minutes. This sub could be anybody or even a Robot.**
- h. If you have been disconnected and get back online to find your seat occupied, notify TD who will arrange for you to return to your seat as soon as possible.**
- i. The duration of each round will have been notified by TD and can be seen on the clock. If your table is unlikely to complete within the specified time, you must notify TD. TD has the ability to extend the round or take other measures.**
- j. If the time expires and you are still playing, play will immediately cease. The system will award a score of 50%. This can be adjusted by TD but this will only happen in extreme cases.**
- k. Moves will take place immediately the last table playing has played the last card if this happens within the specified time. In normal play this is quite likely. In the absence of problems players should expect and aim for an average of 7.5 minutes per board**
- l. It is recommended that you exchange pleasantries with your opponents as soon as you finish the last board of the round.**
- m. If you find that you are moved on before you can thank your opponents, you have the ability to use the Chat facility after the move.**
- n. Throughout play you have the ability to chat to the whole Tournament and/or to TD. The former should be used sparingly.**
- o. At the end of each round, you can see your running score.**
- p. Some players like to see scores as they are going along and you can do this through the "History" facility.**

## **5. Bringing the Tournament to a conclusion.**

- a. TD will notify all players when the last round commences.**
- b. Your game will complete as soon as the last card is played at your table. You will not have time to chat.**
- c. In light of this it is recommended that you exchange pleasantries before the last board.**

- d. Scores will be available online as soon as the last table completes.
- e. Scores will be on the Club's website shortly after this and there will be a congratulatory message from the website to announce this.

**6. Playing etiquette.**

- a. Please allow undos where possible. However, when asking for an undo the player concerned must have made a genuine mistake. A change of mind does not justify an undo request. Undos during play may not always be granted particularly if cards have been played on the "undo" card.
- b. You can use the Self-Alert button. Press this before you make your bid. Your opponents will see the bid highlighted and can click on it to ask for an explanation. You type this in the box. Your partner will not be able to see the highlight or the explanation. At our Club many players do not use the BBO self alert button. If you and your partner are among these, your partner should give a brief explanation, e.g. "majors" or Stayman, using the Chat facility but be ready to answer questions if asked.
- c. If you have any basic system aside from Acol, perhaps 5 card majors. It is friendly to inform your opponents as they arrive at your table. You can prepare the text for this and use Chat Manager if you wish.
- d. The time allowed is a maximum not a guide as to how quickly you should play. In the absence of problems it is expected that boards will be played in about 7.5 minutes.

**7. Objective. Your objective should match that of the Club. We play bridge in "gently competitive spirit in a congenial and relaxing environment".**