**Café Bridge Nottingham**

**Instruction Notes for Café Director**

**Movement**

We will play: 30 boards in total, 2 boards per round, 3 rounds played at each venue using 4 duplicate sets of boards at each venue i.e. all players are playing the same boards. There is one ‘arrow switch’ for the last 2 rounds. Boards remain at each venue and do not move.

**General Organisation**

**The direction of movement around cafes is as follows:-**

North/South All Bar One > Head of Steam > Pitcher & Piano > Cross Keys > The Loxley > Lloyds No 1 > All Bar One

East/West All Bar One > Lloyds No 1 > The Loxley > Cross Keys > Pitcher & Piano > Head of Steam > All Bar One

**Timings – It is important to keep to timings**

Arrive Leave

Registration 10.30

Venue 1 10.40 11.35 These timings allow 50 minutes

Venue 2 11.45 12.35 to play 6 boards (3 x 2) and 10

Venue 3 12.45 13.35 minutes to walk to the next venue

Lunch 13.35 14.35

Venue 4 14.45 15.35

Venue 5 15.45 16.35

Final Get Together 16.45

**If you are a bit late starting lunch, please try and catch up for Venue 4**

**IF YOU HAVE ANY PROBLEMS SCORING ON BRIAN BRIDGE, CALL KEITH, MARGARET OR TONY IMMEDIATELY, KEEP PLAYING AND SCORE ON TRAVELLERS. WE WILL THEN SORT IT OUT.**

**DO NOT DELAY PLAYING THE HANDS**

**EMERGENCY PHONE NUMBERS**

Keith Spencer 0786-486-1221

Tony Brook 0773-671-3122

Margaret Brook 0779-615-3868

**Individual Cafés**

1st Venue Introduce yourself to Café personnel

Welcome – Introduce yourself to players

Put (or check) Banners, Posters, Directional Arrows in position

Put Table Number Cards on Tables

Decide and communicate the “North” position

Check names of players, and player pair numbers i.e. everyone is at the right venue

Make sure all players are in right position as per the movement cards

Make sure that all phones/tablets are ready for BriAn scoring

Player names entered – N, S, E, W. These have been pre-loaded and can be selected by scrolling through the list

Play 6 Boards – 2 with each pair – ensure direction of move for E/W as per movement cards. Note: Each table are playing the same duplicate boards at each venue so tables should be sufficiently apart from each other.

Ask players to complete “travellers” as well as BriAn scoring system

Check travellers have been completed at the end of the session

Check everyone knows where to go to next café

2nd & 4th Venues Set up as for Venue 1

3rd Venue – Lunch Set up as for Venue 1

**Arrange for Meal to be served in approx. 50 – 55 minutes i.e. meal to be ready when finished playing. The food will have been pre-ordered – check no problems**

Any additional food items – player to pay full price

All drinks (including tea or coffee) – player to pay

Liaise with restaurant to ensure no monies owing over basic meal prices, and if necessary assist cafe to collect any monies due before leaving

5th Venue Set up as for Venue 1

Arrow Switch the final 2 rounds of boards – turn 90 degrees clockwise so that East seat becomes North for the two rounds

Ask players to check that names and positions match with BriAn

After 2nd round - N/S (originally E/W) to move

**Note: ARROW SWITCH**: turn board 90 degrees but **SCORE AS YOU SIT.**

If you forget, mark traveller so that the Director can correct.

Everyone back to “All Bar One”

**PLEASE ENSURE YOU COLLECT ALL OUR ITEMS AND BRING THEM BACK IN THE BAG TO “ALL BAR ONE”**

16 Bidding Boxes

24 Boards – Check “Travellers” completed (remove from Boards)

4 Table Cloths

Table cards and any other items

**Banners, Posters, Directional Arrows as listed on “Equipment Sheet” for each Venue (hand to Tony Brook on return to All Bar One)**

**Hand “Travellers” to Margaret Brook on return to All Bar One**

**BriAn Scoring**

Players happy to use their own phones or tablets will have been identified as part of registration procedures and will have been allocated to N/S playing positions

**1st Venue** Turn phones/tablets on, scroll down to ‘B’ icon (at bottom).

GAME CODE ncb (all lower case)

Follow procedure and register names N S E W. There should be a list of names to scroll through and select.

Phone/tablet will then show Board number and players with positions.

Bid as normal and enter contract in tablet e.g. 4S W. Don’t press OK or anything else at this stage. If make a mistake, press “CLEAR” to delete and start again.

Can then enter LEAD but this is not essential.

While playing the cards the phone/tablet may go into ‘sleep’ mode. Tap screen to activate when ready to enter result.

Click ‘Tick’ if contract made.

Use “-” sign if contract goes off, one press for one down, 2 presses for 2 down etc.

Use “+” sign for over tricks, 1 press for 1 over, 2 presses for 2 over etc.

Score will then be displayed, click OK if correct and pass to East/West to check and confirm.

If make a mistake press “CLEAR” which removes result and you can start again.

Phone/tablet will show where to play next boards

**PLEASE ALSO COMPLETE TRAVELLERS AND PUT IN BACK OF BOARDS FOR DOUBLE CHECKING OF RESULTS (if necessary) at the end of the afternoon.**

FOR INFORMATION

Arrow on top left takes you to previous board.

Review Scores: cancel is on right. Will ask you to confirm you want to cancel.

For any big problems put a note on the traveller for a Director to correct phone/tablet e.g. correct contract 2S +1.

Corrections can be done after all boards played when people moving to next venue.

If a big problem and phone/tablet asks you to REFRESH, use the volume icon/button. Volume decreasing means minus, volume increasing means plus. Then use back triangle icon as necessary.

**Venues 2 – 5** Check correct board number, names and positions on phone/tablet before starting to play.

**PLEASE ALSO COMPLETE TRAVELLERS AND PUT IN BACK OF BOARDS FOR DOUBLE CHECKING OF RESULTS (if necessary) at the end of the afternoon**