

At the table

When you arrive at the table, you will be able to see and talk to the other players. After the Director starts the first round, you will see your hand. When it is your turn to bid, a bidding box will be shown in the middle of the table.

These are the main elements of the screen:

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

- Board:** Shows the current board with a dealer indicator (blue box) and vulnerability (red bands). In this case, NS are vulnerable and West is the dealer. You are sitting West.
- Bidding box:** Visible only when it is your turn to bid.
- Your partner's name:** Lyn
- Your partner's video:** Video feed of your partner.
- Advisory timer (if enabled):** Shows a timer of 12 minutes.
- Table and round number:** Table 1, Rd 1 / 3, 6m.
- Left-hand opponent:** Video feed of Stephen Peterkin.
- Right-hand opponent:** Video feed of Sam Punch.
- Settings button:** A gear icon used to control the appearance of the cards and screen, and how you make bids and plays.
- Request an Undo:** A button for misclicks, only if allowed by the rules.
- Alert card:** A vertical 'ALERT' card used to alert your partner's calls, like in face-to-face bridge.
- Other buttons:** Last trick, Auction, Claim, Undo, Director, Leave.
- Leave the table and return to the lobby:** A button to exit the game.
- Scores, travellers and rankings for completed boards:** Shows scores of 0 for both sides.
- Your hand:** Shows the cards: A 7 4 2 A Q 8 7 5 4 K 10 7 7.
- Your video:** Video feed of the player (Andy Bowles).

Making a bid During the auction.

When it is your turn to bid or play, your name is highlighted in yellow

To bid, simply click the bidding card. If you are using one-click mode, the bid will be made and will appear in front of you, just as when you bid in face-to-face bridge.

- To bid (tablet style) a Double-tap now emphasises the bid or card when selected with a single tap, as seen below. Tap the bid or card again to play. Tap elsewhere to cancel.



- To bid (mouse style) a Double-click emphasises a bid or card when the cursor is moved over it. **Two fast clicks** are required to play a bid or card.
- Any input style can be used on any device. For example, a desktop user can use tablet-style double-tap. The names are simply suggestions.

Alerts and explanations

The standard way of alerting in RealBridge is as in face-to-face bridge. When your partner makes a conventional bid, you click your alert card. The Alert card will briefly be displayed against partner's bid. Partner's bidding card will change colour to indicate that it has been alerted.

Explanations are as in face-to-face bridge too. An opponent asks you what the bid means by speaking, and you explain by speaking.

RealBridge also allows "self alerts" and written explanations. This option will be explained in the *Self alerts* section in a subsequent edition of this guide.

Jump bids

If a player makes a jump bid, the system displays the "Stop" card for a few seconds. While the "Stop" card is shown, the next player will be unable to bid.

Undos

If you make a misclick, and if the rules of the event allow undos, click the **Undo** button. Each opponent will be prompted to accept or reject the undo. If they accept it, the bidding goes back to before your last call. If they don't accept it, you will see a message saying this.

You can only obtain an undo if both opponents are at the table. If an opponent is not at the table (for example if they were temporarily disconnected) they are unable to accept the undo, so the undo will be rejected by the software. Wait for the missing opponent to return, then request the undo again.

If there is any doubt or disagreement about whether an undo should be allowed, call the Director. The Director will be able to adjudicate according to the rules of the event.

During the play

When play starts, dummy appears on the table. The cards played to each trick are shown in the middle of the table. Some more buttons now become relevant:

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

- Contract:** A callout box points to the contract area showing a score of 5 (Spades) and a level of W.
- Tricks won by each side:** A callout box points to the trick count area showing 1 trick won by North and 0 by South.
- View the last trick:** A callout box points to the 'Last trick' button, noting it is only enabled if the user hasn't played to this trick.
- Claim or concede tricks:** A callout box points to the 'Claim' button, noting it can be used by declarer and defenders.
- Show the auction:** A callout box points to the 'Auction' button, noting that clicking it changes the button to say 'Play' and clicking it again returns to the play.
- Check the options about how dummy is displayed:** A callout box points to a gear icon in the bottom right corner.
- Request an Undo:** A callout box points to the 'Undo' button, noting it is only available for misclicks if allowed by the rules.

The interface also displays the following information:

- Table 1, Rd 1 / 3, 6m
- Score: E 12, WEST
- Players: Lyn (North), Stephen Peterkin (West), Sam Punch (South), Andy Bowles (East)
- Hand: A Q 8 7 5 7 4 2 K 10 7 7 (Spades, Hearts, Diamonds)
- Tricks played: 5 (Spades)
- Buttons: Last trick, Undo, Auction, Director, Claim, Leave

Playing a card

To play, simply click the card you want to play. If you are using one-click mode, the card will be played and will appear in the middle of the table.

If you are using two-tap mode (see [Settings](#)) the card is moved partly out of your hand. To confirm the play, click anywhere in the bottom half of the table. To change the card, click somewhere else (for example, in your hand).

When you first start using two-tap mode, RealBridge shows you the area to click to confirm a play. You can hide this by clicking the Hide button.

Claims

Either declarer or a defender can claim some or all of the remaining tricks. Click the **Claim** button, then select the number of tricks that you are claiming. Just as in face-to-face bridge, you should state your line of play at the same time as your claim.

After you have claimed as declarer, both defenders are prompted to accept or reject your claim. If they both accept, the result is recorded and the deal ends. If either defender rejects the claim, the platform displays a message saying that the claim has been rejected. After a rejection, you should call the director to adjudicate the claim, or claim again (perhaps for a different number of tricks), or if everyone agrees you can also play on.

If a defender claims, both declarer and the other defender are prompted to accept or reject the claim. (This is because a defender is allowed under Law 68B2 to object to his partner's claim.)

If play continues after a claim, the non-claiming side can see all four hands.

Undos

Undos in the play work in the same way as undos in the bidding. If an undo is accepted, the play goes back to before your last play.

Again, if there is any doubt or disagreement about whether an undo should be allowed, call the Director.

Settings

If you click the **Settings** icon, you will see various options for controlling the appearance and functionality of the screen:

The screenshot shows a 'Settings' dialog box with the following sections and options:

- Display style**
 - Detailed cards
 - Simplified cards
- Deal animation**
 - Slide (dropdown menu)
- As defender, see dummy**
 - Facing declarer
 - Facing me
- Animation duration**
 - Slider control
- As declarer, see dummy as**
 - Vertical suits (facing declarer)
 - Horizontal hand
- Input style**
 - One click or tap
 - Two taps
 - confirm bid to make by tapping on bidding card
 - confirm card to play by tapping lower half of table

Callout boxes provide additional information:

- "Detailed cards" shows pictures of cards; "Simplified cards" are schematic and have larger symbols.
- The orientation of dummy's cards when you are defending.
- The orientation of dummy's cards when you are declaring.
- Choose "Two taps" if you want to confirm each bid or play.
- This controls how a new hand arrives at the beginning of each deal. Choose an effect, or set to "None" to have the hand simply appear.
- If you have an animation enabled, use the slider to control how long the animation lasts.

Buttons: OK, Cancel

Notes

- If you change your settings, Realbridge will remember them for the next time that you play, as long as you are using the same computer and web-browser.
- With simplified cards, dummy is always oriented to face you.

Recommendations

- If you are using a tablet, you may find it easier to use simplified cards and/or two-tap mode.
- Try the different options and choose a configuration that you like.

Audio and video controls

The screen also contains some buttons for controlling audio and video:

The screenshot shows a bridge game interface with several annotated controls:

- Volume control for your partner:** Located at the top center, above the player name 'Lyn'.
- Volume control for left-hand opponent:** Located on the left side, above the player name 'Stephen Peterkin'.
- Volume control for right-hand opponent:** Located on the right side, above the player name 'Sam Punch'.
- Private chat with left-hand opponent:** Located on the left side, below the player name 'Stephen Peterkin'.
- Private chat with right-hand opponent:** Located on the right side, below the player name 'Sam Punch'.
- Disable/enable your video:** Located at the bottom left, below the player name 'Andy Bowles'.
- Disable / enable your microphone:** Located at the bottom left, below the player name 'Andy Bowles'.
- Hide / unhide the other players' videos:** Located at the bottom center, below the player name 'Andy Bowles'.
- Redial:** Located at the bottom right, below the player name 'Andy Bowles'.

The game interface itself shows a score of 12 for WEST, a contract of 6m, and a hand of cards for Andy Bowles: A 7 4 2 A Q 8 7 5 4 K 10 7 7.

The director

You can call the Director by clicking the **Director** button. When the Director is at the table, you will see him in the top left-hand corner of the screen. You can see and talk to him just as with the other players.



Scores and Results

You can see the running scores and the results of completed boards by clicking the **Scores** button. The scores window is also displayed at the end of each round. The first thing you see is the ranking list.

Ranking List

Click the X to close the scores window

Click the player names to see the scores for that pair

Pos	No	Pair	Average	MP	Bds
1	15	Jeremy Willans & Ian Draper	63.17%	307 / 486	27
2	13	Norman Selway & Louise Selway	57.61%	280 / 486	27
3	6	Aleksandar Lishkov & Henry Rose	57.20%	278 / 486	27
4	20	Jasón Hackett & John Sansom	55.76%	271 / 486	27
5	1	John Dagnall & Andrew Bannock	52.88%	257 / 486	27
6	3	Sebastian Kristensen & Stefano Tommasini	52.47%	255 / 486	27
7	14	Derek Oram & celia oram	52.26%	254 / 486	27
8	16	Catherine Curtis & Paul Fegarty	50.21%	244 / 486	27
9	12	Graham Marshall & James Bond	49.79%	242 / 486	27
10=	8	Naomi Gibbs & Mike Rawlins	49.59%	241 / 486	27
10=	9	Eshan Singhal & Filippos Kritsalis	49.59%	241 / 486	27
12	10	Rob Lawy & Harry Anoyrkatis	47.74%	232 / 486	27
13=	4	Will Roper & Gilly Cardiff	46.71%	227 / 486	27
13=	11	Edward Leatham & Nick Forrest	46.71%	227 / 486	27
15=	2	Diana Nettleton & Simon Cope	46.50%	226 / 486	27
15=	7	Ed Scerri & Steve Eginton	46.50%	226 / 486	27
17	19	Alex Crystol & Sara Moran	46.30%	225 / 486	27
18	5	Simon Husband & Simon Barb	46.09%	224 / 486	27
19	18	Tom Townsend & Michael Hornung	44.65%	217 / 486	27
20	17	Sue Parkins & David Stern	38.27%	186 / 486	27

Matchpoints out of the total available to this pair

Boards completed by this pair

Scroll down for links to the boards.

Click the board number to see the scores for that board.

Boards								
1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27

From the main ranking list, you can navigate to the results for a pair. From the board-number buttons at the bottom, you can navigate to the results for a board.

Partnership scorecard

Scorecard - Jeremy Willans & Ian Draper

Bd	Vs	Result	Lead	+	-	MP	%
1	Catherine Curtis & Paul Fegarty	2♦= S	♠4	90		8 / 18	44.4%
2	Catherine Curtis & Paul Fegarty	5♣X-2 E	♥Q	300		11 / 18	61.1%
3	Catherine Curtis & Paul Fegarty	3♥X-1 N	♣K		100	16 / 18	88.9%
4	Graham Marshall & James Bond	1NT-2 E	♦4	200		14 / 18	77.8%
5	Graham Marshall & James Bond	4♥+1 E	♦K		450	6 / 18	33.3%
6	Graham Marshall & James Bond	1♠+2 S	♦K	140		12 / 18	66.7%
7	Naomi Gibbs & Mike Rawlins	4♠+2 E	♦7		680	9 / 18	50.0%
8	Naomi Gibbs & Mike Rawlins	3NT= W	♥3		400	6 / 18	33.3%
9	Naomi Gibbs & Mike Rawlins	6♠-2 E	♥8	200		18 / 18	100.0%
10	Will Roper & Gilly Cardiff	3♦-2 W	♣A	200		8 / 18	44.4%
11	Will Roper & Gilly Cardiff	6♦-3 E	♣5	150		18 / 18	100.0%
12	Will Roper & Gilly Cardiff	1NT-1 E	♦K	50		1 / 18	5.6%
13	Sebastian Kristensen & Stefano Tommasini	3♥= S	♣A	140		12 / 18	66.7%
14	Sebastian Kristensen & Stefano Tommasini	2♠+2 N	♣9	170		10 / 18	55.6%
15	Sebastian Kristensen & Stefano Tommasini	2NT= S	♠5	120		18 / 18	100.0%
16	Ed Scerri & Steve Eginton	5♣X-5 S	♠A		1100	3 / 18	16.7%
17	Ed Scerri & Steve Eginton	4♥+1 N	♦3	450		12 / 18	66.7%
18	Ed Scerri & Steve Eginton	2♥+1 N	♣Q	140		6 / 18	33.3%

Average 307 / 486 63.17%

Annotations:

- Click the list icon to return to the ranking list.
- Click the board number to see the scores for that board.
- Click the opponent names to see their scorecard.
- Click the result, lead or score to see the bidding and play.
- Matchpoints out of the total available on this board.
- Colours help you to identify good and bad results.
- Scroll down for total.

This shows you all the results for a single pair.

Board results

Click the list icon to return to the ranking list.

Click the left and right arrows to move to a different board.

Click a pair's names to see their scorecard.

Click the result, lead or score to see the bidding and play.

Board 2 Dealer E NS Vul		♠ KJ10764 ♥ 82 ♦ 3 ♣ A963	♠ 953 ♥ 3 ♦ 852 ♣ KQJ842			
NS	EW	Result	Lead	Score	MP	
Sebastian Kristensen & Stefano Tommasini	Will Roper & Gilly Cardiff	4♠ X= N	♥3	790	18	0
Edward Leatham & Nick Forrest	Graham Marshall & James Bond	4♠= N	♣K	620	16	2
Ed Scerri & Steve Eginton	Naomi Gibbs & Mike Rawlins	5♣ X-3 E	♠A	500	14	4
Eshan Singhal & Filippos Kritsalis	Rob Lawy & Harry Anoyrkatis	5♣ X-2 E	♦Q	300	11	7
Jeremy Willans & Ian Draper	Catherine Curtis & Paul Fegarty	5♣ X-2 E	♥Q	300	11	7
Simon Husband & Simon Barb	Aleksandar Lishkov & Henry Rose	5♣-1 E	♠A	50	8	10
Norman Selway & Louise Selway	Derek Oram & celia oram	5♠ X-1 N	♥3	200	6	12
John Dagnall & Andrew Bannock	Diana Nettleton & Simon Cope	6♠ X-2 N	♥3	500	2	16
Sue Parkins & David Stern	Tom Townsend & Michael Hornung	5♠ X-2 N	♥3	500	2	16
Alex Crystol & Sara Moran	Jasón Hackett & John Sansom	5♠ X-2 N	♥3	500	2	16

This shows you all the results on a single board.

Bidding and Play

The screenshot shows a bridge bidding and play interface. The interface is divided into several sections:

- Top Left:** A yellow box containing the text "Bd 1, Dlr N" and "2♦ = S".
- Top Right:** A light blue box containing the cards: ♠ J1062, ♥ K1086, ♦ 743, and ♣ 52. To the right of this box is a white box with "N Jeremy Willans".
- Middle Left:** A light green box containing the cards: ♠ 543, ♥ AJ2, ♦ Q1098, and ♣ A74. To the left of this box is a white box with "W Paul Fegarty".
- Middle Right:** A light green box containing the cards: ♠ KQ98, ♥ 953, ♦ J, and ♣ Q9863. To the right of this box is a white box with "Catherine Curtis E".
- Bottom Left:** A dark green box containing a score display with two red squares and the number "0" in each, and a slider control with left and right arrows.
- Bottom Middle:** A light green box containing the cards: ♠ A7, ♥ Q74, ♦ AK652, and ♣ KJ10. Below this box is a white box with "Ian Draper S".
- Bottom Right:** A yellow box containing a bidding table with columns W, N, E, S and rows P, P, P, P. The S row has "1NT" and "2♦" (with a red diamond symbol). A red circle highlights the "X*" symbol in the E row.

Annotations with red boxes and lines pointing to specific elements:

- Top left: "Click the X to close and return to the previous page." (points to a small square icon with an X).
- Middle left: "Click the left and right arrows to move trick-by-trick." (points to the slider control).
- Bottom left: "Drag the slider to move card-by-card or to move several tricks at once." (points to the slider control).
- Bottom right: "A * means that the bid was alerted or self-explained. If it was self-explained, click the * to see the explanation." (points to the "X*" symbol in the bidding table).

This allows you to view the bidding at a single table, and step through the play.