

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 advising her of your username. She will then 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.**
- 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**
- F. Keep an eye on your email after 15.00 on the day of play in case of cancellation**
- G. Check the calendar for the name of the Director**

2 . Registration:

- A. 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.**
- B. Once you or your partner has accepted the invitation click on “Entries” to ensure your names appear.**
- C. At 18.45 registration is closed. Only those pairs registered will play.**
- D. Play will start at 18.45.**

- E. 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. Watch the countdown clock. This will tell you how long it is before you get your first cards.**
- e. NOTE that if you or your partner are not online as the tournament begins you will both be excluded from the initial line up.**

4. After the Tournament starts.

- a. Check that all players are present at your table and notify the Director on Chat immediately if not.**
- 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 the Director on Chat of any lost connection which may mean that your table will not complete by the time specified. The Director will extend the round by two minutes.**
- g. The duration of each round can be seen on the clock.**

- h. 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 the Director but see below.**
- i. 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**
- j. It is recommended that you exchange pleasantries with your opponents as soon as you finish the last board of the round.**
- k. 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.**
- l. At the end of each round, you can see your running score.**
- m. 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. Your game will complete as soon as the last card is played at your table. You will not have time to chat.**
- b. In light of this it is recommended that you exchange pleasantries before the last board.**
- c. Should any issue be unresolved the Director must be notified within 10 minutes of the tournament ending.**
- 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”.**