Crawley Bridge Club BBO Relaxed Duplicate Guide

CBC has online BBO eight high relaxed duplicate tournaments every Monday evening at 7:15. Eighteen 7 minute boards are played (9 two board rounds or 6 three board rounds). Each session costs 3 BB\$. A steward is available to play with anyone who doesn't have a partner. BBO robots make half up to full tables, but because their NGS ranking makes them ineligible for our eight high relaxed sessions, boards played against them are designated "not played" after the session and re-scored as sit-outs.

EBU master points and NGS grades are awarded.

Results are posted on the CBC and EBU websites, and bidding and play can be reviewed on BBO (although BBO results will differ from CBC / EBU if robots have participated).

Eligibility – Relaxed duplicate sessions are open to all CBC members, subject to an eight high average EBU NGS ranking for each pair. Members can look up their NGS grades in the NGS section of their My EBU page on the EBU website, or you can ask our online TD Gordon to look up your current NGS grade.

To play in a Crawley Bridge Club BBO Relaxed duplicate session:

- 1 Find a partner. If you don't have a pre-arranged partner, notify Gordon by phone, text or WhatsApp on 07712-853034 by 6:30 pm on the day. Players who notify Gordon that they need a partner will be paired up as they call, and the steward will play with anyone left over, so you are guaranteed a game. Solo players will be informed by 6:45 pm of the partnership arrangements, allowing them to communicate with their partners and discuss registration arrangements and conventions prior to the 7:15 session start time.
- 2 Preload your BB\$ account. This can be done any time in advance of the session, but up to 12 hours before the start time is advisable. BB\$ is the currency of BBO, and is equivalent to US\$. BB\$ can only be used to pay for BBO events and, once purchased, cannot be exchanged back into "real" money. A minimum of 10 BB\$ (about £8) can be purchased at a time. By prior agreement with your partner, one of you can pay for both of you one week, and the other can pay the following week. Preload your BB\$ account as follows:
 - a) Please note if you use a tablet app to play BBO Bridge, do not buy BB\$ from the app. Both the Apple and Google app stores charge a significant fee on top of the £ to BB\$ exchange rate. Login to BBO from a web browser, eg Windows Edge, Google Chrome or Apple Safari. Depending on whether you are using a PC or a tablet, you will either see a BB\$ button at the top right of your screen, or a three line blue menu bar, which when clicked on has a BB\$ option.
 - b) Click on BB\$, then click on "Purchase BB\$".
 - c) You will be given the option to pay by credit card or PayPal. **Please note** that you can use the credit card option to pay by debit card.
 - d) You may need to enter your BBO username and password again, as well as going through whatever security measures are required by your chosen method of payment.
 - e) Decide how many BB\$ to purchase. **Please note** BB\$ are not refundable, and there is no need to buy more than 10 BB\$ at a time.

- 3 **Register**. You will need to register online for the session. The registration desk is open 2 hours before the start time, and registrations are accepted up to the start time. It is advisable to start registration no later than 7:00 pm, 15 minutes before the start time. **Please note** in order to register, both players need to be logged into the BBO Competitive area. If you wish to, you can register any time after the registration desk opens. You don't have to stay logged into BBO after you have registered, as long as you are logged into the BBO Competitive area a few minutes before the session starts.
 - a) You need to agree in advance with your partner which one of you will register you both for the session. The person who registers needs to know partner's BBO user name. Both partners need to login to BBO at an agreed time (at least 15 minutes before the start time). From the home page, under "Play or Watch Bridge", click on "Competitive". Please note this is different to the Casual games we usually play BBO Tournaments are played in the Competitive area.
 - b) This paragraph is only for the person who it has been agreed will register both players for the session. In the Competitive area, under "Tournaments" click on "All Tournaments". Click in the "Search" box in the top right of your screen, and type "Crawley". The CBC tournament will be displayed. Click on the title "Crawley Bridge Club". You will see a box telling you that you need a partner to enter the tournament. Type your partner's BBO username where it says "Partner". You can tick the box next to "I will pay for both myself and my partner" if that is what you've agreed. A button "Invite (x BB\$)" will turn blue. Click on the "Invite" button. You will receive confirmation that you have entered the tournament, and your partner will receive an invitation to play with you. Your partner's invitation will specify whether the entry fee has already been paid, or will be taken from their account. Your partner needs to accept the invitation.
 - c) You are now registered as a pair to play in the tournament. As long as you are both in the BBO Competitive area at 7:15, you will automatically be seated at your first round table when the session starts. If you are concerned about whether your registration was successful, either or both of you can search the Tournament list for "Crawley" at any time before the session starts. Click on the title "Crawley Bridge Club". Instead of receiving a request to register, you will receive a notification that you are registered to play with your partner. An "Entries" tab at the top of the CBC tournament window tells you how many pairs have registered so far. You can click on the tab to see the BBO names of the players registered, including yours.

Problems. In case you have any problems with registration, Gordon can be contacted via private chat on BBO (Crawley107) or phone / WhatsApp (07712-853034) for 30 minutes before the session starts.

Play. BBO tournament play is similar to casual play, but there are a few differences to be aware of, as well as some BBO features that it's worth highlighting.

a) Timer. When each round starts, the box in the top left of your playing screen will display the number 14 or 21 under the board number. This is a countdown timer recording the number of minutes you have left to complete the round. The round will be complete when every table has completed play of 2 or 3 boards, or the table counters record 0 minutes, whichever comes first. In the event of an incomplete board, the TD will make a judgement as to the probable outcome, and it will be scored accordingly. A pop-up box will inform the players of the TD's decision.

- b) Chat Manager allows you to save and re-send chat messages. Click inside the white area above the chat message line and select "Chat Manager". This brings up a box with the messages you have saved. An empty message line allows you to type a new message, then click on "Add" to save it to your list. You can also click on one of the messages in your list. This will bring up a chat box with your message and a "Channel" that it will be sent to. Make sure the channel is where you want the message to go (usually "Table") and click on "Chat".
- c) **Introductions**. It is customary on BBO to introduce yourselves to your opponents at the start of each round, giving your names and a brief description of your system and conventions. Only one of each pair needs to do this. You can use Chat Manager to send a saved introduction, so that you don't need to re-type it each time.
- d) **Seating positions**. Depending on the number of tables, you and your partner may change seating positions at the start of each round, from NS to EW, or vice versa. You should be alert to this, and check your seating position at the beginning of each round.
- e) **Half Tables**. BBO does not support half table movements. If an odd number of pairs registers for a session, a robot pair will be provided to make a half up to a full table. BBO robots play to a higher standard than we allow in relaxed sessions, and boards played against them will be designated "not played" and scored as if they were sit-outs.
- f) **Director**. The blue three line menu button, in the top left of the screen, has an option to call the Director.
- g) **Undo**. BBO provides an 'Undo' button, allowing you to request an 'Undo' of a mis-click bid or play. Both opponents will receive a notification of your request, and both have to approve the undo for it to take effect. Undo's should only be requested for bidding misclicks, which are the computer equivalent of mechanical errors. Recommended BBO practice is to accept bidding undo requests, but not to accept play undo requests.
- h) Alerts. BBO uses self alerting for conventional bids. This is the opposite of face to face (f2f) club play, where players alert their partner's bids. Using BBO self alerting, to alert a transfer bid of 2D after your partner's opening 1NT, you type the explanation 'Transfer' into the box next to the 'Alert' button in the bidding box, then click on '2' and then click on the Diamond symbol. A box will appear in the top right of your playing area, and that of both opponents, displaying your bid and explanation. Your partner will not see the alert box and will not be aware that you have alerted your bid. Please note alert explanation boxes may obscure part of the table playing area you can click inside the box to make it go away. If you forget to alert a bid, you can correct this at any time during the auction. You click on your bid in the auction area, and an 'Explain' box will appear that you can type your explanation into.

- i) Explanations. BBO requests to explain a bid are addressed to the bidder not, as in f2f play, to the bidder's partner. At any time during the bidding, you can click on a bid in the bidding box, and a request will be sent to the bidder asking for an explanation. The bidder will type in an explanation, which will appear in a box on your and your partner's screen. As with any BBO popup box, you can click inside it to make it go away. The bidder's partner will not know that an explanation has been asked for, and will not see the reply.
- j) **Bidding review**. The box in the centre of the table, which displays the bids as the auction proceeds, disappears when the opening lead is made. At any time during the play, you can click on the contract in the table status area, and the auction box will re-appear.
- k) Last trick review. As the play proceeds the number of tricks won by each pair is displayed in the table status area. At any time during the play, you can click on either of the trick counters, and a pop-up box will show the play to the last trick.
- I) History. If you are playing on a laptop or desktop PC, you can click on the 'History' tab and see, on the right hand side of the screen, the results of all the boards you've played, and the cards and bidding for the last board completed. Each board is played at the same time on all the tables, so the score that appears at the end of each round is your final score for those boards. Please note tablets don't have enough screen space to display the playing area and history at the same time. If you use a tablet, we suggest you don't click on History while playing. Laptop and desktop users can leave History on the whole time.
- m) End of session. When you complete your last board, your table will immediately be closed. Because of this, it's best to say "Thanks for the game" to your last round opposition pair before, or during the play of, the last board. When the table closes, you will see a list of tables that have not yet completed play. You can kibitz at these tables until they complete, after which the final session results will be displayed. If you don't want to wait for the session to complete, you can log out and view results on the CBC or EBU websites within 20 minutes. Results are also available on BBO under "History" "Recent Tournaments" (although they will include robot scores that have been eliminated from CBC / EBU results).