

A MUST READ From Our Friendly MOBridge Directors ...

First and foremost, ... to all our players out there, we thank you for coming out to play in our Virtual Club and, for the most part, everyone is coming along quite well in our Virtual World. We do, however, have a few issues to address, which are questioned often.

Game START Time: Please (and we can't stress this enough) once you've registered, please also ensure you are back at Registration AT LEAST 5 minutes before game start time ... the game is held up if any player is not back at registration at game time.

Convention Cards: We expect all partnerships to have a completed Convention Card. Other than subs (who, in some cases, will not have the time to prepare a card) we are very pleased to say that we now rarely come upon a pair without a completed CC. Thank you all.

Subs: When we have a 1/2 table, we work diligently to obtain suitable substitutes. For the Limited Games, it's a little more difficult to find subs. We first look to our Partnership Desk and if a player has registered there, and didn't get a game, we will give them the first opportunity to be a substitute. So, if you are in the partnership desk and didn't get a game, sit for a minute after the game starts and we will bring you in. We will then go to our on-line listing (which we, as Directors, are privy to) which will show players (from our Club/Listing) who are in the lobby, by Master Points, and start inviting. As a last resort, we go to the Universal listing for subs. This can take some time, so please be patient.

Slow Bidding/Play: Please know that as at the Club (Face: Face), ***Slow bidding and Slow play, affects all.*** Please Bid and Play in tempo. Know that it can be more in your favour to complete a board rather than have BBO/Directors do this for you. We have many boards with 3 tricks or less (even sometimes not a full trick) completed, needing adjustments. We will always do our best to give a FAIR adjustment. Also know that if you have not started a board within 3 minutes of round's end, the board is forfeited, and averages assigned. *For all concerned, it is much better for all to ensure you bid and play in tempo to complete all boards before the end of the round.*

Round Ending: The rounds end when time allotted for the round has expired OR when all are finished the last board for that round: *Whichever comes first.*

Pre-Alerts: Please pre-alert your systems in the chat bar at the beginning of each round, eg. ***Hello Opps., playing 2/1, 15-17 NT, std carding, o/e first discard, 1430, Jacoby 2NT,*** etc. You can create a number of standard messages for your chat bar (using Chat Manager) ie. pre-alerts, convention explanations, etc., and then click on them or cut/paste when you want to use them.

It's a wonderful game ... keep on enjoying.

***NEW* CHANGES TO ALERTS**

Playing on-line has changed how we normally alert/announce our bids. We must alert our own bids. If in doubt about whether to alert or not, err on the side of caution and alert your bid. Your partner does not see your alert, nor does he/she see your explanation. This is all done in the spirit of full disclosure.

Please explain your bid, (ie, 4-card H support, 7-9 pts.) do not just type a convention as not all people know/play the same conventions. Also, please remember to type this explanation in the slot provided **before** placing your bid ... this saves a lot of time and less infractions.

If you make a mistake in bidding, do not draw attention to it. Explain all bids as per your partnership agreement regardless of what is in your hand. Your opponents are only entitled to the information that your partner has. Just play on. You can also call the Director to oversee the hand in case rectification is needed.

Not Alertable

- Natural bids and passes unless they carry a special meaning. eg., a forcing pass following interference of a 2C opening bid.
- Take-out, negative and support doubles are **not alertable**.
- Weak jump shifts, both in and out of competition are **not alertable**.

Alert all artificial bids, EXCEPT:

- A strong 2C opening bid.
- Direct overcalls.
- Cue bids (Michaels').
- The unusual jump to 2N showing the lower unbid suits.

Announcements:

- Announce your opening NT range yourself when making your bid.
- Announce a short club agreement every time you or your partner open 1C if you play the "0-2" point range. *Even on those occasions when you hold more clubs.*
- Announce your transfer bids by naming the suit you are asking your partner to bid. Do not say transfer following a 2H bid. Say spades.
- Playing 2/1, announce your 1NT as forcing/semi-forcing.

For further information on the 'new' Alert Procedures please read the article in the Bridge Bulletin or consult the ACBL website.