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Section 1 – Format of Casual Video Bridge Session

Introduction

Whilst we are unable to meet to play at the Club, a group from Thursday Gentle Duplicate have joined to play on a Thursday evening a few tables using BridgeBase online in conjunction with video conferencing.

Unfortunately we cannot - as yet- replicate actual duplicate, but play a number of boards at different tables. We do score but using a simple IMPS-based system. No Masterpoints are awarded and your NGS score is not affected.

Target Audience

These sessions are not restricted, however, they are targeted at 'Gentle Duplicate' players with typical NGS ranking of between 4 and 8.

Format

- Sessions are held on Thursday evenings commencing at 7:00 for a 7:15 start.
- Each session will comprise a maximum of 8 tables, giving max 32 players in total, with each pair playing 4 tables.
- Each 'round' will comprise of 4 boards and there will be 4 rounds, thus 16 boards in total.
- Susan Fletcher coordinates session and anyone wishing to participate must contact her (see the OBC web for contact details) to sign-up for the event in advance, so that tables can be allocated and movement cards produced.
- New players will be asked to join a practice session to show you the ropes.
- There is no need to come with a partner as the sessions are hosted.
- If available there will be a 'stand-in' who can step in if a player has to drop out at the last minute or cannot get online for the session.
- 35 minutes will be allowed for each set of 4 boards, there will be timer in one window, if a table is not going to finish within the time limit, they will be asked to abandon their last board.
- The video facility is a great way to allow for social connection. We keep the mikes open at the beginning, end and between rounds. During play we ask everyone to mute their mikes to minimise background noise, and just unmute when needed.

Schedule

- 7:00 Players to join the Zoom video conference
- 7:10 Check all pairs are present and substitute if necessary.
- 7:15 Start all tables. **North is responsible for creating the table and inviting the players for the other three positions.**
- 7:50 Completion of first 4 boards all tables to be closed. The next round will not be started until all tables have completed and closed.
- 8:25 Completion of second round and commence round 3
- 9:00 Completion of third round and commence round 4

9:35 Completion and totalling of scores – Brian Mills will consolidate.

Scoring

BridgeBase uses IMPS scoring, but as the same boards are not played by all tables this does not provide sensible results.

After each board the IMPS score will be recorded by North and consolidated at the end of the evening probably by the video link to one central person.

Section 2 – Playing in a Casual Video Session

All players need to be members of BridgeBase (<https://www.bridgebase.com/>) this is free to join and the following link shows how to join and how to use some of the facilities <https://berwickbridgeclub.co.uk/bbo>

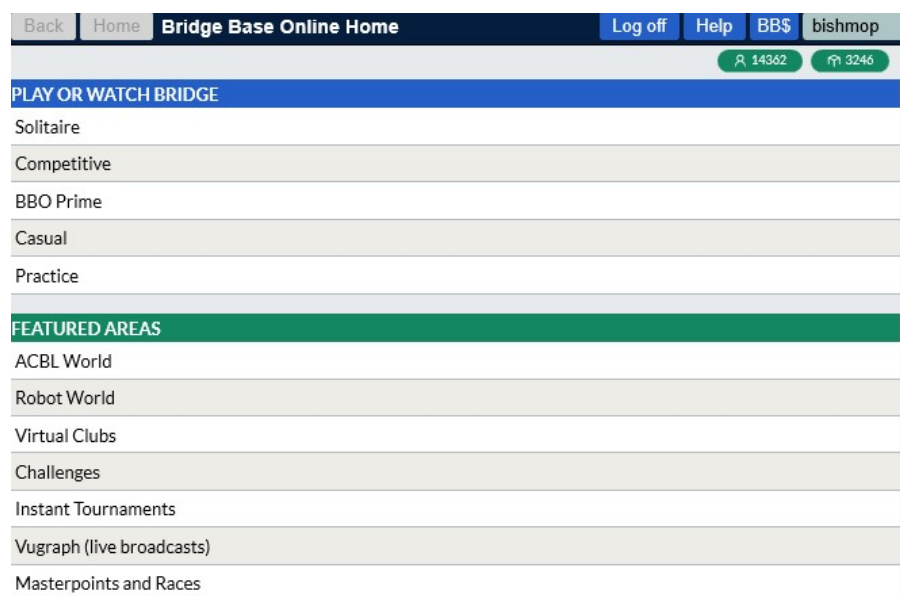
Prior to the start of a session participants will receive an email containing the table movements and a link to the video conferencing system.

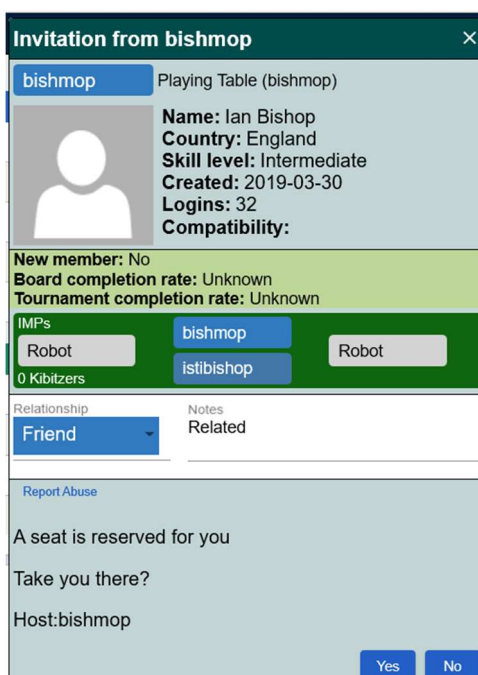
Join Zoom Meeting
<https://us04web.zoom.us/j/186053221?pwd=MHFPOGhaNGIST2ZwYk4yS1dJQmNBQT09>
 Meeting ID: 186 053 221
 Password: 6HTQB7

Sample invite text only

At 7:00 pm click on the link in the email and you should automatically join the meeting.

Once you have joined the video conference log into Bridge Base, go to the home screen below and wait to be invited to join a table.





North is responsible for starting the tables and you will receive the following invitation to join the table.

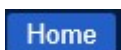
Click on Yes and the table should appear. **If there is a problem, then ask North to invite you again. Occasionally, you may have to log out of BBO and log back in again.**

The table will show the players at each direction and players who have been invited, but not yet accepted will be highlighted in Red.

Once all players have joined the play will automatically start.

After playing 4 boards, players are requested to leave the table to simplify the invitations to a new table.

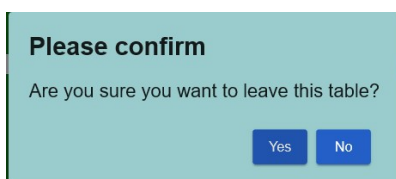
To leave a table select the



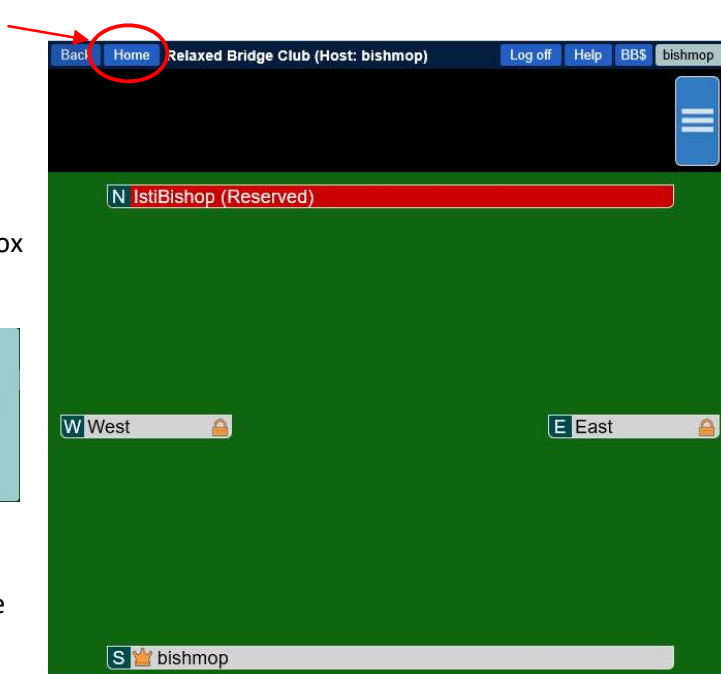
This may be a back arrow on some handheld devices



This will bring up the following dialog box



After which you will return to the Home screen



Section 3 Using Undos, Redeals, Claims and Alerts

Guidelines for Undos, Redeals, and Claims:

The only acceptable time to ask for an undo is when you have misclicked. If you make a poor bid or play or for any other reason, it is inappropriate to ask for an undo.

There are only a few circumstances under which it is appropriate to ask for a re-deal:

- If a player at a duplicate table has seen the current deal before (impossible in theory)
- If a player has left the table in the middle of a hand
- If there appears to be a software problem involving the current deal

All members have the right to reject an undo, re-deal, or claim request for any reason. Members are not required to explain why they have rejected such a request and it is inappropriate for a player to be offended if one of his requests is rejected. If your undo, re-deal, or claim is rejected and you do not want to play at the current table anymore, finish the current deal and send a polite chat message before leaving.

Advanced players should understand that while a claim looks "obvious" to them, it may not be obvious to other less advanced players at the table. Do not be offended if your claim is rejected. Just continue to play the hand out and reclaim if your opponents ask you to do so.

Guidelines for Alerts:

All members should understand that, due to the fact that we have members from all over the world as well as members of all levels of ability and experience, not all players will agree on which bids should be alerted and which bids should be considered "standard".

The management of BBO is not going to get involved with trying to make rules in this area. It is up to our members to try their best to provide their opponents with information that may be helpful to them. Always remember that it is against the laws and spirit of the game of bridge to conceal information about your partnership agreements from your opponents.

The BBO software is designed so that players alert their own bids. This is called "self-alerting" and it is opposite to the approach that is used in live bridge clubs and tournaments. When you self-alert only you and your opponents see the narrative, your partner does not. If you have any doubt as to whether one of your bids should be alerted or not, it is appropriate to alert.

If an opponent asks you for the meaning of one of your bids, you are expected to answer them politely, even if you think the answer is obvious. An appropriate answer can be "I have never discussed this with my partner". You do not have to tell the opponents how you intend your bid - only what you have agreed with your partner. It is inappropriate to use chat to explain your bids to your partner unless you get permission from the opponents first.

Courtesies when playing online bridge:

- If you are taking a long time to make a bid or play, send a "thinking" chat to let the other players know that you are not having connection problems.

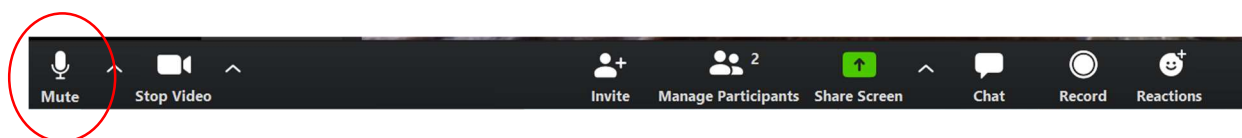
- Playing slowly is not an offense. However, if the pace is too slow, you may not have time to play all the boards allocated.
- If the pace of your table is too slow for you, finish the current hand, send a polite chat message, and leave.
- If you have to stop playing temporarily (to answer the door for example), send a "be right back" chat to let the other players know that you are not having connection problems.
- If you think your partner or opponents deserve a compliment for their bidding or play, please give them one! If you think that such a comment from another player was not deserved, please keep this information to yourself.
- Remember that players should never leave a table without informing the other players first (through chat). If you know in advance that you will be able to play only one or two more hands, it is a courtesy to let the other players know this.

Section 4 – Using ZOOM video conferencing

ZOOM is a video and web conferencing system that will be used for the Casual Duplicate sessions on BridgeBase. It includes training videos which we recommend you look at.

Players will not be required to sign up to Zoom, but when they are first invited to join a conference some software may be downloaded to their device.

Once you have joined a meeting you will see the other participants as thumbnails and there will be a menu bar at the bottom of the screen.



This will allow you to turn your sound off and on by clicking Mute button circled above.

The Manage Participants will be reserved for the meeting organiser and they can mute all participants – so don't be surprised if you are muted initially to minimise chatter.

When using Zoom, please note the following 'guidelines'.

- The session director will always have their mike open and will announce who is going to speak next, however, they must be careful not to make noise when someone else is speaking.
- Physically wave your hand if you wish to speak - or use the 'chat' function to type 'hand' indicating you want to speak
- Always mute your mike if you are not speaking, otherwise there is too much background noise and feedback
- If you have a point to make but either can't get into the dialogue or think it would interrupt the flow - use 'chat' to note it down as everyone else will see it- the Director has to keep monitoring chat to read out these notes
- During play, do not just to open your mike and 'butt in' - that's when it becomes a free for all. If you do need to speak, then the easiest way to temporarily unmute is to press the space bar on your keyboard and keep it depressed whilst you are speaking.
- Move around as little as possible, otherwise your image may freeze