

Suffolk Online Teams League “Season 7”

Thank you for entering a team into the seventh “Season” of the Suffolk Online Teams League (SOTL). The League organizer is Malcolm Pryor, contact details are: mhpryor@btinternet.com 07766 597358. Divisions 1 to 4 have 5 teams each, Division 5 has 6 teams.

The deadline for completion of all matches in Season 7 is Sunday May 9th.

The entry fee for the League is £20 per team (we have to pay BBO for running the League on their software, as well as paying EBU UMS charges).

Since the SCBA Winter League cannot be run face to face this year the Winter League champions will be deemed to be the team that has the best performance in the SOTL over “Seasons”, 5, 6 and 7. “Placing points” will be awarded to each team based on a) the Division they play in b) where they finish in the Division.

If at any stage a team requires a ruling this must be referred to the organizer; please do not enter into private discussions with opposing captains / players except to record the bare facts; please do not ask anyone other than the organizer for a ruling.

All matches will be played on BBO (BridgeBaseOnline):

<https://www.bridgebase.com>

Here is a link to some guidance on the EBU site:

<http://www.ebu.co.uk/ebuscore-wiki/bboinstructions>

and here is a link to a page containing a series of helpful YouTube videos posted by Suffolk’s Peter Bushby

https://www.bridgewebs.com/cgi-bin/bwom/bw.cgi?club=littleclacton&pid=display_page134&sessid=597968885550615

Agreeing when to play matches

Within each Division captains are being sent the email address and phone number of each of the other captains (or nominated organizers) together with the BBO names of the players. An order of play is recommended for the matches, see below. Captains should attempt to get the dates and times of all their matches in the diary as soon as possible. Teams have until May 9th to complete all their matches.

Order of matches: “home” and “away” team

In all Divisions each team will be listed in alphabetical order. Team 1 will be the first team listed, team 6 the last. There is no team 6 in Divisions One to Four, when you are scheduled to play team 6 you have a “sit out”. To avoid several teams trying to play matches in the last few days there is a recommended order of play. This is a guideline and can be varied by agreement. For each match one team is designated to be the “home” team and is responsible for setting up the match and for emailing the grossimps scored (not just the net) to Malcolm Pryor (copying in the other captain / organiser).

Just to clarify the table, in the first round team 2 is the home team, playing against team 5; team 4 is the home team, playing against team 3; team 1 has a Sit Out in Divisions One to Four; in Division Five team 6 is the home team, playing against team 1.

	Round				
Team	1	2	3	4	5
1	6(A)	3(H)	5(A)	2(H)	4(A)
2	5(H)	6(H)	4(H)	1(A)	3(A)
3	4(A)	1(A)	6(A)	5(H)	2(H)
4	3(H)	5(A)	2(A)	6(A)	1(H)
5	2(A)	4(H)	1(H)	3(A)	6(H)
6 / SO	1(H)	2(A)	3(H)	4(H)	5(A)

Format of matches

Matches will consist of two stanzas of 10 boards each, IMP scoring, with the two 10 board stanzas played consecutively, one against each opposing pair. Theimps from the two stanzas should be added together and then converted to Victory Points using the WBF discrete scale. BBO cannot add the results of the two stanzas together, each stanza will need to be set up as a separate match. Matches will be barometer style, ie the running score will be accessible throughout the match.

Explaining your basic system

Once you are seated and before you make a bid you should explain your basic system to the opposing pair, and they should explain theirs to you. This need not take more than a sentence if you play a straightforward system, for instance: We play Acol, 12-14 No Trump, 4 card majors, 3 weak 2s, 2nd and 4th leads, hi lo to encourage or show even number. Each pair might want to ask a couple of follow up questions.

Questions and answers once the match has started

After the initial discussion about basic system, during the subsequent play all questions to the opponents and all answers should be in private (ie not to the whole table) – that way only the opposition see your questions and answers, not your partner. Please self alert (see below).

“Undos”

No undos are permitted in bidding or play, the person setting up the match should untick the “Allow Undos” box under Options (this is clarified below in the detailed instructions for setting up a match). Please note that each individual player can access tools within BBO which can prevent misclicks – go to Account, Settings, Confirm bids; and Account, Settings, Confirm cards.

Self Alerting

On BBO you must self-alert your own bids (don't worry - opponents will see your explanation but your partner won't). Do this by clicking 'alert' in the bidding box and typing a brief explanation before clicking the number and denomination of your bid. Alert all bids that your partner would alert or announce face to face. Do not alert your partner's bids or make any comments about their meaning to the table.

Try to be as helpful as possible in explaining your bidding, be proactive in telling them (via the alert box) what they would want to know about what your bids mean, e.g. range of NT openers, responses to Blackwood etc.

If you want to correct an explanation you can click on your explanation and change the wording.

If you need to ask about a bid then click on it in the middle of the table and wait for your opponents to explain it, or explain it further. Alternatively send a private message to the person who has made the bid (not to the whole table).

If you make a jump bid don't say "stop"

Kibitzers

The default setting is that Kibitzers are permitted but they should not be allowed to communicate with the players. This is explained further in the section on setting up a head to head teams match. PLEASE NOTE THAT A RECENT SURVEY CONFIRMED THAT A SIGNIFICANT NUMBER OF TEAMS ARE UNCOMFORTABLE WITH OTHERS WATCHING THEM PLAY. RESPECTING THIS THEREFORE, KIBITZERS SHOULD NOT BE ALLOWED IF EITHER CAPTAIN REQUESTS THIS.

Communicating the results of the match

Please email the result of your matches as soon as you play them to mhpryor@btinternet.com.

Splitting ties

If a tie needs to be split the initial tie breaker is the result of the head to head match, first in VPs, then in imps if necessary. The second tie breaker is total net imps. In the unlikely event of a tie still not being broken the WBF continuous scale will be applied to all matches to split the tie.

WBF Discrete VP scale for 20 board matches

0-1 IMPS 10-10; 2-5 IMPS 11-9; 6-9 IMPS 12-8; 10-14 IMPS 13-7; 15-19 IMPS 14-6; 20-25 IMPS 15-5; 26-31 IMPS 16-4; 32-39 IMPS 17-3; 40-48 IMPS 18-2; 49-60 IMPS 19-1; 61+ IMPS 20-0

Setting up a head to head teams match on BBO

The BBO site only allows someone to set up a head to head teams match when they have had 100 logins. New teams should liaise with Malcolm Pryor on match set up until they reach 100 logins.

Please note, a match can only be started on BBO when ALL 8 PLAYERS ARE LOGGED INTO BBO; therefore it is essential that both teams are logged into BBO 5 minutes before the official start of the match.

Here are the instructions for setting up a head to head teams of 4 match. (Please also see Peter Bushby's YouTube video on the site referred to above). Please note immediately below this list of instructions there are screen shots of the main screens for setting up a match.

- 1) Log in to BBO
- 2) On the home page click on "Competitive"
- 3) Click on "Team matches"
- 4) Click on "Create Team Match"
- 5) Complete the details on the Identification screen (do NOT press the new "Create Team Match" button yet)
 - Under "Title" put "Suffolk"
 - Under "Description" put "League"
 - Under Team 1 put your captains name
 - Under Team 2 put your opposing captains name
- 6) Complete the details on the Options screen (do NOT press the new "Create Team Match" button yet)
 - Under "Form of scoring" ensure it is set to "IMPS"
 - Under "Number of Boards" type in 10
 - Under Deal source ensure it is set to "Use random deals"
 - Options: ensure the following two options are ticked: "Allow Kibitzers"; "Barometer Scoring"; PLEASE UNTICK "Allow Undos" and "Allow kibitzers to chat to players"
 - IF EITHER CAPTAIN HAS REQUESTED NO KIBITZERS PLEASE ENSURE THAT THE OPTION "Allow Kibitzers" IS NOT TICKED
- 7) Under "Reserve seats" please put in the BBO usernames of all 4 players on your team and all 4 players on the opposing team; please note these have to be 100% accurate, be particularly careful to make sure that you put in a space if there is a space in the middle of a player's username. Please note your team's players need to be at the top and the opposing team's players at the bottom: otherwise you will end up playing against your team mates. When you have completed the first stanza and are setting up the second stanza keep your team at the top again, and the opposing team's players at the bottom, but make the opposing pair that was N/S in the first stanza E/W in the second.
- 8) Once you are happy you have all the details correct, click on the "Create Team Match" button which is situated at the bottom of the page. One of two things will happen now; if any of the players are not logged in you will get an error message "Error xxx is not online" and you will have to wait until everyone is on line (there is a risk of a time out here, so it is best to ask everyone to be logged in promptly). Otherwise you will get a message saying "invitations have been issued". The invitees should now accept the invitations. It is best then to wait until you have seen confirmation that the invitations have been accepted.
- 9) Your match should now start

Create Team Match



Identification

Options

Reserve seats

Identification

Title

Description

Team 1

Team 2

Create Team Match

Close

Create Team Match



Identification

Options

Reserve seats

Form of scoring

- IMPs
- Board-A-Match
- Total points

Number of Boards

10



Deal source

- Use random deals
- Use saved deals

Select folder

Options

- Allow kibitzers
- Allow kibitzers to chat with players
- Allow Undos
- Barometer scoring

Create Team Match

Close

Create Team Match



Identification

Options

Reserve seats

Reserve seats (optional)

Team 1

Team 1 N	
Team 1 W	Team 1 E
Team 1 S	

Team 2

Team 2 N	
Team 2 W	Team 2 E
Team 2 S	

Create Team Match

Close