

Into our second week without our usual visit to Summertown Bridge Club so here is the second Club bulletin. Our Committee hope that you are all keeping well and managing to find plenty to do in your extra hours of leisure. As we said last week, do please contact Bridget, our Membership Secretary, if you need any help of any kind or you want a copy of our membership list. We are all here to help and don't be surprised if you get a call from one of the Committee over the next week or so.

This week I am attaching a very helpful note from Mike Fletcher on Fun Bridge and Bridge Base Online. I have registered for these and Bridge Club Live. Originally, we could register as a guest on Bridge Club Live. However, they seem to have been inundated with new members so that this facility has now closed. This means that you now have to pay to enter and there is a price list available – it's not too expensive. Please let us know if you would like an SBC member to set up something similar on Funbridge to the club tournament organised by Faringdon Bridge Club. (See Mike's note for details). If enough of us are interested, we should be able to get it going in time to run our first one next Monday. Krys and Sandra have kindly offered to set it up for us. I had my first game on BBO on Saturday. Linda (Allen) helpfully guided me through the procedure. It was great fun. I found the self-alerting procedure a bit weird but I don't think it will take me long to get the hang of it. I agree with Mike that two hours was quite enough to start with.

There is also a note from the EBU Membership Development Officer entitled "Keeping Your Bridge Club Alive During Difficult Times". If you go into the EBU website [ebu.co.uk](http://ebu.co.uk) and click on the title and click on the full blog post, you will find it. It is really good at explaining the various online options.

My last suggestion is why not while away your time by catching up on some back issues of English Bridge. If you don't know how to do this just go into the EBU website click on "My EBU", enter your details, and then click on the magazine heading. You can then click on any of the back issues. I would particularly recommend Michael Byrne's "Traps for the Unwary – Coping with Interference". I think he writes entertainingly and informatively.

Whatever you are doing, be it playing online bridge, catching up on reading, or box sets (we are thoroughly enjoying The Killing at the moment!), please stay healthy and look after yourselves.

Regards

Steph Bliss and all of your Committee

30.3.2020

There are two easily accessed versions of online bridge, Funbridge and Bridgebase, and these are described below. They are not the only online bridge available, but they are easy to use.

## FUNBRIDGE

Faringdon have set up a regular club tournament using Funbridge. You play against the computer ('robots'), but all play the same hands, and can play them anytime within 24 hours, whereas the bridgebase option needs all players to be ready to go at the same time. The Funbridge exclusive tournament is straightforward to set up. To begin you log in to Funbridge, then:

- Get Started / Practise
- Scroll to the bottom for "Exclusive Tournaments"
- "View all tournaments"
- Search for "Faringdon BC ..." and choose "Faringdon BC Daily tournaments", or add it to your favourites. Please do not go on other Faringdon tournaments.

## BRIDGEBASE

All players need to register, and share usernames. Then you need to agree a time and a host. Probably start with a table of four to get the hang of it. Non-players can kibitz if you wish (you have to set the privacy options to allow this).

The host selects casual play from play or watch bridge.

Then start a table under find your own game.

Enter the usernames for N, E, W, & S.

Then when the other players log-in they will be directed to the table automatically, and the hands start when all are present.

The message panel on the right of the screen can easily be removed by clicking the message tab on the right hand side.

You might get a 'timeout' if you miss a prompt on the screen, and then the computer would take over playing your hand to keep the game going, but it's easy to amend the player details and continue as yourself.

People who've tried this found it simple and enjoyable. Players may find a 2 hour session is enough, at least to start with.