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Registering for TBC-V games

ACBL maintains an include list for all virtual clubs. If you have played in a club once or more since Jan 1, 2019, you (in theory) should be in that club's list. There are 2 ways to find the TBC virtual games.

On our include list

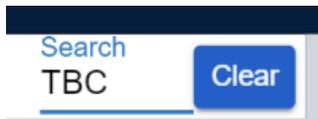
When you log in to BBO, do the following:

- Click **Competitive**
- Click **ACBL Virtual Clubs**
- You will see our game with the text *TBC* in the title hosted by **vacb185736**

Not on our include list

When you log in to BBO, do the following:

- Click **Competitive**
- Click **All Tournaments**
- Enter the text *TBC* in the Search box towards the upper right of the tournament list as per



- Our game should appear

All players

This applies regardless of how you found our game:

- Click the game once found
- Proceed to the *Register* tab and proceed with the task at hand

This tournament has a 3 BB\$ entry fee.
This tournament will be starting in 54 minutes.
You need a partner to play in this tournament.

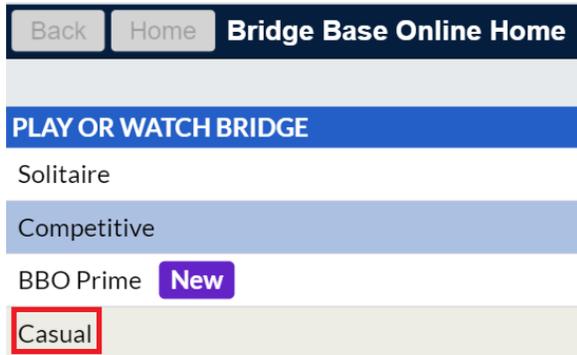
Partner

I will pay for both myself and my partner

A few notes ...

- The entry fee is not taken from your account until the game starts
- Registration opens 2 hours before game time
- Director is online 30 minutes before game time (vacb185736)
- Once registered you do not need to stay online
- Ensure you are online 10 minutes before game time

- If you do something in the Casual area of BBO, make sure you return to Home menu no less than 5 minutes before the game time arrives. You would have entered the Casual area from the BBO sign-on screen shown next (characterized by the **Bridge Base Online Home** text. From the casual area (and other screens) you can get back home by clicking the blue **Home** button. If still in the Casual area, you may miss the call when the game starts ,,,



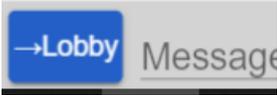
Playing with a visitor on TBC-V

Someone who is not on the TBC-V include list may play with you. A person not on our list is called a *visitor*. You find out if someone is on the list as follows:

- No more than 2 hours before a game, ask that person to log into BBO
- Ask that person to select **Competitive** then **ACBL Virtual Clubs**
- If the TBC game appears on that list, then that person is on our include list

Registering with a visitor

The first time you want to play with a visitor, do the following no less than 30 minutes before game time:

- Chat with *vacb185736* as follows
 - In the bottom left-hand corner of the screen is the start of the chat engine as per  keeping in mind the **Lobby** text may say something else which is
 - Click the **Private** and the following will pop up 
 - Enter **vacb185736** and click **OK**
 - When the following appears, enter a message something like *Hello ... I would like to play with {visitor's BBO username} thanks*
 - Michael will respond with something like *Thanks for that ... gimme a few*
 - A few minutes later Michael will ask you to tell that person to log off and back on

All is set and that person will now be allowed to register with you for a game. Note the following

ACBL has imposed a visitor limit. 9 times or more out of 10, your playing with a visitor will be possible BUT on a rare occasion, you may be told the visitor quota has been reached and that person will not be able to play that day ... rare but you need to know ☺.

Depositing \$\$ on BBO

All transactions are done in USD. Do not do this from a cell phone or a tablet as there is a 30% surcharge, meaning if you were to deposit \$40, it would charge you \$52 ... a bad thing. Do it from a computer or while logged in to BBO as follows ...

From a computer (not logged into BBO)

Proceed to this location in your web browser ... <https://www.bridgebase.com/purchase/pay.php>. Enter your BBO username and password and fill in the required information. Do now allow BBO to store your credit card information. You should receive an email with acknowledgement of the transaction.

From a computer (logged into BBO)

Click **BB\$** towards the top right of most screens:



Then proceed as follows:

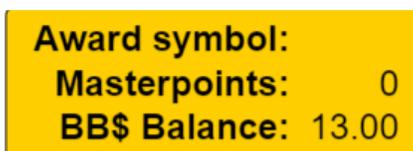
- Select **Purchase BB\$** from the choices presented



- Go through the same process as the immediately previous section

The money for a game is not deducted from your account until the game starts. If you do not have enough money for the game, everyone will be kept waiting until you deposit some money. If the Director has to wait more than a few minutes, the game will start without you 😞.

Every time you log into BBO you will be informed of your account status ... watch the lower right every time you log in to avoid disappointment ... most games at TBC-V are 3 BB\$ but some special games are 5 BB\$.



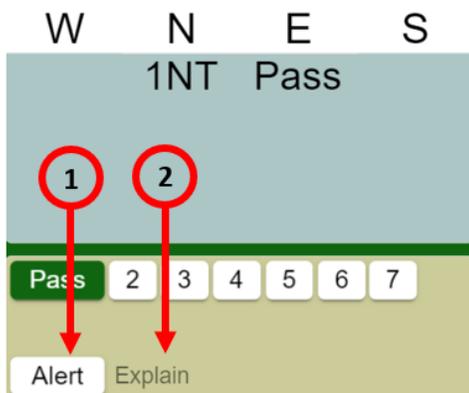
AAE

At the club, one's partner makes **A**nnouncements, **A**lerts, and offers **E**xplanations to your bid. On BBO, all this is done by the bidder and this is referred to as *self-alerting*. When a bid is announced (e.g., *short club* or maybe *transfer*) or alerted (e.g., *Jacoby 2NT* or *Bergen*), it is done in the bidding box.

Announcing a bid

North has bid 1NT and South is preparing to start a transfer to spades. This is how South proceeds:

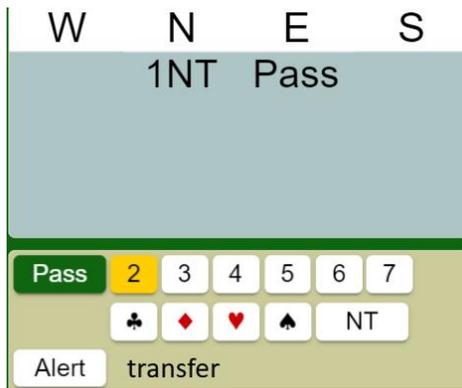
- Notice how the bottom of the bidding box has an
 1. **Alert** button
 2. A free form **Explain** area



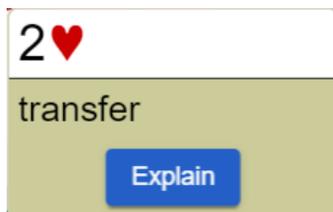
- The announcement *transfer* is made before the bid is entered as follows:
 1. Do not click the **Alert** button as this is an announcement.
 2. If you click it by mistake, it will turn read → simply click again and it turns white.
 3. In the **Explain** area, enter the text **transfer**
 4. The bidding box now resembles



5. The bid is now entered by clicking the **2**, at which point the bidding box changes to



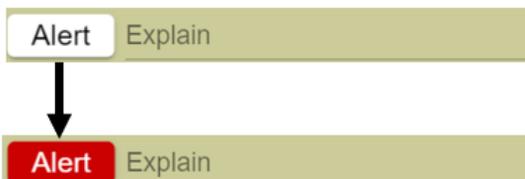
6. As you click the symbol, the bid is registered, and your opponents (but not your partner) see the announcement as follows:



That's all there is to an announcement. Remember, that the information given in the announcement must contain all pertinent information.

Alerting a bid

This is done in the same way as an announcement, except you need to click the **Alert** button to make it turn red as per:



You are now ready to enter the alert text which must explain your bid to your opponents not simply name the convention you are using. If you bid 2NT over opener's one of a major, your explanation would be something like *4-card support for major and opening HCP*. Remember, if you forget to click the **Alert** button to turn it red, no worries ... just do your best to remember.

Asking for an explanation of a bid

Just like at the club, you can ask for an explanation when your turn to bid. Suppose the bidding box looks like this:

W	N	E	S
	1♠	Pass	2NT

You are curious what 2NT meant, though you may expect it to be Jacoby 2NT (4-card support and opening HCP). As West, since it is your turn to bid, you click the bid in question and South is asked to explain. The explanation appears resembling:

2NT

4 spades and opening HCP

Explain

Giving an explanation when asked

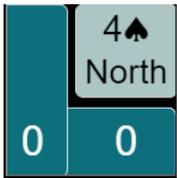
When an opponent wants/needs an explanation for a bid you made, that player does one of the following:

1. If the opponent has just made the bid, when the alert appears, an opponent may click the blue **Explain** button to request more information
2. If the bid was made a while back, if you want an explanation as a defender, click the bid you are curious about to ask for

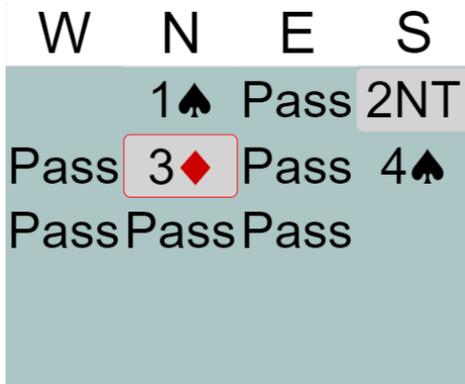
Note using the formal approach (clicking as per above) is the only acceptable way to do this. If you are having further issues or follow-up questions, please ask.

Reviewing the auction

Once the opening lead is made, the auction disappears. Any time during the play you can click the contract displayed on the left side of the screen, and the auction will appear.



Dismiss the auction by clicking the contract again. Notice the following display:



A few points to note:

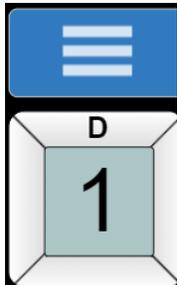
- Both the 2NT and 3♦ are highlighted
- 2NT does not have a thin red border → hence this was an announcement
- 3♦ does have a thin red border → hence this was an alert

Dismissing most message boxes

- When an information box appears during the game, it can be dismissed by clicking the white bar at the top of the box



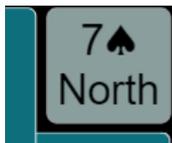
- If the box goes away then comes back, click again
- If it won't go away, call the Director which is one of the choices that appears when you click the hamburger (3 white lines) towards the top left of the playing area



The Director will initiate a dialogue to help fix the issue.

Reviewing the auction

- Click the contract indicator as per



- Study the details that appear as per

W	N	E	S
	1♠	Pass	3♦
3♥	4♣	Pass	4NT
Pass	5♠	Pass	7♠
Pass	Pass	Pass	

- Click the top of the display or the contract details to make the auction go away

Notice the highlight of the 3♦ bid ...

- If the highlight has a narrow red border around it, then it was an alert (e.g., *10-12 HCP and 4-card support*)
- If the highlight has no red border, it was an announcement (e.g., *could be short*)

Miscellaneous

- **Reporting slow play** ... instead of saying something to opponents in table chat to hurry them up, please call the Director. "Reported" slowness may influence score on adjusted board. With this in mind ... you will be told this as the game starts:

Over a number of games, I have noticed that most of the calls I get for slow play are not slow play but rather the complainer getting impatient. Please be more tolerant and we are all slow here and there ...

Many times when someone complains about slowness, a while later that person takes what seems to be a ridiculous amount of time to bid or play a card. In other words, many of the complainers later become the target of someone else's complaint.

The irony of it all 😊.

- **Watching the clock** ... the top left corner of the playing area shows the progress of the game, that is something like **Round: 3/7** as well as a timer showing the number of minutes left in a round. Please keep an eye on the clock such that, with 7-minutes per board, a three boards per round equates to 21 minutes.
- **End of a round** ... they end when one of the following conditions is met
 - All tables are finished playing all the boards for a round
 - The clock runs out of time
- **When a board is pulled** ... meaning you have run out of tile and are not done the last board in a round. The robots play out the board and arrive at either
 - What they believe would have been the result based on the best line of play
 - Awarding an AVE AVE to both sides, similar to what happens sometimes at the club
- **Discussing adjusted score** ... this can be done with the Director after the game. There is a 20-minute adjusting period at during which adjustments become part of the results.

Chatting

There are 2 types of chat:

1. **Table** ... where what you say is seen by players at your table
2. **Private** ... where only the person you intended to send the message to sees it

Table chat

This must only be used for material outside the realm of the auction or play of the hand. Outside of pleasantries of the day and maybe GLP's (good luck partner) and such, no table chat please. Table chat while in the auction or playing provides unauthorized information to your partner and must never be used to:

- Explain a bid
- Ask an opponent to play or bid
- Respond to questions about the play or auction as asked by an opponent
- Get a load off your mind (e.g., "Why did you play a spade when I asked for a heart?") or some other abrasive comment or question

Private chat

Only to be used when a round completes and the next round has not started. This is an interesting one ...

Attempts to private chat your partner during a round end up going to the Director not where you intended.

As a Director, believe me it is astonishing what I have seen in an attempted private chat during the play of a round ... yes grasshopper, even 4-letter word, some of which I have not heard before as well as directives for pizza toppings 😞.

This shows how to do a private chat, assuming you are on a computer rather than a cell or tablet.

Replying to someone who has just sent you a private chat

Notice in the bottom left corner of the screen the following item:



When you receive a chat from someone, it shows as follows:

abbeyrhode (Private): ignore my comments



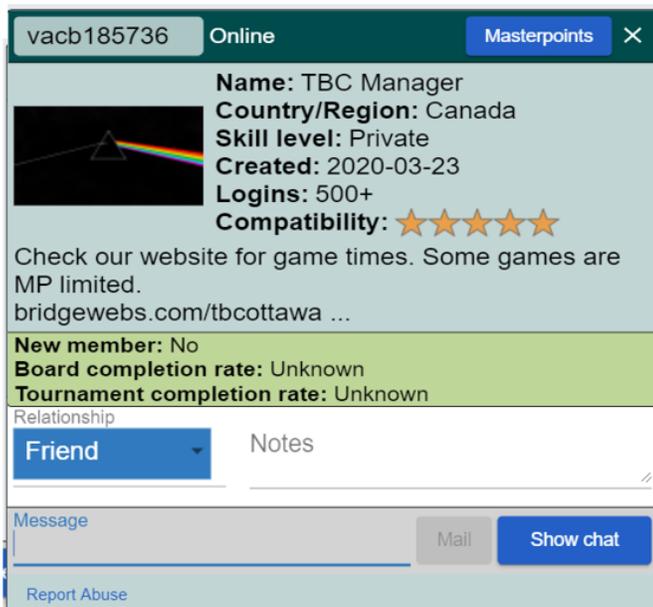
Where

1. Is the player who sent you the private chat
2. Reminds you that this is a chat that only you receive
3. The text of the message

Suppose you receive a private chat from the Director. Your chat area would then resemble:

vacb185736 (Private): nice job Pat 😊

To respond to the Director (and only the Director), click the vacb185736 text and a window should pop up resembling ...



As long as you type your message into that popup, it will only go to the Director. To sum up, suppose you have just received a private message from the Director. To respond only to the Director

1. Click the text showing vacb185736 at the start of the message received
2. Once the window appears with an area at the bottom to type, enter the response
3. Press Enter to send

This last section on private chat shows you how to chat with someone who may not have said something to you beforehand.

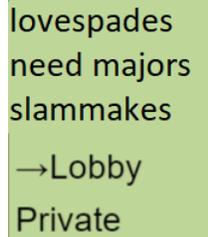
Initiating a private chat with anyone

Most of the time the blue indicator in the chat area of the screen says →Lobby, as shown below:



Let's say you want to say something to player named **abbeyrhode**. Do the following:

- Click the text at the left end of the chat area
- A list of choices appears resembling



lovespades
need majors
slammakes
→Lobby
Private

- If you want to speak to one of the names in the list, click that name
- If you want to speak to someone else
 - Click **Private**
 - Another popup appears



- Enter the BBO username for the desired person and press **Enter**
 - That window closes and the chat area now resembles
- 
- Type the text for the message and press **Enter**

*If you were to start a chat as per the instructions in this section, the target of the private chat would remain the same until changed. Be careful when you want to chat later as if you simply go to the chat area, type the message, and press **Enter**, the chat will go to the last name you used.*

Might be embarrassing if you meant to tell a close friend “what an ____ idiot I can be” and ended up sending to a stranger by mistake.

The partnership desk

This feature is built into BBO. If you are interested, follow these instructions to make yourself available to partner with someone else who may be looking or put your name on the available list.

Finding the partnership desk

Once on BBO, proceed as usual through **Competitive** then **ACBL Virtual Clubs**. Once there, find TBC and click the tournament name at which point a screen similar to the following will appear:



Finding a partner or making yourself available

This is the same place you may have been before to register for a game. Click **Partnership Desk**. The screen showing next lists one person looking to partner up. Most of the time you will find yourself looking at a blank screen:



A tour of this screen is warranted:

1. Shows the BBO username of a person looking
2. Shows how much it costs to play with this person
3. Click if you wish to add your name to the list but only pay for yourself
4. Click if you wish to add your name to the list, and are telling someone who chooses to play with you that you expect that person to pay for you as well

Whatever you decide, your name will be added to the list of available players. Next is how to find out when deciding whether to choose a player for a partner, whether you will pay for one or both of you.

Asking someone to partner with you

If you see a BBO username looking for a partner, before you ask the person to play with you, click the BBO username and another window will pop up showing that person's name and skill level

Many players do not enter a name in their profiles, so it is possible that you may decide not to play with that person. If you are happy to play together, when you ask to play, that person will receive an invite which can be accepted or refused.

Being asked by someone else

If someone picks you to play with, you will be sent an invite to accept or refuse. If you recognize the BBO username of the person asking, accept the invite. If you do not recognize you can either

- Refuse the invitation
- Accept the invitation, understanding that there is “no way out” once accepted

Caveat of choosing a partner

Suppose player *xwhyzee* is looking for a partner and the text **Invite (6 BB\$)** is beside the username. This means one of the following:

1. The cost of the game is 3 BB\$ and the person expects you to pay for both
2. The cost of the game is 6 BB\$ and the person will pay own registration fee

The next question is “How do I know?” Back up to the registration tab and check on the game fee, for example:



The screenshot shows a registration interface with four tabs: Register, Details, Entries (35 Max 60), and Partnership Desk (0). The Register tab is active. The main content area is light blue and contains the following text: "This tournament has a 6 BB\$ entry fee. This tournament will be starting in 2 minutes. You need a partner to play in this tournament." Below this text is a "Partner" label and a button labeled "Invite (6 BB\$)". At the bottom, there is a checkbox labeled "I will pay for both myself and my partner".

That would tell you that the example shown above means you will only be paying for yourself. Suppose the **Register** says the game is 3 BB\$ and the cost to play with that person says 6 BB\$... that means you will be paying for both.