

To play in the online unit game, you'll need to:

1. Go to www.bridgebase.com (BBO)
2. Register on BBO. When you establish your username, be sure to put in your ACBL number. This is important so that the system will know you're eligible to play in our tournament, and so that you can be awarded ACBL masterpoints. If you have time, it's helpful to look around and play some practice hands to get a feel for how bridge on BBO works before playing in our game.

3. Purchase BB\$ so you can pay to play in our game. Our game costs \$5 per player.

3. Register to play in our game no more than 2 hours before game time.

a. Navigate to our tournament. In the current online version of bbo (the version you get through www.bridgebase.com), click on Virtual Clubs (listed under the heading "Featured Areas"), then click on ACBL Virtual Clubs. Some of you who are already on BBO may be using older versions of BBO. In those versions, our tournaments are listed in the "All Tournaments" list. Click on our tournament once you find it. The tournament host is VACB139386, and our game will be labeled WBL/NVBA.

b. Invite your partner to play. You do this by typing your partner's bbo username and then clicking "invite." Need a partner? There is a partnership button on top once you navigate to our tournament. You can list yourself as an available partner there, or look to see who else has signed up on this online partnership desk.

4. Be online at game time. You don't have to stay online between the time you register and the time the game starts, but if you're late logging back on, your registration will be cancelled.

BBO tournaments work a little differently from face-to-face duplicate games. The major differences are:

1. You self-alert all of your bids that are required to be alerted or announced by typing the explanation in the "alert" box before clicking on your bid. You don't alert your partner's bids. Alerting your partner's bids can give your partner unauthorized information.

2. You call the director by clicking on the "director" button.

3. If you don't finish a board before the end of a round and it's possible for the system to come up with a result, that will be the result. This adjustment will be made shortly after the end of the round; no need to call the director.

4. If you finish your second-to-last board in a round with less than 2 minutes to play, the system will count that as a no-play, with an average result for both pairs. If you think the other pair is responsible for the delay, you should call the director.

Have fun and enjoy the game!

