

Warwickshire Online Club

General Guidance / Rules



Registration

The first thing required is to set up a BBO userid. To do this go to www.bridgebase.com and click the Login/Register button at top right. Then select the “Become a member (free)” button and register, where you will select a BBO name.

Once registered you will need to set up your BBO account and buy BB\$ which will be used when you play on BBO. For this you will need to use a credit card or Paypal account. Before playing you will need to make sure you have enough BB\$ for the event.

NB. Note that the BBO charge is in US\$ which is then converted to £ sterling. When buying BB\$ it is best to use a browser rather than a tablet app to get the best exchange rate.

Joining an event

Some events will require you to register either as a pair or singly. This seems a bit complicated at first but will become easy once you have done it once or twice. Step-by-step instructions on how to do it can be found under Warwickshire Online Club – WOC Connecting to an Event.

If you register with a partner then you will need to know his/her BBO name. You can opt to pay for your partner if you are feeling very generous!

When joining an event which has a number of options (eg Divisions in WPL Online) it is vital that you select the correct Division. Selecting the wrong option can cause havoc!

If you register without a partner then be aware that you may not be able to play if no one else does the same.

Half Tables/Sit Outs

There seems to be no consistency in how BBO deals with an odd number of pairs. Sometimes it allows the event to commence with a sitout (which the TD will try to fill if there are any of our players about), and sometimes it just drops a random pair. There is nothing the TD can do when a pair is randomly dropped. Sorry about that.

If you are sitting out please be conscious that the round will end when all tables in the section are finished, so you may not always get the length of break you expect. Please make sure you are ready at least 5 minutes in advance of the start of the next round.

It is possible to use a pair of robots to avoid this situation and this may be used in some events.

Start of Play

When starting against new opponents it is customary to say hello and give a very brief summary of your methods, eg weak NT, 4CM, 3 weak 2s, where 4CM = 4 card majors. Your opponents can ask for more information using the Chat facility.

One benefit of playing online is that you can't bid or play out of turn! And declarer can't play from the wrong hand! And you can't make an insufficient bid!

There are also a number of acronyms which some use such as typ = thank you partner, glp = good luck partner, wpp = well played partner. These are entirely optional.

Chat

The chat facility is a great way to communicate. Players should take care not to make comments that may be interpreted as offensive and, equally, players should always avoid reading any negative intent into chat comments. We are all to assume that chat is meant to be jovial or informative, never accusational or critical.

Alerts & Announcing

There is no announcing – only Alerting.

The alert process is the opposite to paying at the table. The player making a call should click the alert tab and explain the meaning **before making their call**. This applies to all calls, even those above 3NT.

However, it is accepted that some players may miss this, in which case you should click on the call to ask for an explanation. Occasionally you opponent cannot use the chat facility, and that is fine. In that case if you have any questions about your opponent's methods you should chat to your opponents, or the table, to ask those questions. The TD will not entertain any matters relating to a failure to alert if it is deemed that the player could have asked the opponents for an explanation (eg the meaning of doubles).

Undos

If you find you have clicked on a bid or card you did not intend to select, then you can ask for an Undo. To do this click on the Options tab (the one with 3 bars) and select Undo as quickly as you can. Your opponents should then accept the Undo request. It is expected that an Undo will be granted for a misclick only. Undos are not acceptable for a change of mind. An Undo granted, which later turns out to look very much like a change of mind, may result in an adjusted score.

Tempo in Bidding/Play

Any break in tempo when face to face at the table can cause untold strife, and should always be avoided wherever possible. Online breaks in tempo can occur for all manner of reasons, and far beyond those when face to face, and it is also far more difficult to establish the facts. Therefore, unless there is a break in tempo in the bidding that may cause UI (Unauthorised Information) and a player (partner) to take an action that may have been suggested by the break in tempo (UI), no consideration will be given to any form of ruling/possible redress. Where it is considered that UI occurred, and an action may have been taken that was suggested by the UI, an adjusted score may occur.

Please be aware, however, that any player found to be breaking tempo in too many advantageous positions (ie with singletons in trumps, etc), will be in breach of the spirit of these guidelines.

Claims

False claims can easily be rectified by the TD. When a player claims it is assumed that he or she is aware of the current position and will take all necessary steps to ensure the claim is valid. For example, drawing all but one trump before a claim is made. If you fail to draw the remaining trump(s), having already drawn some, then it is reasonable to assume that you have forgotten, or miscounted, and the TD may award the trick to the other side.

Where claims are made it is expected that players will take care to check the claim before rejecting (ie rejecting for rejections sake is not in the spirit of our sessions). It is also expected that claims be made when the remaining tricks are clear. Equally, if anyone chats for clarity, that should be provided. If not, a rejection is made, and play continues, bearing in mind the above statement regarding trumps, etc. Please call the TD if this situation occurs, stating the Board Number, and at what trick the claim occurred.

Tournament Director (TD)

To call the TD click on the TD button on the screen.

The TDs ruling in any matter is final, and there is no right of appeal. Once a ruling, or scoring adjustment, has been made it is acceptable for players to draw the TDs attention to any matter the player feels is relevant, or may have been overlooked. However, if you failed to respond to a TD's prior request for information, then the TD may disregard such additional information. Once the TD deems the matter closed, and to avoid any ambiguity, the TD will state, 'Thank you. However, I now consider this matter closed. '), that is its end.

Round Time

The round will end automatically, so try not to be caught out! If a player has been away for some time, please let the TD know at the start of the next round, and the score will be adjusted accordingly.

If the board times out (ie you lose it), please refresh and check your scorecard, and if it did not register the final result, please call the TD and indicate the board number, and the TD will review the board.

Prolonging play in order to obtain an average board (as opposed to the likely score) is not in the spirit of these guidelines.

Disconnects

Disconnects occur for all manner of reasons, but it is always expected that a player will make every attempt to reconnect thereafter. Once reconnected, the player will automatically be re-seated. If all attempts at reconnection fail, please let your partner know, or email bbo@warwickshirebridge.co.uk.

Where it is unlikely that a player will return, the TD may bring in a substitute player.

As with any event, players must not leave the event without the express permission of the Tournament Director. If there are connectivity issues, then the TD will notify remaining players of the plan/procedure.

If a tournament is cancelled beyond the half way point, that session will be cancelled.