

Roehampton Club

Playing Bridge online



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(Prepared by Danny Gesua : Updated 10 April 2020)

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NOTES OF GUIDANCE

ACCESSING AND LOGGING IN TO BRIDGEBASE ONLINE

Introduction

We have now been able to set up a **ROEHAMPTON CLUB** Online Bridge platform on **BRIDGEBASEONLINE**, where we can replicate our normal duplicate sessions, **exclusively for Roehampton members.**

Accessing these Roehampton Duplicate sessions is dealt with in a separate Note (Marked B). This note deals only with the Registration and Logging in process for BBO.

BRIDGEBASEONLINE (“BBO”)

Most of the functions available on BBO are free, and are likely to be more than adequate for most players. Once registered and accessing the site, you will be able to try out other facilities, as well as accessing the **ROEHAMPTON CLUB** Duplicate sessions.

In this note, I cover the main steps you need to go through to **Register**, **Log in** and **Access** the BBO site. However, you may find it easier to watch a **Tutorial Video** (30 minutes) which covers the same ground, and also covers some of the more detailed features of the site. The link for this Video is **[BBO Tutorial Video](#) (Note: It takes a few seconds to launch).**

Registration (free) as member of BBO :

1. Google **BridgeBaseOnline** on your Laptop, Tablet or Mobile (*Note : Tablet is best because it has TouchScreen operation*)
2. Click **“Play Bridge”**, which will take you to the **“Log In”** screen
3. Click **“Become a Member (free)”** at the bottom of the screen

4. **Enter details** on next Screen : ie: Username/Password/Confirm password/Real name/Skill level/Country (Great Britain or England)/Agree terms) (**Note : You do NOT need to complete the ACBL number field**)
5. Under the field **“Other”** you can enter a summary of your system. This is not essential as you will be able to do it at a later stage.
6. Then Click **“Register”**: You will be sent an email by BBO asking you to **“Confirm your registration”**. Once this is done, you can now **LogIn** using your **Username** and **Password**

Getting familiar with BBO :

7. Once logged in, and if you have not used BBO before, I recommend you to become familiar with the site and process, before playing in a Roehampton Duplicate session.
8. On the **Home** Screen, Click **“SOLITAIRE”** and then **“JUST PLAY BRIDGE (free)”**. This is a game where you bid and play hands, with the computer playing for the other three players.
9. Alternatively, from Home Screen, Click **“PRACTICE”** and then **“BRIDGEMASTER”**. This is a Declarer Play tutorial software. (**See separate Notes of Guidance attached, Marked D**)
10. Also have a look at the **“HELP”** button, and watch the **“BBO Tutorial Video”** already referred to above : Link is [BBO Tutorial Video](#) (**Note: It takes a few seconds to launch**)
11. Finally, play bridge with three friends in a **Private Table**. See Notes of Guidance for this **Marked C**. (Many of you are doing this already).

NOTES OF GUIDANCE

ACCESSING ROEHAMPTON DUPLICATE SESSIONS ON BBO

IMPORTANT :

<i>You will need to have a Partner in order to play in these sessions. If you do not have a partner, there is a "Partnership desk" on BBO, exclusively for Roehampton members. (See details below)</i>

This note assumes that you have already Logged onto BBO, using the notes of guidance **Marked A**.

1. After logging in, on the Home Screen Click **"COMPETITIVE"**, then Click **"ALL TOURNAMENTS"**.
2. On the next Screen, you will see many "Tables" listed. Ignore this, and in the **SEARCH** box, Enter **"ROEHAMPTON"**. The **Roehampton** room will then be the only one listed.
3. Click on the **Title** name here (Roehampton). This will register you for this session. If you have a Partner (who must already be logged in), **enter their Username**. They will be asked to accept your invitation to partner them, and will then be registered with you.
4. If you do **NOT** have a Partner, click on **"PARTNERSHIP DESK"**. This will take you to a list of Roehampton members wanting a Partner for this session, or you can add your own Username to the list.
5. When everyone is logged in and registered for the session, the Tournament Director will start the session. You and your Partner will automatically be seated at your first table.
6. The next screen will show your table with each of the 4 players at their slot.
7. You are now ready to play. The First Board will be dealt automatically and the Dealer will see a box allowing them to Bid. Bidding proceeds as normal.

8. When bidding is completed, the lead must be made, and so on.
9. **Both the bidding and playing processes are very similar to playing at a real table.** However, the system will NOT allow a **REVOKE** or a **LEAD OUT OF TURN**.
10. Another difference is that you must **"SELF ALERT"** : ie: you Alert your own bid, **NOT** your Partner's. **BEFORE** you make your bid, Click the **"ALERT"** button and enter a brief explanation in the bidding box. The opponents (but **NOT** your Partner) will see a box with your explanation, and a button **"EXPLAIN"**. If opponents click the **EXPLAIN** button, you must do so using the **CHAT** facility.

Other relevant features of the system :

11. You can specify your system in your **PROFILE** which is retained online and can be seen by opponents.
12. You can **CLAIM** at any time and specify how many tricks you are claiming.
13. You can check your **HISTORY** : ie: the Boards you have played in this session, including the results at other tables.
14. You can **"CHAT"** (ie: type in messages) with your fellow players. Your words will be seen by all four players.
15. You are allowed to **"UNDO"** a bid if you have **"Misclicked"**. Click the **"Button with 3 Stripes"** and then Click **"UNDO"**. It is customary for opponents to allow UNDOs and for you to do the same.
16. ***I will explain some other features in a subsequent set of notes.***
17. If you have not done so already I recommend you view the **TUTORIAL VIDEO** (30 minutes). The link for this Video is **[BBO Tutorial Video](#) (Note: It takes a little while to launch).**

NOTES OF GUIDANCE

PLAYING ON PRIVATE ON BRIDGEBASEONLINE

Introduction

These notes relate **ONLY** to playing with three other friends at a **Private Table**. It is assumed that you have already Registered with *BridgeBaseOnline("BBO")* and are logged in to the site.

Playing at a Private Table in BBO :

1. Arrange with 3 other members to login to BBO at the same time, and decide which of you will act as **"HOST"**
2. After Logging in, on the First Screen, the *Host* must Click **"CASUAL"** and on the next Screen, Click **"START A TABLE"**
3. On next Screen, under the **"Reserve Seats"** box >>> Enter the Usernames of all 4 players, against each of the 4 slots (W/N/E/S), then Click **"Start Table - Relaxed game"**
4. The next screen shows your table with each of the 4 players at their slot, assuming that they have already logged in. If not, they will be "seated" as they log in.
5. You are now ready to play. The First Board will be dealt automatically and the Dealer will see a box allowing them to Bid. Bidding proceeds as normal. When bidding is completed, the lead must be made, and so on.
6. **Both the bidding and playing processes are no different than at a real table.** However, the system will NOT allow a **REVOKE** or a **LEAD OUT OF TURN**.

NOTES OF GUIDANCE

BRIDGEMASTER : DECLARER PLAY TUTORIAL
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Introduction

BridgeMaster ("BM") is a very instructive teaching aid for Declarer's **Play of the Cards**. In the past it was only available as a CD, but is now provided **Free** on BBO as an addition to playing online.

Features of BM :

- BM provides **5 levels of play**, from Beginner to World Class.
- There are in excess of **100 set deals** at each level.
- The bidding is provided for each deal.
- You are then Declarer trying to make the contract.
- You can have several goes to try to get it right.
- You can then ask for the **correct solution** to be displayed.

Accessing BM :

1. **LogIn** to BBO, with your **Username** and **Password**.
2. Click **PRACTICE** and Then **BRIDGE MASTER**
3. Select the **LEVEL** you want to play at.
4. Start playing at Deal A1 of your chosen level.

USING BM :

5. Your cards (Declarer) and Dummy's cards appear.
6. The Opening Lead appears, and you then play the hand as normal.
7. If you ***Make the Contract***, you will get a ***“Contract Made” Star!!***
8. If not, it will say ***“Contract failed”***.
9. At anytime during the play, you can Click the Button with 3 Stripes and Click ***Undo*** to go back a step if you change your mind.
10. Similarly, Click ***Redeal*** to start that deal again.
11. If you want to see the answer, Click ***“Show Solution”*** and a Narrative commentary will start, and the tricks will be played for you sequentially. Click ***Next*** as many times as necessary to progress through the narrative explanation.
12. When you are satisfied, you can go onto the ***Next Deal***, and eventually to the next Level.

WARNING !

13. This is a very clever bit of software. It will change the position of key cards to ensure that only the correct technical play gets the deserved result.
14. From the ***“Advanced”*** level onwards, the deals are really difficult, but worth persevering with even if you have to give up and ask for the Solution. It will illustrate some important and subtle technical principles which will undoubtedly improve your declarer play.

NOTES OF GUIDANCE

ESSENTIAL STEPS REMINDERS

You will NOT be able to play in a Roehampton Duplicate session unless you have Registered as a member of BBO **by the morning of the session at the latest.**

This note covers the **essential** steps to Register with and Log in to BBO and then to access the Roehampton Duplicate. Refer to other Notes of Guidance previously circulated and Marked A to D for more detail.

Registration (free) as member of BBO :

1. Google *BridgeBaseOnline* on your Laptop, Tablet or Mobile (*Note : Tablet is best because it has TouchScreen operation*)
2. Click **"Play Bridge"**, which will take you to the **"Log In"** screen
3. Click **"Become a Member (free)"** at the bottom of the screen
4. **Enter details** on next Screen : First field >> **Username** : *Make sure that the field to the right of the Username field shows as Available after you have typed in your preferred Username.*
5. Then Enter other fields >> Password/Confirm password/Real name/Skill level/Country (Great Britain or England)/Agree terms. (*Note : You do NOT need to complete the ACBL number field*)
6. Under the field **"Other"** you can enter a summary of your system. This is not essential as you will be able to do it at a later stage.
7. Then Click **"Register"** : You will be sent an email by BBO asking you to **"Confirm your registration"**. Once this is done, you can now **LogIn** using your **Username** and **Password**

ACCESSING ROEHAMPTON DUPLICATE SESSIONS

IMPORTANT :

*You will need to have a Partner in order to play in these sessions. If you do not have a partner, there is a **"Partnership desk"** on BBO, exclusively for Roehampton members. (See details below)*

8. After logging in, on the Home Screen Click **"COMPETITIVE"**, then Click **"ALL TOURNAMENTS"**.
9. On the next Screen, you will see many "Tables" listed. Ignore this, and in the **SEARCH** box, Enter **"ROEHAMPTON"**. The **Roehampton** room will then be the only one listed.
10. Click on the **Title** name here (**Roehampton BBO Duplicate**). This will register you for this session. If you have a Partner (who must already be logged in), **enter their Username**. They will be asked to accept your invitation to partner them, and will then be registered with you.
11. If you do **NOT** have a Partner, click on **"PARTNERSHIP DESK"**. This will take you to a list of Roehampton members wanting a Partner for this session, or you can add your own Username to the list.
12. When everyone is logged in and registered for the session, the Tournament Director will start the session. You and your Partner will automatically be seated at your first table. The next screen will show your table with each of the 4 players at their slot.
13. You are now ready to play. The First Board will be dealt automatically and the Dealer will see a box allowing them to Bid. Bidding proceeds as normal. When bidding is completed, the lead must be made, and so on.
14. **Both the bidding and playing processes are very similar to playing at a real table.** However, important features which differ are set out in my Note of Guidance **Marked B** previously circulated.

NOTE OF GUIDANCE

REMINDERS / CLARIFICATIONS

SUGGESTION >> It is difficult to experiment and practice BBO features while you are playing in a duplicate session. I recommend that you set up a *Private Table* with 3 other friends when you will be able to practice and discuss any features which you are unsure of : eg: **ALERT, UNDO, CLAIM** : See my Note of Guidance **Marked C**.

- 1. REGISTERING :** You and your partner must **both** be logged in before you can register. Only **ONE** of you should register and Enter your Partner's name, who will be automatically invited and needs to **Accept** the invitation. ***There is a cut off time of 15 minutes before the session starts : after that you are not guaranteed to play.***
- 2. PARTNERSHIP DESK :** If you do not have a Partner, you should still Search for Roehampton, and click on the Roehampton line. You will be asked for your Partner's name, but ignore this and click on **Partnership Desk** at the top. Here you can **Add your name** (at foot of page) or **Invite** anyone who is already there. That person can either accept or reject your invitation.
- 3. ENTRIES :** When you are waiting for the session to start, click on the Roehampton line again and then Click **Entries** at the top, which will list all the Pairs already entered for the session.
- 4. PROFILE / SYSTEMS :** Click on your username to see your own Profile. You can enter **a brief outline of your system**. Similarly, you can access **your opponents' system** by clicking on their username to see their Profile.

5. **EXPLAIN** : If you want an explanation of an Opponent's bid, just ***Click on the Bid itself***. This is easier than typing a question in the Chat box. If **You** are requested to Explain, a box will drop down in which you can enter a brief explanation and then Click ***Explain***. This explanation is **NOT** seen by your Partner.
6. **ALERTING** : Remember to ***Alert*** conventional bids. You must do this ***BEFORE*** bidding. The Alert button is ***within the Bidding box area*** as is the area where you type in your explanation of the bid. If you only Alert, ie without an explanation, opponents can request you to explain, in which case you type this in the box that appears with the ***Blue word "Explain"***.
7. **UNDO** : The UNDO button is the Blue Square with three white stripes. UNDO applies to both ***Bidding errors AND Wrong card errors***, due to Misclicks. If your opponents request an ***UNDO*** (due to a misclick), ***BOTH of you*** must accept the request for it to be effective. If necessary, you can call the TD (*see 9 below*).

It is expected that ALL players do Accept requests for an UNDO. This is so even if more than one bid has been made, or more than one card has been played within the same trick, subsequent to the Misclick. ***The only exception is if the bidding is completed and the Opening lead card has appeared.***

8. **CLAIM** : Both Declarer **AND** the Defenders can "CLAIM" by clicking the Claim button and specifying the number of tricks claimed. In the case of the Defence, the "Claim" is really a concession and you still need to specify how many tricks you are claiming. In the case of a Claim by Declarer, **BOTH** Defenders must accept. ***The purpose of the Claim feature is to encourage a faster pace of play.***
9. **CHAT** : Initially, the Chat button will show "Lobby" and "Private", then it will add "Table" when the cards have appeared. Click Private if you want to chat to someone directly. You need to put in their username. This is **NOT** allowed when you are playing a hand.

hen at a table, all messages go to the Table so everyone can see the messages. You can **CALL the TD** by clicking on his name in the CHAT window where previous messages are shown. The TD will come to your table (Virtually!) to sort out any problems.

10. **PACE OF PLAY** : Please try to keep up with the pace of play. There is a **Countdown clock** for each round in the top left corner of the screen. The TD will issue messages letting you know how many minutes remain, but will be flexible in allowing a little extra time if necessary.
11. **SCORING SYSTEM**: Online Bridge differs from our normal duplicate in that everyone plays the same board **at the same time**. This is known as “Barometer” scoring. It means that the recorded score for a particular hand (*See Results History below*) is the final score for that board.

RESULTS HISTORY : To see your results **during** the play, Click the **History Tab**. Clicking **“My Table”** will show you your own results by board. Clicking **“Other tables”** will show you all the results for an individual board, which you select under “My Table.” *Note : If you click “Recent Hands”, this is confusing as they are numbered in reverse order of play : ie: Board 1 is the most recent hand, etc.*

You can also access **Previous Sessions** in which you have played by clicking **“Recent Tournaments”** in the History panel.

12. **END OF PLAY** : When you have finished, please hang around. The TD will issue a results summary : An Overall table and separate tables for N/S and E/W. If you click on your name, you will be taken to all your results. On this you can Click on **“Movie”** for any board and see how you played the board, card by card.

NOTE OF GUIDANCE

CREATING A TEAM MATCH ON BRIDGEBASEONLINE

Introduction

In the recent survey of members, there was insufficient support for the introduction of a *Roehampton Teams* competition. However, it is entirely possible for members to arrange Team Matches among themselves. These notes are intended to assist you in setting up a Team match on BBO.

You will need to be Registered with *BridgeBaseOnline("BBO")* and to be logged into the site.

Creating a Team match on BBO :

1. You will need **TWO** teams of **FOUR** each, and to arrange a time for all eight players to be logged in to BBO.
2. One player from ONE team must act as **"HOST"** and "Create" the match.
3. After Logging in, on the First Screen, the **HOST** must Click **"COMPETITIVE"** and on the next Screen, Click **"TEAM MATCHES"**
4. On next Screen, Click **Identification** (*Optional*) to enter a name for your match. and **Options** to enter the number of Boards to be played (*Default is 8*), and (*Optional*) to allow or prohibit Kibitzers, etc. (**See also 8 below**)
5. Click **'Reserve Seats'**. In the **"Reserve Seats"** box >>> Enter the BBO Usernames of all 8 players, against each of the 4 slots (W/N/E/S), for each team. (**NOTE** : The **TEAMS** must be entered separately and NOT in playing groups. The East/West pairs will be transferred to the other table automatically when play begins)

6. **ALL Eight** players must be logged in before you Click **“Create Team Match”**. If any player is not logged in, the Match will be rejected and an **ERROR** message will appear. (***TIP : The Host should Enter all players as “Friends” in their People Tab. This means the host will be notified as the other 7 players Log in, and will know when to Click the “Create Team Match” button.***)
7. Once you have Clicked the “Create Team Match” button, Invitations will be sent to each player, which they must accept (“YES”). From then on, play proceeds as per our normal Duplicate Pairs sessions, except that that there is no TD and there is a more extended time allowed.
8. Match Format : You have two Options :
 - a. To play your specified number of Boards straight through. This means that you will play the same Opposing Pair throughout the match.
 - b. To play two “stanzas” of half the Boards, swapping opponents after the first stanza : BBO does not do this automatically, and the Host would need to terminate the first stanza and then Create a new “match”, changing the orientation of the Opposing team’s players. The IMPs totals of the two stanzas would need to be aggregated to obtain a result.

NOTE OF GUIDANCE

CREATING A TEAM MATCH ON BBO for ROEHAMPTON TEAMS COMPETITION
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Introduction

This note relates only to setting up a Team Match for the *Roehampton Teams Competition*, although it can also be used for other team matches. It is therefore aimed at **“Hosts”** only.

The Roehampton Teams competition is now played over **16 Boards**, as two separate matches of 8 Boards each. See further below regarding the *Match Format*.

Creating a Team match

1. Each match consists of **TWO** teams of **FOUR** each, and Captains must ensure that all eight players are logged in to BBO before the match can be created.
2. The two Team captains must agree on who is to act as **“HOST”** and **“Create”** the match (**unless** the Host has been designated in advance)
3. After Logging in, on the First Screen, the **HOST** must Click **“COMPETITIVE”** and on the next Screen, Click **“TEAM MATCHES”**.
4. On next Screen, Click **“Create Team Match”** and then Click **Identification** (*Optional*) to enter a name for your match and **Options** to enter the number of Boards to be played (*Default is 8*), and (*Optional*) to allow or prohibit Kibitzers, etc. (**See also 8 below**)

5. Click **'Reserve Seats'**. In the **"Reserve Seats"** box >>> **Enter** the BBO Usernames of all 8 players, against each of the 4 slots (W/N/E/S) for each team.

(NOTE : Each **TEAM** must be entered **as a Team** separately in the two spaces provided. The East/West pairs will be transferred to the other table automatically when play begins)

6. **ALL Eight** players must be logged in before you Click **"Create Team Match"**. If any player is not logged in, the Match will be rejected and an **ERROR** message will appear.

Match Format Option

7. **Match Format :** You have **Two** Options :
 - a. **This is the format to be used for the Roehampton Team Competition.** To play two sets of half the Boards, swapping opponents after the first set : BBO does NOT do this automatically, and **the Host needs to Create a totally new "match", changing the orientation of the Opposing team's players at the "Reserve Seats" stage. The players do not need to log off**, but just wait until they are invited again **"Accept"** the invitation from the Host. The IMPs totals of the two sets of Boards will need to be aggregated to obtain a result.
 - b. To play your specified number of Boards straight through. This means that you will play the same Opposing Pair throughout the match.

DG / 5 June 2020