



## **LBC VIRTUAL CLUB** **PLAYING ON BBO - FAQs**

***These questions related to playing are answered below:***

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### ***How do I earn ACBL masterpoints for playing at the Virtual Club?***

Virtual Club games award ACBL black points. The games are stratified according to the average Masterpoint holdings of the registered pairs with awards in each strat. To encourage play, ACBL has enhanced awards to 150% of the normal scale for regular club Pairs games. Your ACBL member number must be on your BBO record before the game for the masterpoints to be awarded.

### ***Is there a Director?***

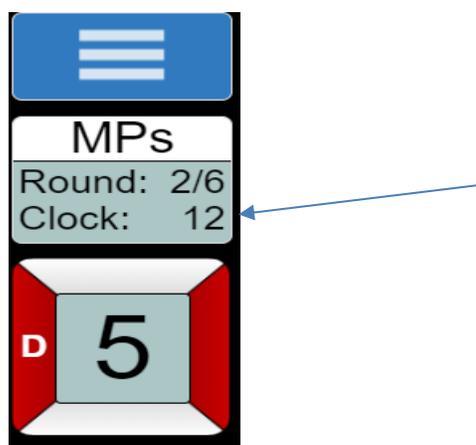
Yes. Your on-line game Director **vacb272120** will be one of our LBC Directors. For large games, there will usually be one or more assistant directors with a user name that begins with LBCdir.

### ***What's the pace of the game? How long is a session?***

The games are either 20 boards in 2-board rounds of 14 minutes maximum or 21 boards in 3-board rounds of 21 minutes maximum per round. The choice depends on the number of pairs entered. The computer will move you to the next round as soon as all tables in your section have finished the round, or after the maximum time, whichever comes first. You can expect to finish a session in 2 hours to 2 hours and 15 minutes.

### ***How can I tell how much time is left in the round?***

A countdown timer is shown in the upper left of the screen.



### ***How does the round change work?***

If your table finishes your two or three boards before the end of the round, the last hand will stay on your screen. Nothing will happen while you wait for the other tables to finish or the clock to run out, whichever comes first. During this period, you can chat to the table, your opponents, or privately to your partner. Bear in mind that the next round could start at any time and be ready.

If your table is not finished when the time runs out in a round, you will be taken directly to the next round (leaving in the middle of a hand). The hand you were playing will disappear and a new one will show up. Just start playing again.

For the hand that was incomplete, if possible, the computer will determine what the probable result would have been if the play had been completed and will assign that score. If the computer is not able to determine the expected

outcome, the computer will either assign Average to both pairs or ask a Director to determine an adjusted score.

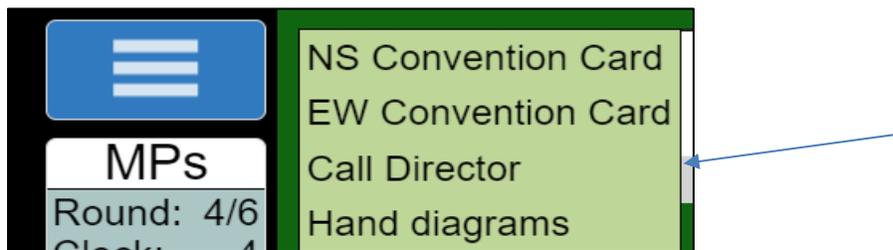
If there is a board that you did not get started – which might happen if there was a delay because one of the players lost their Internet connection – both pairs will receive an adjusted score of Average. BBO scoring treats a No Play as Average.

### ***What should I do if my Internet connection fails during the game?***

Log back in to BBO as quickly as possible. If a substitute has been seated in your absence, the BBO software should bump them out and return you to the table – usually at the end of a hand. If that does not happen automatically, message the director **vacb272120**.

### ***How do I call a director?***

On your screen, there is a small box with three horizontal lines in it. Click on that box and one of the options in the pop-up box will be “Call Director”. The director communicates with you through the BBO chat function.

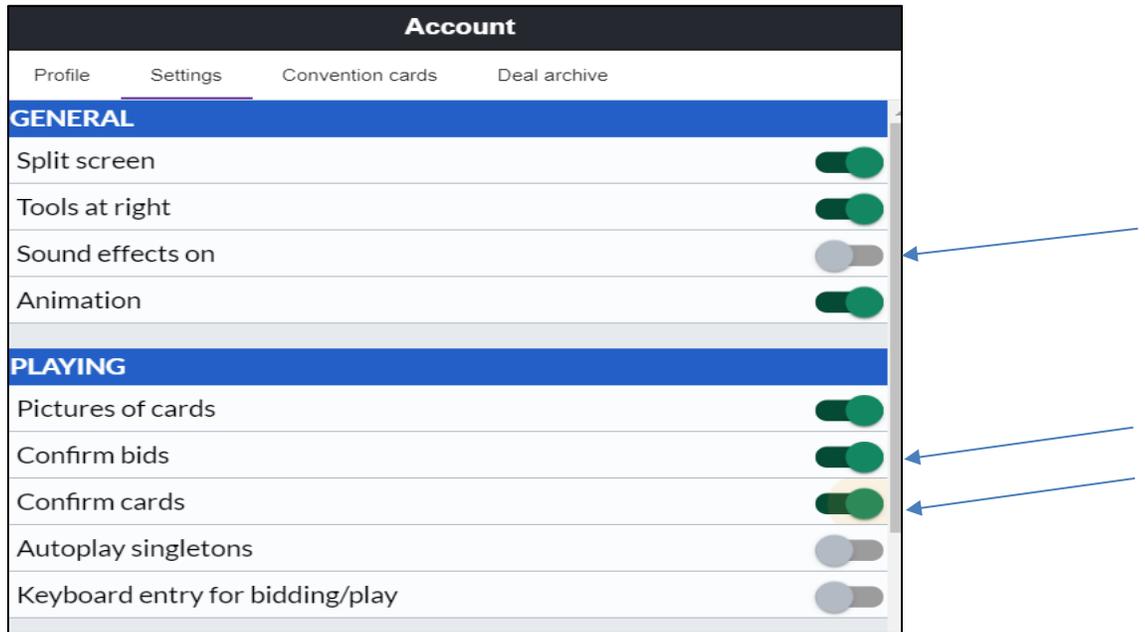


### ***What if I make an unintended bid or play?***

In casual games on BBO, you may request an Undo – that is not allowed in ACBL competitive games. Once a card is played, it’s played. Generally, the same is true of a bid. You can call the Director (play should continue if possible) and explain; rarely an adjusted score might be possible, but the director does not have the ability to roll back the auction.

To reduce the chances of an error – especially if you are new to BBO and playing on a touchscreen – you may want to switch on the “confirm bids” and “confirm card played” switches in your account settings. This is also where you can turn off the annoying sound effects.

With these switches on, you need to end each bid by clicking ok. To play a card, you tap on it twice.

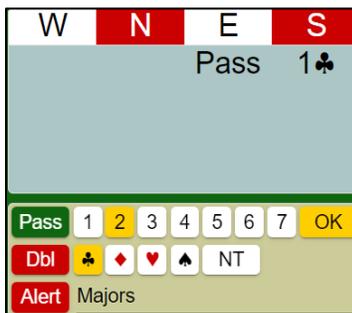


**How do I alert or explain bids?**

This is one of the hardest adjustments for those who are used to physical play, since it is the direct opposite of what we are used to doing. **Players ‘self-Alert’ their own alertable bids.**

Enter the meaning of your Alertable bids on the line provided when it is your turn to call; **then hit the Alert button before actually entering the call you are making** (bid, pass, double, or redouble). You and your opponents will see the alerts and will see a box around the alerted bid; your partner will see neither.

YOUR VIEW -just before Michaels, and                      Opponent’s View – after you bid



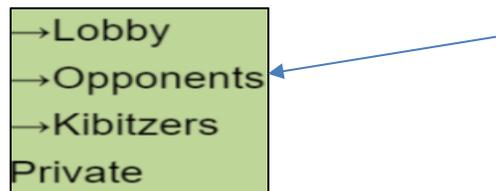
If your partner has made an alertable bid and you did not see an alert, that is as it should be.

If you forget to alert before your bid – click on your own bid in the bidding table and type your explanation.

If an opponent alerts and you do not understand the explanation, click on the Explain box; the opponent should explain in the explain box. If the explanation is longer, she may send you a private chat.

If you want to know what any bid means, then click on it.

Do NOT use the chat to table function to explain bids or ask questions about the auction, since that could create unauthorized information leading to a Director call and adjusted score. If a longer message is needed, chat to opps.



### ***How do I claim – or respond to a claim?***

Please claim (or concede) the rest of the tricks when you can, in the interest of time. You can specify how many of the remaining tricks you are claiming. The hands will be displayed for all players to see and opponents will either accept or reject the claim. If they reject, you can play out the hand (with all hands still visible) or revise your claim. Defenders may also concede – but be careful – unlike physical play, your partner is not able to object. **If you claim and realize immediately that you were incorrect, playing a card cancels your claim.**

A screenshot of a game interface showing a 'How many more tricks do you claim?' dialog box. The dialog has buttons for 0, 1, 2, 3, 4, and 5. The number 2 is selected. Below the buttons, it says 'I claim 2 more tricks. Contract making.' There is an 'Explain' field and 'Claim' and 'Cancel' buttons at the bottom.

### ***Will there be kibitzers?***

No. Kibitzers are not allowed during ACBL-sanctioned competitive games for which masterpoints will be awarded. Please be aware that the directors are strolling around the room, as at the club, and will look in on tables from time to time to check that everything is going smoothly. When they do, they will see the chats that have happened at your table.

### ***How do I use the chat function?***

On a computer, the chat line is usually at the bottom of the screen. On a tablet, there will be a drop-down menu, indicated by 3 white lines, probably on the upper right. Clicking on that icon will bring up a chat option.

During a hand, you can chat to the table or to your opponents. The little arrow at the left of the chat box indicates the recipient of your message. Be careful – many messages go to the lobby by mistake, since that is the default option.

### ***Can I chat privately to my partner?***

Not while the round is in progress. Once all boards for a round have been finished, you may chat privately with your partner, with the opponents, or with all 3 others at the table.