

Playing in a tournament

Registration for a tournament should be open 2 hours in advance. It is not possible to enter before that.

1. If you log on to BBO and go to “Competitive” then “free tournaments” and click on the **pending** tab you will see a list of tournaments.
2. You can search (there is a search tab at the top right) for the username of the Host, if you know it, or scroll down the list until you find the tournament you want.
3. Click on the tournament; it will bring up a registration form.
4. Type in your proposed partner’s username (**they need to be online as well**) and click **invite**. Once they have accepted you are both free to do what you want, log off, play elsewhere etc.
5. If it comes up that you or your partner are blocked it just means the host has specified who can play and you are not on their list.
6. Contact the host and they will add you, or find another tournament.
7. You need to log back on about 10 mins before the start.
8. When the tournament starts you will be automatically taken to a seat.
9. After that all you need to do is play and enjoy yourselves.
10. If you don’t have a partner, there is a partnership desk where you can see if anyone else is looking for a partner. So, either click on a name there to invite them or leave your own name and hope someone asks you.
11. Don’t forget, you need to alert your own bids and your partner will not be able to see that you have alerted or your explanation.
12. You need to press the alert button **BEFORE** you make your bid. Once you have pressed the suit button your bid is finished.
13. There is a little box next to the alert button for you to type in an explanation.
14. If you have any problems the **call director** tab is within the 3 horizontal bars top right of the table.
15. This box also contains an **undo** request. Use this if you miss click. The opponents can accept or reject your undo request. Please accept in most cases. Unfortunately, this will not work in the passout seat.
16. At the bottom left of the playing area there is a **claim** button. If you know you are going to make or lose a definite number of tricks, use this as it speeds up play. Both opponents have to click the **yes** button to agree within a certain amount of time or the claim is rejected, and play continues.

17. If there is a ½ table your Host will try to find people to fill in so you don't have to sit out.
18. If your screen freezes or unwanted boxes pop up which you can't get rid of, log off and log straight back on again. The programme will automatically take you back to the table you were playing at.
19. Once all tables have finished you will move on to the next round. But it will automatically move you on when time runs out, even if you haven't finished playing the board.
20. Don't worry about this, your host will assign a score based on what tricks you already have and the projected result by double dummy analysis.
21. Enjoy yourselves. That's why we all play this game 😊