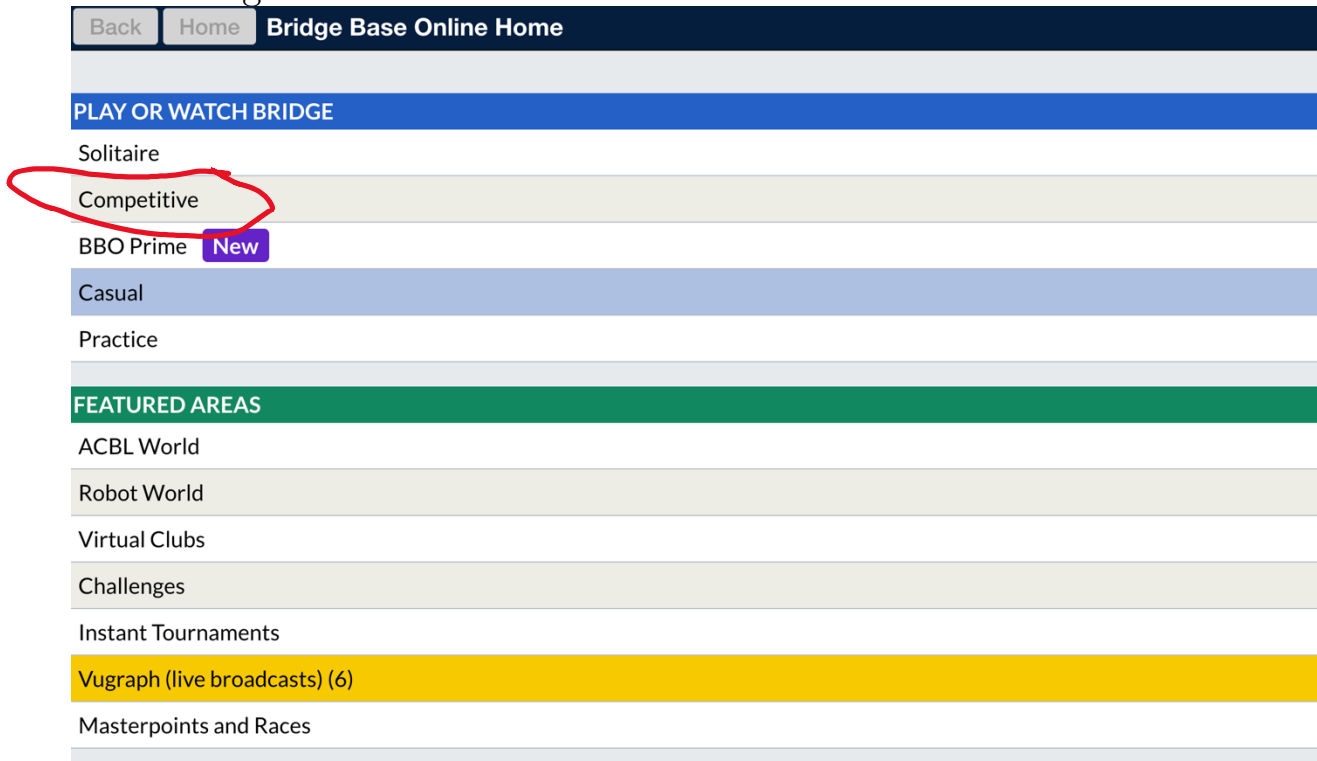


HOWTO Setup a Team Game

Setting up a team game for the 2020 Summer Online Vichill League is easy and should take about two minutes, once you understand how it is done.

Let's walk through it.

Have readily available the BridgeBase usernames for your team and your opponent's team. No later than 6:50 Login to BridgeBase.com. You will see this screen:



Click on Competitive and you will see this screen:

TOURNAMENTS

ACBL Masterpoint Tournaments

BBO Points Tournaments

Robot Tournaments

Free Tournaments

ACBL Virtual Clubs

All Tournaments

OTHER COMPETITIVE GAMES

Team Matches

Challenges

Click on Team Matches and you will see this screen:

Pending Running

OCBLTD1 #9220 Teams // OCBL Mixed Swiss Teams - R 8/8 - Marill vs PolLat
12 Boards - IMPs

Table 1
0 Kibitzers

Table 2
2 Kibitzers

dj84 #9668 Teams Untitled
8 Boards - IMPs

Table 1
1 Kibitzers

Table 2
0 Kibitzers

igor ts #9768 Teams Untitled
8 Boards - IMPs

Table 1
0 Kibitzers

Table 2
1 Kibitzers

OCBLTD2 #9132 Teams // OCBL Mixed Swiss Teams - R 8/8 - Cole vs Schwartz
12 Boards - IMPs

Table 1

Create Team Match

The screenshot displays a web interface for OCBL tournaments. At the top, there are two main sections: 'TOURNAMENTS' (green header) and 'OTHER COMPETITIVE GAMES' (blue header). Under 'TOURNAMENTS', there are links for ACBL Masterpoint Tournaments, BBO Points Tournaments, Robot Tournaments, Free Tournaments, ACBL Virtual Clubs, and All Tournaments. Under 'OTHER COMPETITIVE GAMES', 'Team Matches' is circled in red. Below this, a detailed view of a tournament page is shown. It features a list of tables for different teams, including OCBLTD1, dj84, and igor ts. Each team's section shows table details (e.g., 'Table 1', 'Table 2') and the number of kibitzers. To the right of each table, there are 'Sit!' buttons with lock icons. At the bottom of the page, a 'Create Team Match' button is circled in red.

Click on Create Team Match and you will see this screen:

Create Team Match



Identification

Options

Reserve seats

Identification

Title

Description

Team 1

Team 2

Create Team Match

Close

Complete the Identification by typing in:

“Online Vichill” for the Title

Your bracket name or number for Description

The Name of each team for Teams

Click on Options and you will see this screen:

Create Team Match



Identification

Options

Reserve seats

Form of scoring

- IMPs
- Board-A-Match
- Total points

Number of Boards
8

Deal source

- Use random deals
- Use saved deals

Select folder

Options

- Allow kibitzers
- Allow kibitzers to chat with players
- Allow Undos
- Barometer scoring

Create Team Match

Close

Change the 8 to 24 boards and that is all you need to do on this screen.

UNLESS: both captains have agreed to turn off barometer scoring or both captains have agreed to play 12 boards, and then restart the game so that other team members can play.

The kibitzer options are needed so that the director can come to the table and speak to the players if needed.

Finally, you click on Reserve Seats and see this screen:

Create Team Match



Identification

Options

Reserve seats

Reserve seats (optional)

Team 1

	North	
West		East
	South	

Team 2

	North	
West		East
	South	

Create Team Match

Close

Type in the BridgeBase usernames of your team as Team 1 and the opponents BridgeBase usernames as Team 2 **then click on Create Team Match**. Normally the team captains sit North. **DO NOT SEPARATE A TEAM'S PAIRS—BBO WILL DO THAT.**

If all eight players are logged into BridgeBase, invitations will be sent and once the players accept they, and you, will be taken to the tables and the game will begin.

A couple of hints:

Add all of your teammates as Friends(click on the People tab) so you can see if they are online. If you try to add an incorrect username the system will tell you so this is a good way to make sure the names are correct.

Ask the other captain to tell you when his team is all online. Send the other captain an private chat if something prevents BBO from sending the invitations.

The most likely problems that will prevent an invitation being sent are:

- someone not logged in
- an incorrect username or
- player is not one of the usernames being used