

Playing in an ACBL Virtual Clubs Swiss Teams Game on BBO

You need to have a team of 4 (it can only be 4, and you may not switch partners once the game begins). **Note however: if a pair registers without team mates, they aren't shut out of the game.** They will be added to the game and a sub pair will be assigned to play with them

Registering:

Note: For purposes of these instructions, the “Inviter” is the person that asks their partner to play when they register.

When players click to view the tournament, there are now 5 tabs:

-Register -Details -Entries -Partnership Desk -*Select Teammates*

- 1.Invite your partner, just as you would for a VACB pairs game. (You are the Inviter of the pair.)
- 2.When partner accepts, your pair will be added to the list in the Select Teammates screen.
- 3.When you see your team's other pair, the Inviter must click on them to select them.
IMPORTANT – only the Inviter of a pair can click to choose the teammates.
- 4.The Inviter of the second pair will see the invitation to join the team.
IMPORTANT – only the Inviter of the second pair sees the invitation to join the team.
- 5.The Inviter from the second pair will accept the invitation from the first pair. Once the invitation is successful, you are registered and the entire team will move as a unit to the Entries tab.

Please be sure you are online at least ten minutes before the game is slated to begin. IMPORTANT – if you are not online when the game begins, it WILL start without you. Your teammates will then be seated in the game, and you and partner will be on the sidelines, not in the game! **Note that this affects the partnership –** if you are online and your partner is not, both you and your partner will be removed. You won't have the option to join the game and play with a sub – so make sure your partner is online!!

Matches are assigned automatically by BBO (so don't blame the director 😊)

- BBO will first match you with a team that is close to your team's combined masterpoints®.
- Each subsequent match will be assigned by like VPs won.
- In later rounds, BBO allows replays between teams not near the top of the field (“Danish Swiss rules”).

Scoring in BBO Swiss Teams

Players see their scores at the end of the round, just like in face-to-face team play. BBO uses “WE” and “THEY” in this view, but it's confusing. If a team wins a board:

- The E/W pair will see the IMPs in the "They" column
- The N/S pair will see the IMPs in the "We" column
- The easiest way to look at the scores is to mentally replace WE and THEY with N/S and E/W

The scoring display for VACB teams is still under construction. ACBL is working with BBO to make this easier to read and understand. But given that players are excited to be able to participate in team games, we're all going into this realizing that we have a scoring display that is a work in progress. The scoring is 100% correct; understanding their display is challenging.

- Display quirk: if a player goes offline and returns, the scoring for them will have disappeared. Don't worry – you haven't lost them. When the next round starts, the scoring will be restored.

IMPORTANT – if your table doesn't play a board, the board does not get “thrown out,” as would happen at a face-to-face tournament. Your table will receive an Average/Average (until/unless your Director adjusts the score later). And If your table hasn't started a board when the clock reaches 3 minutes to go in the round, BBO will not allow you to play it. (the same as they do in a pair game.)

Please note, this is a work in progress for ACBL and BBO. Some things are not yet fully working, but the basic team concept is working. Please be patient.