

Playing Team games on BBO

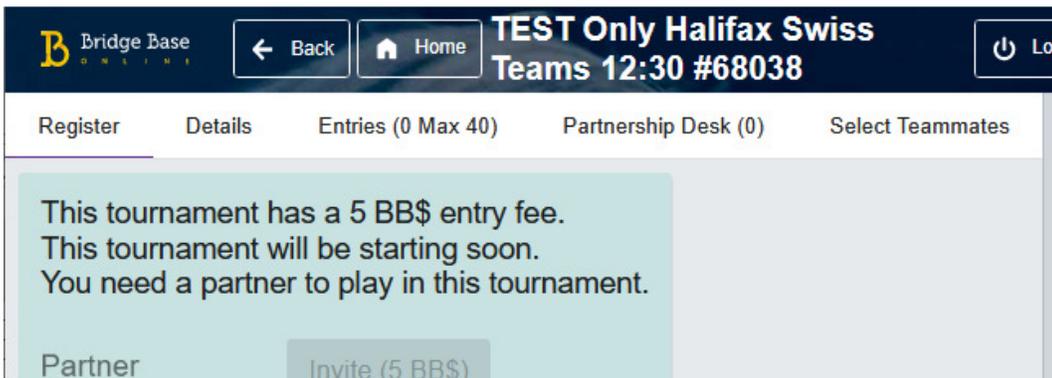
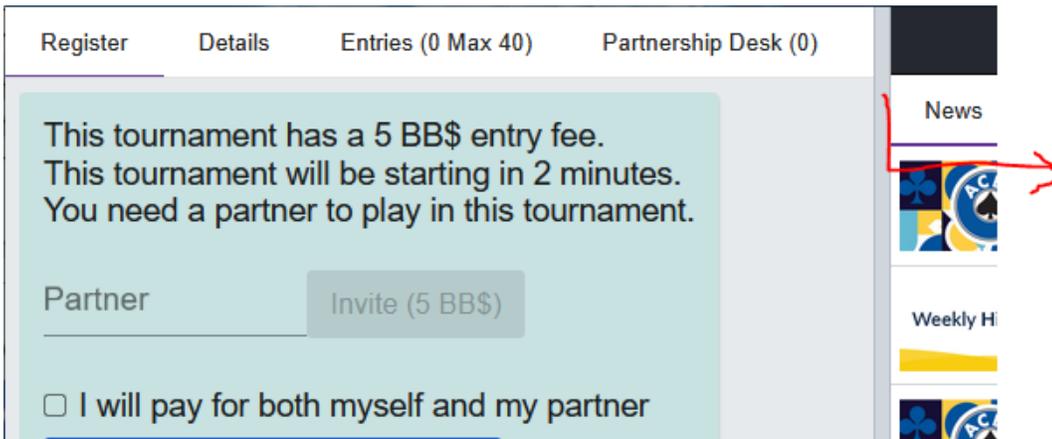
As a player, you will find the team game you wish to play in exactly the same way as you would as for a pairs game. From the home screen click: <Virtual Clubs>, then either click: <ACBL North America> or Scroll to the bottom of the list and click: <All Clubs> and either search for the Halifax Bridge Studio game or click on the **Search** word and type **Halifax** in the indicated search field.

You need to have a team of 4 (only 4, and you may not switch partners once the game begins)

- Invite your partner, just as you would for a VACB pairs game. (You are the Inviter of the pair.)
- When partner accepts, your pair will be added to the list in the Select Teammates screen.
- When you see your team's other pair, the Inviter must click on them to select them.
- Only the Inviter of the second pair will see the invitation to join the team.
- Once the invitation is successful, the entire team will move as a unit to the Entries tab.

When players click to view the tournament for a Team game they will now have 5 tabs:
– Register – Details – Entries – Partnership Desk – **Select Teammates (new)**.

Note: If you do not see the “**Select Teammates**” tab Left Click on the right side of the window and drag to the right as shown below above in red to make the window wider.



As players register with their partners, the pair will be added to the list in the **Select Teammates screen**. When they see their team's other pair, they must click on them to select them. **IMPORTANT** – only the **inviter** of a pair is the only one who can click to choose the teammates. You will not see anything happen, but the invitation is sent. **ALSO** only the **inviter** of the second pair will receive the invitation from the pair to join the team. Once the invitation is confirmed, the entire team will move as a unit to the **Entries tab**.

Player 1	Player 2	
k_macnab 6	Robot	Invite
NS_Bill 5+	Robot	Invite

Please be back 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!**

When the game begins BBO will arbitrarily pair up all unselected pairs and match them up as teammates. If there is still a pair that is registered without teammates, that single pair will be added to the game as half of a team. A pair of sitouts will become the other half at the other table, and the Director can insert subs or robots (just like in a pair game).

- BBO will first match your team with a team that has close to your team’s combined masterpoints.
- Each subsequent match will be created by like VPs won.
- Using the Danish Swiss rules, BBO allows replays between teams not near the top of the field.
- 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 and the N/S pair will see the IMPs in the "We" column
- Display quirk: if a player falls offline and returns, the scoring for them will have disappeared. When the round changes next, 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 doesn’t start a board with 3 minutes to go in the round, BBO will not allow you to play it. (This is the same as they do in a pair game.)
- 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.