

Draw and Rules For Social Distancing Teams

There are 65 teams entered which means Section A and B both have 8 teams and there are 7 more sections of 7 teams. You'll be playing 6 or 7 matches during June.

The rules were that teams who were in the top 3 in their groups would be promoted in the ranking and those in the bottom 3 demoted in the ranking so that there would be a different mix of teams this time. That sounded good in theory, but proved very difficult in practice with lots of cases of players swapped between teams.

The format has tried to be adhered to and there appears to be more of a mix. There are certainly some cases where I think certain teams will either do very well in their section because they are further down the list than feels right to me or will struggle in their section because they look to be overmatched by the group they are in. However we all know what sort of game bridge is and I am sure that my expectations in at least some cases will prove to be incorrect. As I said for the last competition:

The decision was subjective and somebody else might have chosen differently. If you are confident and believe that you have been placed in too easy a group then enjoy yourself on the way to proving the decision wrong by resoundingly winning your section. If you think that you have been matched with teams who are too good for you then treat it as an opportunity to learn something and improve your game.

Setting Up

Matches are set up to be played with 16 boards played straight through against one pair

The normal arrangement of the players is for both captains to be sitting North/South.

However if there are teams playing exactly the same line-ups as when they met in the previous competition, then they will arrange for different pairs to play each other this time. This is just for the sake of variety. If two teams who met last time are meeting again but it is not exactly the same people then the captains can confer and come to an arrangement. If the captains do not agree then it defaults to the rule that the captains will sit North/South.

The Draw

Published on page on the Auckland Bridge Club website Results > Social Distance Teams or click on <https://www.akbc.co.nz/page/574080>, along with the results and team members. Play teams in any order but aim to play at least one match a week.

Results

The winning captain should email anthony.hopkins@fieldporter.com, copied to the losing captain, with

- Your Group (A B C etc..),
- Winning team captain
- Winner IMPS
- Losing team captain
- Loser IMPS

Progress

Results table will be published by around 10 am most days on the Auckland Bridge Club website Results > Social Distance Teams or click on <https://www.akbc.co.nz/page/574080>

Schedule

You are expected to play seven or six matches in June: you can zoom as fast as you like but we expect you to complete at least one match a week.

There is no penalty for playing late. However if matches are not completed by June 30th an artificial result may be awarded. No correspondence will be entered into about an artificial result decision.

Setting Up Your Match

These links may help.

[How_to_Create_a_Team_Match_on_BBO_1_.docx](#)

[How_to_Create_a_Team_Match_on_BBO_2_.pdf](#)

Matches can have kibitzers only if both captains agree. Kibitzers MUST be silent.

Also take the tick out of the third box so that you do not allow UNDOs. The final option for barometer scoring is left ticked. Seeing the results come through from the other table can be a bit distracting but this is intended to be a fun competition and most players seem to like it.

Most people like to see the scores as they go, but if BOTH captains agree the barometer can be OFF.

Psyches

A psyche is a GROSS mis-description of either suit length or high card strength.

Psyches are allowed. Excessive psyching by any individual player is not. Excessive for this competition is MORE than 1 psyche for every 2 matches played by that player. 'Half' a psyche more than the average is allowed. e.g. 5 psyches in 9 matches (average is 4.5)

Any decision as to whether a hand meets the subjective standard of 'GROSS' will be final.

Substitutes

When arranging a match it may be that someone is unavailable. In that case if you are able to organise another player to fill in for your team that is perfectly OK particularly if you have a 4 person team. If you have a 6 person team it feels as though you should be able to organise something within your own squad but if it is necessary then use a substitute as well. This competition is intended to facilitate playing bridge not preventing it.

It is possible that during a match someone will lose their connection and be unable to return. In those circumstances the person who set up the table should be able to replace that person with anybody who is available. The members of the team who are missing a player should check to see if they have any friends online who can be asked to fill in. Failing that the seat can be opened to anyone in the lobby who is looking for a game.

If the table collapses perhaps because BBO overloads or it may occur if enough people go offline at the same time then all the boards played by both tables are counted and the match has to be set up again to complete the remaining number. If you have played board 1-11 at both tables then you have a score for those boards and the match is set up again for a 5 board match. The new boards will be boards 1-5 but it does not matter that they are not board 12-16.

Disputes

You are playing your match without a director. Inevitably there will be some issues such as poor self-alerting or making unfortunate comments in the table chat that give their partner information. I would like 99% of those situations to be amicably resolved by the captains. Please treat it as a learning experience so that players who do not properly self-alert discover what is expected of them.

I cannot stress enough that players should become good at self-alerting even routine bids and giving good descriptions. e.g. a 1H opening made by a pair playing Precision. While it would not be alerted when playing at a real table it is different when you are online. Your opponents shouldn't have to remember your system. Type in 11-15 5+H. If you want to look professional put an exclamation mark before the H. When sent it will appear as a heart suit symbol.

It quite often saves time because when the auction is over the opening leader doesn't have to query all the bids in the auction to find out any subtle inferences that might make a difference to their opening lead.

In the other 1% of cases where there is an unresolved dispute it can be detailed clearly in the match report. All the details the exact cards in all four hands and the result at the other table are required. In such cases.

I hope to be able to just record and publish the scores rather than resolve any minor issues. Please play bridge be nice to your opponents and have fun.