## **Bridge Club Live**

My experiences of what to expect.

We are registered as Guest members. When you enter the Guest room, and before you select a seat, you are called a 'lurker'.

There is a tab bar along the top. If you press **Members** you get an alphabetical list of members (membershipID) currently in the room and were they are (e.g. X is sitting at table 4 or Y is lurking) so you can see from the list if any of your chums are waiting to play. I haven't had the nerve to just jump in and play with a stranger, but you can tap on their name an it will show you what system they play. Our membership ID seems to be able to identify us easily, e.g. I am MarionG13574 and there doesn't seem to be another MarionG. If a chum is there lurking, you can tap on their name and on the right hand side you have the option to send them a message (e.g. I am lurking, will start a table).

When you go into the room, you see all the tables currently in play. Some will be foursomes already, some will be waiting for people to join them. An incomplete table can advertise and a message comes up in a text box in the right hand side of the screen.

The table in the top left-hand corner is always empty. To start a new table, tap one of the seats. Your table comes up on your screen with your name in the position you chose and 3 empty seats. In the bottom righthand corner of the screen is an information box which tells you what your table number is.

Whilst you have a partially empty table, anyone who is lurking can join your table as above. So if you want to play with a particular partner (or foursome) you have to be on the ball. You can contact your partner as above, or if you want to try for a known foursome:

- Agree a time to play, go lurk. Agree who will start the table.
- Starter takes a seat and sends a message to WhatsApp saying, e.g. T21. You can also do this in the onscreen text box, as above.
- The others then have to find where Table 21 has appeared in the room (it's often near the top, but not always) and grab their seats.

We have found that if one of us isn't quite fast enough, an 'alien lurker' sneaks in. We have agreed that if this happens, we will all leave the table (via a tab along the top of the screen) and try again. Clearly this is all more tricky if 4 of you are trying to play together than just 2. But we have succeed eventually each time.

## Play

When you have a full table, you each press the tab in the centre of the table, Ready. It tells you who is dealer, and when it's your turn to bid. The bidding box is on the righthand side of the screen. On the righthand side at the top of the screen there is a live text box, for communication.

Make sure you press the key that indicates the your texts will be sent just to the table, otherwise you end up sending messages to a total stranger (as I did for an hour last week). See the screen shot below, on the righthand side at the top there is a send symbol:



Do make sure that the name next to this is your partner (or that it says 'table'). If it's not, press the X which toggles it to table.

The messaging box is used to announce bids (e.g you can type something like Trf = to announce a transfer), or WPO = well played oppo), or anything else. I particularly like IPTB = I played that badly).

When you have completed the board on the righthand side you'll see a box that lists who played, the result and what percentage you have scored against (at least) 20 other pairs who have played that board. And the you groan and move onto the next board, just like at the club.

Here is a screen shot of what you see when you have finished bidding a board:



When you want to quit, there is a tab at the top of the screen, Leave Table.

Afterward, in that same box, you can access your personal results, it lists each day you have played and your percentage.