

Oxford Bridge Club Online League Summer 2021 – Instructions

This is series six of OBC's Online Teams League, with matches due to be played twice a month between May and September 2021. The league is managed via the EBU's league management system.

Masterpoints will be awarded, but the results won't count towards NGS.

OBC website page:

https://www.bridgewebs.com/cgi-bin/bwoo/bw.cgi?club=obc&pid=display_page129

Entry fee

The entry fee is £36 per team. We ask that one person (usually, but not necessarily, the team captain) pays for the whole team and asks their team mates to pay them back.

Please pay the fee as soon as possible into the club's bank account via online banking.

Account name: Oxford Bridge Club CIO

Account type: Business account

Sort code: 30-80-45

Account number: 34241360

Using your team captain's last name as the reference.

Organisation into divisions

There are two divisions, with teams organised into divisions based partly on the average NGS of the players in each team, and partly on performance in the previous series of the league. There may be demotions and promotions at the end of each series, but we don't have a formal policy on this.

Format and team membership

Division 1: teams play one 20-board match against each other team in their division. Opponents are swapped after 10 boards as in a normal head-to-head teams-of-4 match.

Division 2: teams play one 16-board match against each other team in their division. Opponents are swapped after 8 boards as in a normal head-to-head teams-of-4 match.

If you have problems getting a team together for a particular match, you may draft in up to two extra players; please make every effort to find people who aren't playing in the current league. If you can't find anyone else the extra players may come from another team within your division or from a lower division.

Recommended days and times for playing matches:

Tuesdays at 1.30pm or Thursdays at 10.30am:

The first matches are scheduled to take place in the week beginning 10th May

You're free to rearrange matches and play them at any time or day that suits, as long as you finish all your matches by **Friday 24th September**.

The Draw

To see which team you're due to play when, and whether you're the home or away team, please log into your personal [MyEBU](#) account on the EBU website (go to Utilities, then EBULeague). The dates listed for playing each match are Tuesdays, but this is just for convenience, and there's no obligation to play your matches on a Tuesday. The draw is also available on the online teams league page of the club website (see the link at the beginning of this document).

Setting up the matches

It's the responsibility of the Home Team Captain to set up their home matches, and the duty of the away captain to ensure that the home captain has the BBO usernames and email addresses of all away team members. The Home Team Captain has seating rights.

If the Home Team Captain isn't able to do so, they may ask anyone from either team to set up the matches. Only BBO members who have 100+ logins, and who have been members for at least 2 weeks can create Team Matches. If you are using video conferencing*, it's usually best to send out the invitation a few hours before the match (or maybe the day before). The video conference may be hosted by a member of either team.

1. Set up video conferencing for members of both teams. Set it to start about 10–15 minutes before the match is due to start.
2. Once all the players have joined the video conference, make sure that everyone is logged into BBO.
3. Set up an 8- or 10-board (depending on your division) match on BBO using the Create Teams Match function as described in the separate document called "Creating a Teams Match on BBO". The Home team goes on the first table, the Away team on the second. The match will be scored by IMPs, using random boards, undos should be allowed (for bidding mis-clicks only) and barometer scoring turned off. The options for kibitzers may be set as you wish.
4. When you've played your first 8 (or 10) boards, record the score and take a short break if you wish.
5. Set up the second half of the match by creating a new 8- or 10-board teams match on BBO, but this time swap round the NS and EW pairs on the home table, keeping the NS and EW pairs on the away table the same as in the first half. This way you'll have different opponents for the second set of boards.

*You may use the club's licensed copy of Zoom if it's not already been booked by someone else. Contact Liza on ts@oxfordbridgeclub.com to book a slot and obtain a Zoom link.

Handicapping

We're using the same handicapping system as was used in the previous series. Each teams' handicap (in IMPs) can be found in the separate document listing participating teams and team members.

When you've finished playing your match, apply the handicaps in either of these two (equivalent) ways:

1. Each team in a match adds its handicap to its raw IMP score
2. The lower ranked team in each match adds the difference in handicaps to its raw IMP score.

The final IMP scores, plus handicap(s) gives the final result of the match.

For those who are interested, the method that we've used for calculating handicaps is outlined on the [Online Teams League page](#) on the club website (near the bottom of the page).

Results

The captain of the winning team is responsible for uploading match results via their personal MyEBU account on the EBU website. To do this log into [MyEBU](#), and then look for EBULeague in the Utilities menu. Enter the match result as total IMPs for and against (after adding the handicaps, as above). There is a separate line for victory points (VPs) for and against. Use the appropriate Victory Point scale (see below) to convert the IMP difference into VPs. Please also specify who played in each match – this is so that masterpoints can be allocated correctly. Change the date of the match so that it shows the actual date it was played.

Team captains may add or remove players from their teams.

Only team captains can upload results, however we can add extra captains to your team if you wish. To do this please contact us on online@oxfordbridgeclub.com

Further information on using the EBU's league management system can be found via this link:

<http://www.ebu.co.uk/member-wiki/lms:home>

Victory Point (VP) scales (see overleaf):

The right-hand column lists the difference in IMPs between the two teams, with the corresponding VPs on the left. So, for example, an overall win of 73–52 IMPs (including handicaps) = an IMP difference of 21 IMPs. The winning team receives 15 VPs and the losing team 5 VPs.

VP Scale for 16-board matches:

10-10	0 - 1
11-9	2 - 4
12-8	5 - 8
13-7	9 - 12
14-6	13 - 17
15-5	18 - 22
16-4	23 - 28
17-3	29 - 35
18-2	36 - 43
19-1	44 - 53
20-0	54+

VP Scale for 20-board matches:

10-10	0 - 1
11-9	2 - 5
12-8	6 - 9
13-7	10 - 14
14-6	15 - 19
15-5	20 - 25
16-4	26 - 31
17-3	32 - 39
18-2	40 - 48
19-1	49 - 60
20-0	61+

Unplayed matches

A match that can't be played will be scored 14-6 in the 'blameless' team's favour. If neither team is able to play the match (ie neither is at fault), it will be scored 10-10. If a team fails to turn up at the arranged time, it will be scored 14-6 in favour of the team that was waiting to play. However, please be as flexible as possible about unplayed matches, and try to either rearrange them for another day/time, or draft in additional players to make up your team (see 'Format and team membership above').

Disconnections

If a team is unable to complete a match because of connectivity issues, then if at least 12 boards (out of a 16-board match), or 15 boards (out of a 20-board match) have been played, the current result stands. If at least half the boards have been played, the results for the first half stands, and the second half of the match is rearranged to another day/time*. If fewer than half the boards have been played, then the match shall be rearranged and restarted from scratch.

*If you have to rearrange the second half of a match to a different day, team line-ups may be changed. However captains should ensure that each pair plays against a different pair of opponents in the second half.

Contacts and Support

Any problems please email us on online@oxfordbridgeclub.com

League organisers:

- Gaynor Cooper*
- John Foord*
- Liza Furnival*
- Martin Illingworth*
- Kathy Talbot*