



RealBridge – matches played privately

Guidance for captains, players and TDs

1 Booking/Set-up

Instructions for booking [knockout teams matches on RealBridge](#)

For Crockfords group-stage matches, there is no fee: do not through the EBU online booking system on My EBU, just send the information to ebusocialbridge@gmail.com.

When the match is set up, the captains can run the match themselves, without a TD. The named captains can start each round from the lobby by clicking the 'Start Round' button. For this to work, the captains must log in to RealBridge using the names that were given when booking.

2 In advance

Captains need to circulate the player link (and start time!) to all players.

The captains need to make their choice of seating rights: there is no toss, the home captain has the first choice (as if they had won the toss). See Section F of [General Regulations](#).

3 Start

Players should log in and sit at their team table in their desired seating positions.

The captain who does not have seating rights for the first stanza (team A) should go to the other team (team B) and confirm team A are sat and ready to start. Team B should make their choice of seating (while sat at their home table) and then a captain should (double) click Start Round 1 from the lobby and join their table. The system will swap the East-West pairs at the two tables, and play starts.

4 Subsequent stanzas

When both tables have finished the boards, the players will be returned to their home table (to 'score up').

4.1 Compulsory change of opponents

If there are two stanzas with a compulsory change of opponents then neither team should change seats in the break. When both teams are ready to restart, a captain clicks 'Start Round 2', and the switch of opponents will happen automatically.

If a team want to change partnerships or introduce new players, any partnership that remains from round 1 should remain in the same seats before the start of Round 2.

4.2 Seating rights

For events with a compulsory change of opponents, the team without seating rights in the next stanza should confirm their lineup to the other team, and then the team with seating rights should make their choice of seating and then a captain should click 'Start Round' from the lobby to play the next stanza.

5 Calling the TD

The EBU TDs running the EBU BBO games have the director links for these matches played privately and should be logged in during the afternoon and evening sessions: 14:00-17:00 and 19:30-22:30.

During these times, the players in these matches can call the TD with the 'Director' button on RealBridge for rulings or technical assistance.

Otherwise, the [regulations for matches played privately online](#) apply: captains should contact a TD on the [EBU Tournament Director List](#).

6 Finish

6.1 Result

At the end of the last stanza, teams will be returned to their home table. The result should be entered in the EBU Knockout System or the EBU League Management System, or otherwise reported to the competition organiser. The results from RealBridge are not automatically sent to any other system.

6.2 Playing extra boards

If it necessary to resolve a tie by playing extra boards, the captains should contact a TD.

There is a RealBridge session set up for playing extra boards – the TD can find player and director links for this session on the EBU/BBO TD rota.

The TD should open the new session, copy the link to old session so players can log in to the new session and set up the session to match the required playing conditions.