Australian Bridge Federation

ABF

National VuGraph Unit

Operations Manual

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Chapter 1 - Introduction

Over the past few years, the VuGraph function of Bridge Base Online (**BBO**) has become an increasingly popular medium for organisers of national and international bridge events around the world to promote bridge and highlight the talents of leading players.

In 2007, the Australian Bridge Federation (**ABF**) established a National VuGraph Unit. Its purpose is to showcase the final stages of major bridge events conducted in Australia by broadcasting them over the internet using the BBO platform.

The National VuGraph Unit is managed by the National VuGraph Organiser, a position appointed annually by the ABF. However, any club or individual can broadcast a bridge event over BBO, be it a single match or a major championship and this manual has been designed so that anyone can set up such an event. The only pre-requisites are some rudimentary computer skills and a good working knowledge of the BBO software.

The simple steps found in this document should aid you in getting up and running, and in presenting your audience with an accurate, entertaining, and illuminating broadcast of the game that all of us love. If, upon working through the instructions contained herein, you find you are having some problems, please feel free to contact help at support@bridgebase.com.

March 2008.

Chapter 2 - Organising a VuGraph Broadcast over BBO

Checklist Prior to the event

1. Contact Bridge Base Online
2. Acquire all necessary equipment
3. Check internet connection
4. Training VuGraph Operators
5. Find a secure location in playing area
6. Checking and preparing hand file data

2.1. Contact Bridge Base Online

Although you can organise a VuGraph broadcast at short notice, as you will be using the free facilities provided by BBO it is polite to let them know in advance of your upcoming broadcast.

As soon as you have details of the VuGraph matches you would like to broadcast over BBO, you should send an email to the following people:

Roland Wald walddk2@bridgebase.com	*Roland is the BBO VuGraph Commentator* *Co-Coordinator and will also organise to have your event put up on the* ***Upcoming VuGraph Schedule****. If you go to* **http://online.bridgebase.com/vugraph/schedule.php** *you can see what this schedule looks like.*
Fred Gitelman fred@bridgebase.com	*Fred Gitelman is the co-owner of BBO.*

This email should contain the following information:

- **Name** of the event
- **Location** of the event
- **Event Website** (where important information like results, system cards, Daily Bulletins can be found)
- **Dates**
- **Session Times** (ensure you specify the event's time zone)
- **Number of boards** per session
- **Type of coverage** (single / dual table coverage)

2.2. Acquire all Necessary Equipment

All that is required is to run a VuGraph broadcast over BBO is a computer and an internet connection. If you are already using BBO to play bridge online or just to kibitz, you already have most of what you need installed onto your computer.

If you don't haven BBO installed on the computer you want to use for your VuGraph broadcast, just go to:

http://online.bridgebase.com/intro/download.php

and follow the instructions to get the free software installed onto your machine.

Even if you already have BBO installed on the computer you want to use for your VuGraph broadcast, it is advisable to ensure you have the **latest** version of BBO installed as well.

> # IMPORTANT
> If you are going to use an existing installation of BBO, make sure you have your existing user name and password written down somewhere. If you set up a duplicate system, the BBO program will only remember the current password. Once you enter your **special VuGraph username and password** (see Appendix F), you will have to re-enter your regular username and password the next time you sign on to get back to your usual access.

The National VuGraph Unit has assembled a VuGraph Kit, the contents of which are outlined in Appendix D. However, by prior arrangement, the ABF may let you have access to some of the kit content although you may be asked to meet the transport costs to receive and return any equipment.

You will also need a stand to house the computer and monitor– see Appendix C for a discussion on building lecterns. Operators are most comfortable seated on bar-stool type chairs.

2.3 Check Internet Connection

To broadcast a VuGraph match over the internet you will, of course, need an internet connection. It doesn't matter whether you have access to Dial-up, Cable, ADSL or Wireless: there are advantages and disadvantages to all and a VuGraph broadcast via BBO doesn't transfer a lot of data.

Most important, however, is that the internet connection is stable. Wireless is probably the least stable (subject to interference from nearby high rise structures in particular). An unstable internet connection can result in slow response times and a loss of connection causes the table to close, which is particularly disruptive to the broadcast. It is also unsatisfying to the viewers if the connection keeps dropping out and the table continually closes.

It is strongly recommended that the internet connection be tested at the venue prior to the event so that any contingencies can be put in place.

If you are running a broadcast using two or more tables and computers, you will either need separate internet connections, or ideally a switch box or router to share the one internet connection.

2.4 Training VuGraph Operators

Being a BBO VuGraph operator is much like playing on BBO, except you bid and play the cards for all four players. Functionally, however, the mouse-clicks or key-strokes are the same so any potential VuGraph operator should be experienced playing on BBO itself. This means that the operator will be comfortable with the software and that any unfamiliarity will not be a burden when operating. At times, the players may play the cards quite quickly so it's important to be able to keep up so as not miss any of the vital play details.

The auction will be a lot slower, but it also has a few tricks and traps to ensure all goes well.

It is recommended, if possible to run VuGraph training sessions in advance of your event, and that they should closely simulate the condition the operators will be exposed to. If the event you are going to broadcast is using tables with screens, then you should also practice with screens.

> ## *!* IMPORTANT
> If you are running a training session or simply just logging in by yourself to practice as an operator, please ensure to log in using the **invisible** mode. This is an option you select when entering your VuGraph username and password. If you log in visibly, you run the risk of many BBO users coming to your table with the expectation of seeing a VuGraph match.

2.5. Find a Secure Location in Playing Area

It's important to find a suitable and secure place in the playing room to position the VuGraph table(s). This is important as the hands being played will be displayed on a computer monitor and it is imperative that players at other tables cannot see the computer monitor. Ideally, the monitor should be facing and as close as possible to a wall or an unused area.

2.6. Checking and Preparing Hand File Data

Bridge hands in electronic format can be in many formats, for example .**dup**, .**dlm**, .**bri** or .**pbn**. The hands you'll be loading into BBO for your VuGraph broadcast need to be in .**dup** file format. These files are *usually* randomly dealt hands created by a hand generation program such as WinDup, Dealmaster Pro or the ABF's proprietary software. You should be provided these hands from the event's Scorer or Director on a USB thumb-drive.

If possible, ask the tournament director for the match hands in electronic format at least a day before the event. This is a safeguard so you can check the hands against a hand record.

To check the hands, load them into BBO (by opening a Bridge Movie – see page 8) and compare them against a hard copy hand record.

Sometimes when the hands are created they will be in file sizes **larger** than each set. For example, sets of 32 hands are often created but the finals of major bridge events are often played in sets of sixteen boards. That means this file of 32 hands needs to be **split**. (This is **not strictly** true – you *can* start a BBO broadcast with more than the required hands, but it does not look professional).

The person who provides these hands to you should be able to split the hand file for you into smaller more desirable lengths. For example, if your match is 64 boards played over four sets of 16 boards, then you should be provided with four **.dup files**, each containing 16 hands.

If the person who supplies you the hands cannot split the files, then follow the instructions in either Appendix A or B. It's not difficult.

Chapter 3 - On the Day, Prior to the Broadcast at the Venue

Checklist On the day of your broadcast

1. Setting up the playing area
2. Check the internet connection
3. Prepare Line-up sheets
4. Loading the hands

3.1 Setting up the Playing Area

Ensure you arrive at the venue well in advance of the match starting time to set up the BBO computers etc.

Take care when positioning the tables so the **South East** corner (where the operator sits) is facing a wall or an unused area. If you need to use long electrical cords for power supply, ensure these are taped to the floor to prevent anyone tripping over them.

3.2 Check the Internet Connection

When you arrive at the venue, check the internet connection. For all your preparation, there will be no VuGraph broadcast without an internet connection.

3.3 Prepare Line-Up Sheets

See Appendix E which shows a sample Line-Up Sheet. This sheet makes the process of loading data into the computer a much simpler, more standardised and organised process.

3.4 Loading the hands

Prior to the match commencing, you need to load the hand data into BBO as well as some match specifications. Just follow the steps below.
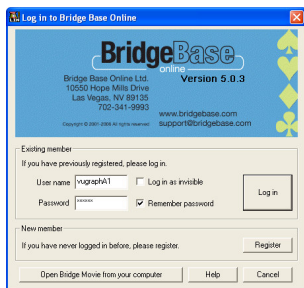
Click on the BBO icon on your computer desktop just as if you were going to log in.

If you don't have a desktop icon for BBO then you may need to click:
Start > Programs > Bridge Base Online

Instead of clicking on **Log in**, click on the button that says '**Open Bridge Movie from your computer**'.
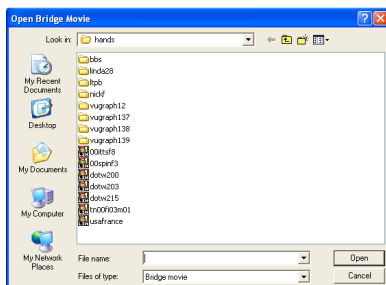
You will see a listing of files and a window at the bottom that says **File name:**

Enter the path to your **.dup** file, including the filename and extension. Your files are likely to be on a USB thumb drive. In that case, you should type e:<filename>.dup *(or whichever letter is assigned to your USB port).*

When you click on OPEN you will see a little window titled **Name of event**.

Type the name of the event that you will be broadcasting in that window. Click **OK**.
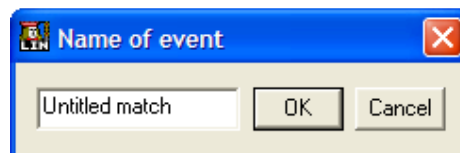
The next window asks for the **Name of segment**. Most matches are divided into between 4 and 8 segments with the two tea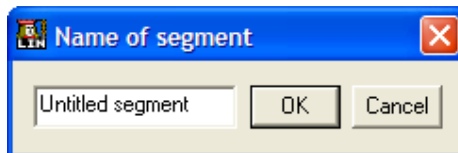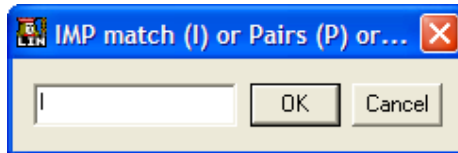ms scoring after each segment. You probably want to start with Session 1 or Session 1 of 4 or something similar. Then click **OK**.

When you enter the name of this segment, you will see a window that allows you to select '**I**' for an IMP match or '**P**' for Pairs scoring.

When that is selected (assuming you selected **I** for IMPs which is, of course, far the most common), you will be asked to enter the **Name of the home team** (this is the pair that sit North-South in the Open Room). Next you need to enter the **Name of the away team** (this is the pair that sit North-South in the Closed Room. If you are going to broadcast a Pairs game, since the teams will be constantly changing, the next question will be the number of the first board.
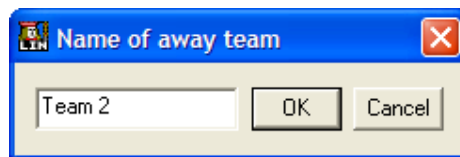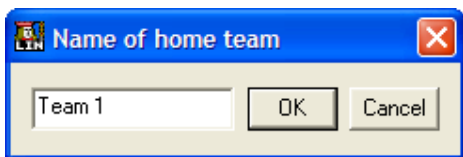
Next you can enter any IMP carryover for the home team (NS in the open room) and IMP carryover for the away team (EW in the open room). Remember the IMP carry-over for the first session is, in most cases, zero for the first segment of the match (but not always). For the second and subsequent sessions, you need to type in the current match score so that the running score remains accurate.
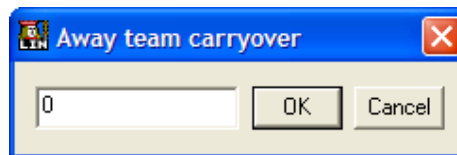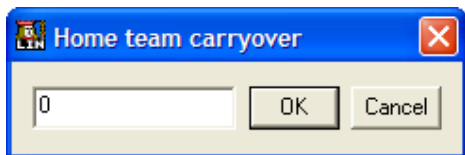
Finally, enter the **number of the first board** for this session. You should confirm this with the Director. It's usually Board 1, but in a long match of multiple segments, the second and subsequent sets may not start at Board 1.
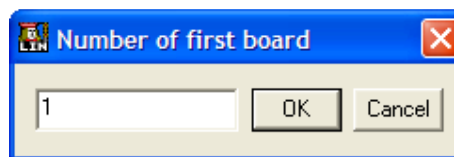
You will now get a pre-match scorecard appear on your screen, looking something like this:

Now you can exit the program by clicking on the **red X** at the top right of the screen and log in as before. (Click on the screen icon, select Log In, enter your user name and your password, click enter;

Chapter 4 - Starting the Match

4.1 Opening a VuGraph Table

Enter your special VuGraph **User name** and **Password** into the spaces provided.

(*See Appendix F for the list of BBO usernames assigned to the ABF*).
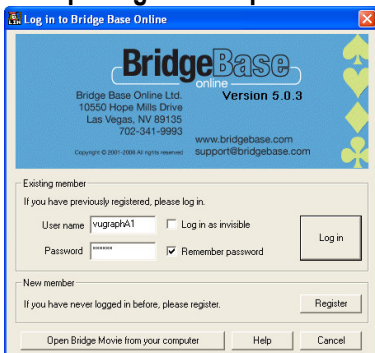
Once you get to the home screen (or lobby) within BBO, click on the **VuGraph (live broadcasts with commentary)** button.

Now you will see the first feature which is different as a VuGraph operator. Instead of a notice of the next VuGraph broadcast, you will see a box called **Start live broadcast**. Click this button

A window will open that asks if you wish to broadcast from the:

O (OPEN) room or the
C (CLOSED) room or
B (BOTH).
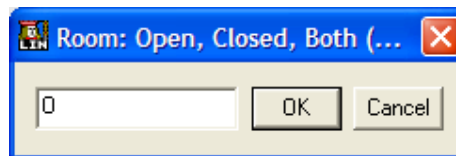
! **IMPORTANT**
It is important to understand the meanings and implications of each of these choices.

B Use this option if you are running **single table coverage** of a match. This means that you will be sole operator for this match. You should therefore choose '**B**' for **BOTH** because you will be entering the score manually for the *other room.* (See page 16 that covers the mechanics of this). In order to get scores from the other table, you will require a *Runner* who can bring the scores of boards played. These are usually supplied on **Pick-Up Slips** (see Appendix H) and a board caddy or Director can help as a Runner.

O If you are running **dual table coverage** of a match, this means that both you and a friend or colleague will be covering the two tables of the match. Whoever is operating from the **OPEN ROOM** should log into BBO first and choose '**O**' for **OPEN**.

C When your second operator (the person covering the **CLOSED ROOM**) logs into the VuGraph Theatre they need to connect to your table in order to **synchronise** the VuGraph broadcast from both tables and ensuring the auctions and cardplay can be viewed for the other table.

4.2 Synchronising Two Tables (Open and Closed Rooms)
To synchronise the two tables the **second** operator needs to go to the VuGraph Theatre and look for the Open Room table of the match he wants to synchronize with.

When the operator clicks on this match (in the column labelled **Event** in the example to the right) , a message will appear:

<div style="background-color: yellow; border: 2px solid black; padding: 10px;">
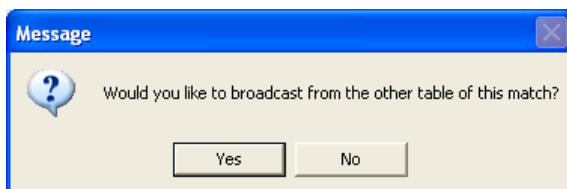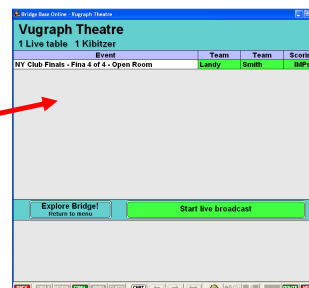
You MUST click on YES to synchronise the tables

</div>

4.3 Setting the Screen Options in BBO
You are just about ready to get started. Before you do, it is important that you are comfortable with the layout of the screen. When you are in BBO, you can set up the screen to suit your own preferences.

Opens the Options window.
- **Turn sound off**.
- The rest as you please.

One of the options is to enable keyboard entry of the bids and cards played (tick **Keyboard entry for bidding/ play**). If you have good keyboard skills, you may find it quicker and easier than using a mouse.

Displays either pictures of cards or the Index (A,K,Q…2).

Reduces or increases the chat area. Smaller chat area is recommended.

4.4 Allowing Commentators
One of the joys of watching a well run VuGraph broadcast is to have expert commentators involved in the broadcast. The VuGraph operator can, of course, comment as the match proceeds, but he or she is likely to be too busy focusing on the play of the hand. You will get much better quality commentary if you have several commentators on line. They need not be at the playing site.

Often very good, internationally ranked players are quite willing to serve as commentators from their own homes or offices, sometimes on the other side of the world. BBO has a roster of such players and they can usually find you several commentators if you wish.

Roland Wald (**Walddk2** on BBO) acts as the VuGraph Commentator Co-ordinator and given sufficient notice will be able to contact his staff of commentators for your event. However, there is no reason why you cannot arrange these commentators yourself by asking local expert players to assist.

Because unsolicited comments are distracting, VuGraph does not allow comments from all viewers. Those people who have been asked to assist with commentary need to be **ungagged** in order for their comments to be seen by the kibitzers. Ungagging a commentator is a very simple exercise, although Roland Wald is often on-line and will assume responsibility for this task.

Ask your commentator to log into the VuGraph room just like a kibitzer. They can send you a personal message (to your **VuGraph Operator ID**) to advise you that they are ready.

Find their name in the kibitzers list and **right click** on their name. You will see a very simple and self descriptive choice: **Gag** and **Ungag**. All kibitzers by default are gagged which prevents them from speaking to the entire audience. Just click on **Ungag** and your commentator is ready to go.

Take care not to ungag too many people or your broadcast will become a confusion of comments. Four or 5 commentators are usually sufficient.

Some commentators enjoy interacting with the audience via private questions and comments. As long as they have **+++** in their ID profile, they can communicate with people in the audience.
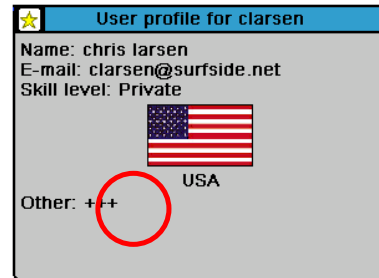
You need to take some care in selecting your commentators. After several years' experience BBO has discovered that the best commentators are:

- Able to type quickly (and accurately!).
- People who will not be critical or rude when players make mistakes (or try to prove how much smarter they are than the players). A good commentator must always try to make the players look good.
- Experienced players with reasonable bridge skills.
- Familiar with the players. Commentators who know the players can chat about their style, their experience with their partner, notable things they have done in the past, and the like.
- Someone who can think of something to chat about when the play is slow. In top competition, the misplay of a single card can mean the match, so players often sit for several minutes working out the options. This means that good chatters are sometimes good commentators.

4.4 Getting Ready to Start Play

When you first open the table, there will be no cards dealt for the first hand. This is a safeguard against any late arriving players accidentally looking at your computer monitor. It is not good practice to put a board up on the VuGraph table too long before play is initiated. While unlikely given the ethics of bridge players, it is possible that a player wandering around the playing area might see all four hands on a VuGraph screen before sitting down to play.

4.5 Entering the Players' Names

While waiting for the session to commence, enter the players' names – by left-clicking on their **Nameplate**. The **Name on Screen** field is limited to 10 characters so you may need to do some judicious abbreviating.

Real Name: This field has room for 30 characters, so you can insert the player's full name here.

E-mail address: we'd suggest you keep this field blank.

Country: Fill in the right country, this usually helps identify where you are broadcasting from.

Other information: There's room for 99 characters to put in a brief biography or something nice about the player.
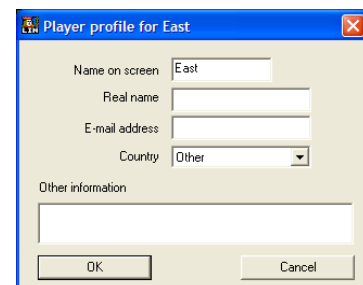
4.6 Operator – Player Protocol
When the players are seated, advise them that:
- Other than confirming the number of tricks claimed at the end of a hand, generally there will be no communication with the players during the match. The VuGraph operator shall not under any circumstances disclose the running match-score.
- It would be helpful if they fully release played cards and try not to obscure their cards when played.
- It would be helpful if the 4th hand playing to each trick leaves his or her card face up for one or two seconds.
- If they want to get up to leave the table during the match, make sure they comply with the tournament regulations and ensure that they do not walk behind or near the VuGraph operator.

4.7 Dealing the First Hand

REDEAL   When the session has commenced, you need to deal the cards for the first board. Click on the **REDEAL** button.

Take care that you deal to the first board on the table (usually, but not always Board 1). Clicking on the **REDEAL** button will assume you are starting with Board 1, but if necessary, change this to the right board number in the window and then press **OK**. Now all four hands will come up for the first board.
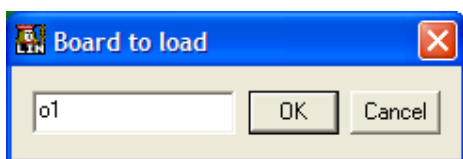
4.8 Bidding and Playing the Hands
You will bid and play the cards for all four players. When it's a player's turn to bid you need to click on Pass, Double, Redouble, or a number from 1 to 7 and then a symbol for clubs, diamonds, hearts, spades or no trump.

At the end of the auction, it's time to play the cards. Just click on the card you want to play and it will appear in the centre of the screen in front of the player as if you are looking at the table from above.

When using screens, wait until both players on one side of the screen have bid before entering them. One purpose of screens is to avoid letting the players on the other side of the screen know which player had a problem over a bid or play. If the players can hear your mouse click or even your keyboard entry, they may receive **Unauthorized Information**.
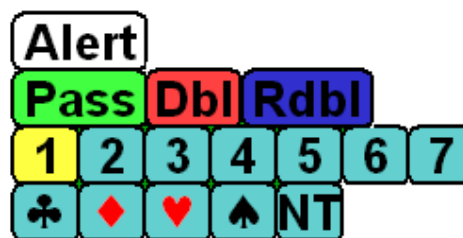
Try to show **Alerts**. If you are using the mouse, just click on **Alert** before you enter the bid. After you have entered a bid, you can alert and explain it by clicking on the bid that shows in the bidding diagram and typing in the explanation.

4.9 Correcting a Mistake during the Auction or Play

UNDO   **UNDO:** If you enter a wrong bid or card, you can use the **UNDO** button on the toolbar to take back the last bid or play made. This button can be used multiple times if necessary to get back to where you need to correct the mistake.

!

IMPORTANT

It is NEVER necessary to double click in this program! Only single click. If you double click, you might make some mistakes.

4.10 Making a Claim at the End of the Hand

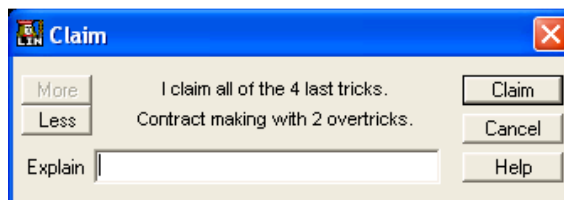**CLAIMS:** If a player claims, click the `CLAIM` button on the toolbar. This will bring up the CLAIM box.

Always claim in terms of the declarer, even if it is a defender who claimed at the table. If the claim involves losing one or more tricks, you will need to adjust the claim using the **Less** button in the **Claim** box.

If you go too far you can adjust the claim upwards by using the **MORE** button. When you have it right, click on the **CLAIM** button in the CLAIM box to register the claim. Make sure the claim is correct and is accepted at the table before you enter it since it can only be reversed by manually changing the score in the **MOVIE** window. See page 16 for instructions on how to fix a wrong claim.

`REDEAL` When a deal is finished, it will remain on the screen until you are ready for another deal. When that time comes, click on the **REDEAL** button on the program's toolbar.

A little window will appear. Type the letter O (as in open) plus the board number of the next board that will be played. If you are going in sequence, the next board should appear automatically and you need simply click on '**OK**' for the board to appear.
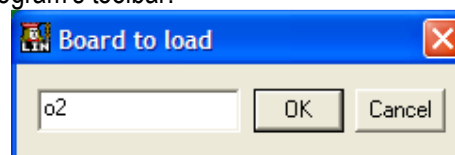
4.11 Tips for Keyboard Entry of the Auction and Play

If you are using **KEYBOARD ENTRY**, use the following keys:

During the bidding	Type a number followed by **C**, **D**, **H**, **S** or **N**. To **ALERT** a bid, type an **A** either before or after the number (or **Ctrl-A** after the entire bid). Type **P** for pass, **D** for Double or **R** for Redouble.
During the play	If the hand you are playing **can** follow suit, you need only type the number of the card. If the hand you are playing is leading to a trick, or is discarding then you will need to enter a **suit letter** then a **card number**.

Other Useful Keyboard Hotkeys

Ctrl-C	Claim
Ctrl-R	Redeal
Ctrl-U	Undo
Ctrl-S	Opens the chat window

4.12 Entering the Closed Room Results
Sometimes it is not always possible to simultaneously broadcast both tables from the one match. You may either have not enough operators or you may prefer to show one table from two or more matches. In this case, you will need to manually input the results from the other table (these notes assume you will broadcast the Open Room and input the Closed Room results but it may be the other way around as well).

Usually a *runner* will provide you with the other room's results on a pick up slip. Entering these results takes only a few seconds but you will only have the opportunity to do it during a lull in play at your table.

Click on the **MOVIE** button (bottom right of screen).

This is the Open Room Scorecard – to be able to input scores from the Closed Room you need to switch over to the Closed Room.
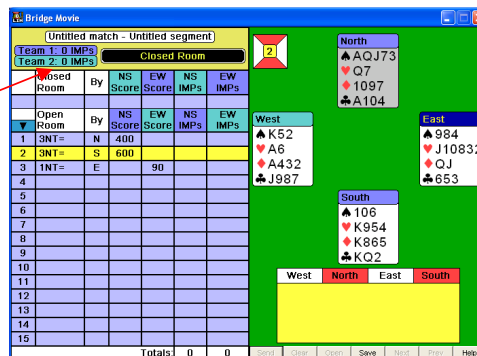
Click on the **Closed Room** button
(the black-filled rectangle at the top of the screen).

Notice how it now says **Closed Room** in a white box in the **3rd** row of the scorecard now?
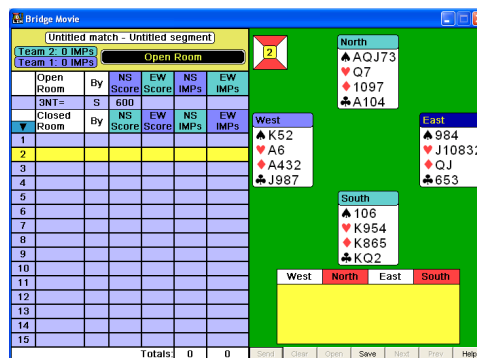
Click **anywhere** on the line for the board that you wish to enter results on.

A small window will appear that will say '**Board x result**'.
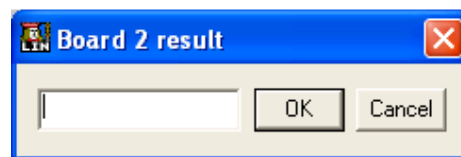
Enter the results exactly in the following order:

<u>**Contract Level**</u> / <u>**Strain**</u> / <u>**Declarer Seat**</u> / <u>**any X or XX**</u> / <u>**Result**</u>

Some Examples:

- 4♥ by East making 5 would be entered as   4he+1

- 3NT by North doubled down two would be entered as   3nnx-2

- 6♠ by West redoubled and making would be entered as   6swxx=

- A passed in hand is recorded as   pass

It may take a little time (and possibly a cheat sheet (see Appendix H) along the top of your monitor), to fully understand the coding. However, once you have it, it works very well. And, of course, the computer can accurately calculate the result and the IMP margin on each board and overall score. If the board has been played in the closed room and entered, it will show up on the open room screen as a notation. Also, of course, as it becomes known what the IMP margin is, it will be calculated on a running score basis.

Chapter 5 - Troubleshooting

Problems you may encounter

1. Lost internet connection
2. Wrong claim
3. Lost track of the play
4. Data in .dup file doesn't match the hand records
5. Missing a bid or pass during the auction
6. Playing the wrong card
7. Player error
8. Adjusted boards

5.1 Lost Internet Connection

About the worst thing that can happen during a VuGraph broadcast is if you lose your connection to the Internet or the BBO server. This is very unlikely if you have a reliable ISP, however, should it happen, just log in again and return to the VuGraph Theatre and click on Start a Broadcast. You will get a message like:

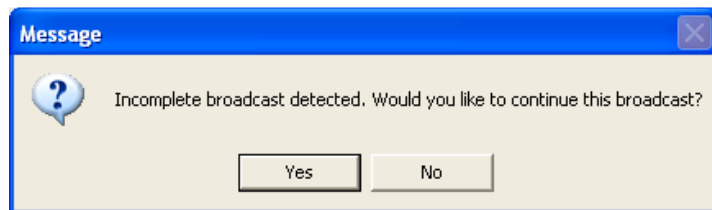Say '**Yes'** if you were just disconnected. If you ever see this message and you were not disconnected, say '**No'**.

Message

Incomplete broadcast detected. Would you like to continue this broadcast?

Yes   No

Occasionally after losing connectivity for some time, you are able to re-open the table but you might find data from already played boards has been lost. The operator will have to re-key the board results manually.

5.2 Wrong Claim

If the play finishes before all 13 tricks have been completed (when one of the players makes a claim), and you type in a wrong claim, the wrong score goes into the scorecard. You can, however, correct this error. See Page 16 for instructions on how to correct this error. The problem with fixing an incorrect claim is that you only type in the correct contract and result, and the board's auction and tricks played will be overwritten (and lost).

There is a work around to resolve this, although it requires some fast work in order not to fall behind for the next board.

Before you make your correction via MOVIE, highlight the board in the MOVIE that has the incorrect result. Click on **Save** and save this hand to somewhere on your computer (the desktop is probably the best place). This saves a .lin file for just this board. You can later cut and paste this data into the match's complete .lin file (see Appendix I for details).

5.3 Lost track of the play

Often on a hand that is not too complex, the players will play quite quickly and keeping up with all the cards played can be difficult. If you lose track of one trick, you will fall behind and probably lose track of subsequent tricks. This is not a critical problem. The best solution is to wait until the hand is over and make an accurate claim. You might also like to tell the VuGraph audience that you have missed the run of the play so they know what is going on.

5.4 Data in .dup file doesn't match the hand records.
This happens occasionally in Australian tournaments and we are trying to work out why. Somewhere in the hand generation to BBO importation process the data can become corrupt and we get hands that are the same shape but the actual cards themselves are different.

You can easily and quickly resolve this problem by regenerating the .dup file.
Import the file into Dealmaster Pro, then export. Then check the data again!

This in itself is the most important reason for obtaining the hand data well in advance of your broadcast (so you can check it).

5.5 Missing a bid or Pass during the Auction
The most common mistake made is to omit a pass in an auction, so that the bids get assigned to the wrong player. If you keep watch the monitor you will notice that the auction probably looks non-sensical. You will also probably get comments from the VuGraph Commentators that a mistake in the auction has probably occurred.

To correct this, just click on UNDO (or type Ctrl-U) the appropriate number of times to get back to the missing pass, and then re-enter the correct bids. The only time this will not work is when the auction has been completed. At that point, you will have to wait until the hand is over and correct the auction and score by clicking on the MOVIE button and correcting the score as described in page 17). Should that happen, explain to the audience what is really going on, then make a accurate claim and go to the movie to enter the correct contract and result.

5.6 Playing the Wrong Card
Another common mistake is to click on the wrong card. The players often don't properly show you the card they've played and you may have to guess (this is less critical with small cards than honours). Then later you may be unable to play the card they're actually playing because you've already played it.

If you find out soon enough after you played the wrong card, you can use UNDO or Ctl-U to go back and fix it. If not, just play some different card of the same suit and hopefully things won't get too confused. If it becomes impossible to continue to enter the play, usually because someone is leading a suit in which they have no cards, just wait until the hand is over and then claim the correct number of tricks.

The audience will appreciate it if you explain what happened and perhaps give them a summary of how the play is going.

Sometimes a result may get *lost* either because things got so messed up that you had to move on or because it was the last (or first) board and it just didn't get entered. If you can determine the correct contract and result on the board, you can go to the movie, click on the board and enter the contract and result (see page 16).

5.7 Player Error
Player errors like leads out of turn, revokes, and insufficient bids are easily handled by Directors but create problems in BBO. You will have to cope with these as best you can…

5.8 Adjusted Boards
Sometimes an infraction by one of the players results in the Director being called. The Director will rule on the infraction and may adjust the result on the board. To adjust the result, just go to movie and change the contract and result as described on page 16.

Chapter 6 – After the Match is Over

6.1 Closing the Room

Single Table coverage:

BACK

When your table finishes, check the **MOVIE** to make sure all the results have been entered, then close the table by clicking the **BACK** button.

Dual Table coverage:

BACK

Do not close your table until the other, connected table has finished its last board as well. This will ensure the integrity of the outputted .lin (results) file is not damaged.

After you close the table, exit BBO.

6.2 Cleaning and reporting the match data

If the event you are broadcasting is a national bridge event, you should send the match .dup files to the ABF Webmaster (webmaster@abf.com.au) who will publish the files alongside other important information on the event's page on the ABF website.

First of all, you need to find this data on your computer. All the data is stored in a .lin file on your computer. It can be found in the following folder:

c:\Program Files\Bridge Base Online\hands\vugraphA1
(of course you may need to substitute the correct path and vugraph username)
However, it is likely the data needs to be cleaned before it can be published.

Despite the best efforts of your operators, sometimes they make mistakes and unwittingly enter a wrong score and you may not realise it until the match is over. Once the table has been closed it's too late to change the scores using the methodology described on page 16. However, it's easy to fix the data.

All the bidding, card play, event and player names etc are recorded in a file on your computer as long as the Log deals…During vugraph option is ticked in your Options dialogue box.

(accessible via the [icon] button at the bottom of the BBO screen)
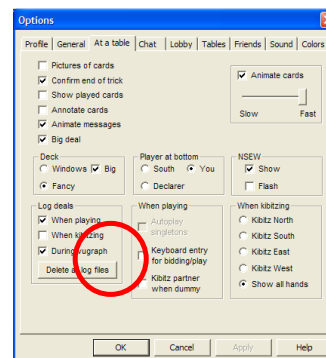
BBO automatically names the file using components of the data you input when loading the hands. Here is a recent example:

1 of 4-2008 ABF National Op 01-28-08.lin

Refers to a .lin file that was **Segment 1 of 4** of the **2008 ABF National Open Teams Final** played on **28 January 2008**.

Of course you can also easily identify your .lin file from the date and time the file was saved. Once you've located the file using Windows Explorer, double click on it. A scorecard like the following should appear:

Brd	Open room — N: Thomson / S: Brightling		Open room — E: Green / W: Peake		Closed room — E: Williams / W: Haffer		Closed room — N: Balicki / S: Zmudzinski		T1	T2
Robinson 25				**Green 51**						
1			3NT=	400	3NT+1	430			1	
2	4♥=	620				100	4♥-1		12	
3			5♥=	650		300	4♠x-2			8
4	4♠+2	680					6♠=	1430		13
5			6♥+1	1010	6♥-1			50		14
6	4♠=	420				100	6♠-2		11	
7	3NT=	600					3NT=	600	--	--
8	4♥+1	450					4♥=	420	1	
9			4♠+1	650						
10			2♠=	110	4♥-2			200		7
11	3NT-1	50				50	3NT-1		--	--
12	2♠x-2	500			3NT=	400				3
13			3♣=	110	3NT-1			100		5
14			2♥+2	170	2♥+1	140				1

To check whether this scorecard is accurate, you can compare it to one of the player's scorecards or the official score that may be posted on the internet.

In this example, the official scorecard from the ABF website looks like this:

2008 NOT Final

Robinson   V   Green

	Open Room					Closed Room				Team 1 Imps	Team 2 Imps
	NS Robinson — I Thomson & R Brightling					NS Green — A Zmudzinski & C Balicki					
	EW Green — M Green & A Peake					EW Robinson — J Haffer & J Williams					
Brd	Contract	Trks	NS+	NS-	Brd	Contract	Trks	NS+	NS-		
1	3NTW	10		430	1	3NTW	10		430		
2	4♥S	10	620		2	4♥N	9		100	12	
3	5♥E	11		650	3	4♠NX	8		300		8
4	4♠S	12	680		4	6♠S	12	1430			13
5	6♥E	11	50		5	6♥E	11	50			
6	4♠N	10	420		6	6♠N	10		100	11	
7	3NTN	9	600		7	3NTN	9	600			
8	4♥N	11	450		8	4♥S	10	420		1	
9	4♣E	11		650	9	4♠W	11		650		7
10	2♠W	8		110	10	4♥W	8	200			
11	3NTN	8		50	11	3NTN	8		50		
12	2♠SX	6		500	12	3NTE	9		400		3
13	3♣W	9		110	13	3NTE	8	100			5
14	2♥E	10		170	14	2♥E	9		140		1
15	6♣E	10	100		15	6♦W	10	100			
16	3NTE	10		630	16	3NTW	11		660	1	
							Session 1 Total			25	37

So, there are three apparent mistakes in the BBO .lin file:
On Board 1 of the Open Room, declarer made 10 tricks not 9.
On Board 5 of the Open Room, declarer made 11 tricks not 13.
There is no result for board 9 in the Closed Room.

Fixing the errors in the .lin file is trivial but requires some understanding of the structure of the file. The data on the next two pages is the content of this .lin file. Sometimes the lines are so wide they wrap onto the next so every second line has been highlighted to make it easier to read.

vg|2008 ABF National Open Teams Final,1 of 4,I,1,16,Robinson,0,Green,0|
rs|3NW=,3NW+1,4HS=,4HN-1,5HE=,4SNx-2,4SS+2,6SS=,6HE+1,6HE-1,4SN=,6SN-2,3NN=,3NN=,4HN+1,4HS=,4SE+1,,2SW=,4HW-2,3NN-1,3NN-1,2SSx-2,3NE=,3CW=,3NE-1,2HW+2,2HE+1,6CE-2,6DW-2,3NE+1,3NW+2|
pn|Brightling,Peake,Thomson,Green,Zmudzinski,Haffer,Balicki,Williams|pg||
qx|o1|md|3SJ974H8543DK5CK93,SKQT2HATDQ864C742,SA853HQJ62DJ97CJ5,S6HK97DAT32CAQT86|sv|0|mb|2H!|mb|d|mb|3H|mb|3N|mb|p|mb|p|mb|p|pg||pc|hQ|pc|h7|pc|h3|pc|hA|pg||pc|c4|pc|c5|pc|cT|pc|cK|pg||pc|sJ|pc|sQ|pc|sA|pc|s6|pg||pc|h2|pc|h9|pc|h4|pc|hT|pg||pc|sK|pc|s3|pc|d2|pc|s4|pg||pc|c7|pc|cJ|pc|cQ|pc|c3|pg||pc|dA|pc|d5|pc|d4|pc|d7|pg||pc|d3|pc|dK|pc|d6|pc|d9|mc|9|pg||
qx|c1|md|3SJ974H8543DK5CK93,SKQT2HATDQ864C742,SA853HQJ62DJ97CJ5,S6HK97DAT32CAQT86|sv|0|mb|p|mb|1C|an|!|mb|p|mb|1S|mb|p|mb|2C|mb|p|mb|2N|mb|p|mb|3N|mb|p|mb|p|pg||pc|h2|pc|h7|pc|h8|pc|hT|pg||pc|c4|pc|c5|pc|cT|pc|c3|pg||pc|d2|pc|dK|pc|d4|pc|d9|pg||pc|s9|pc|sK|pc|sA|pc|s6|pg||pc|s3|pc|c6|pc|sJ|pc|sQ|pg||pc|c2|pc|cJ|pc|cQ|pc|cK|mc|10|pg||
qx|o2|md|4SK543HQJT84DT73C3,SQJ7H932DA942C652,SAT9HK765DKCKQT94,S862HADQJ865CAJ87|sv|n|mb|1D|mb|p|mb|1N|mb|d|mb|2C|mb|3H|mb|p|mb|4H|mb|p|mb|p|mb|p|pg||pc|c2|pc|cK|pc|cA|pc|c3|pg||pc|s6|pc|sK|pc|s7|pc|s9|pg||pc|hJ|pc|h2|pc|h5|pc|hA|pg||pc|s8|pc|s3|pc|sJ|pc|sA|pg||pc|cQ|pc|c7|pc|s4|pc|c5|pg||pc|cT|pc|cJ|pc|h4|pc|c6|pg||pc|hQ|pc|h3|pc|h6|pc|d6|pg||pc|h8|pc|h9|pc|hK|pc|d5|pg||pc|c9|pc|c8|pc|s5|mc|10|pg||
qx|c2|md|4SK543HQJT84DT73C3,SQJ7H932DA942C652,SAT9HK765DKCKQT94,S862HADQJ865CAJ87|sv|n|mb|1D|mb|p|mb|2D|mb|d|mb|3D|mb|d|mb|p|mb|3H|mb|p|mb|4H|mb|p|mb|p|mb|p|pg||pc|dQ|pc|d3|pc|dA|pc|dK|pg||pc|d4|pc|h5|pc|d6|pc|d7|pg||pc|h6|pc|hA|pc|h4|pc|h3|pg||pc|dJ|pc|dT|pc|d2|pc|h7|pg||pc|cK|pc|cA|pc|c3|pc|c6|pg||pc|s6|pc|s3|pc|sJ|pc|sA|pg||pc|cQ|pc|c7|pc|s4|pc|c2|pg||pc|cT|pc|cJ|pc|hT|pc|c5|pg||pc|h8|pc|h2|pc|hK|pc|d5|pg||pc|sT|pc|s8|pc|s5|pc|sQ|mc|9|pg||
qx|o3|md|1SJ7532HT8D832C842,S6HQ96DJ9764CQJ75,SAQT4H53DQTCAKT93,SK98HAKJ742DAK5C6|sv|e|mb|p|mb|p|mb|1C|mb|d|mb|p|mb|1D|mb|1S|mb|4H|mb|4S|mb|5H|mb|p|mb|p|mb|p|pg||pc|c2|pc|cQ|pc|cK|pc|c6|pg||pc|sA|pc|s9|pc|s3|pc|s6|pg||pc|cA|pc|hA|pc|c4|pc|c5|pg||pc|hK|pc|h8|pc|h6|pc|h3|pg||pc|s8|pc|s2|pc|h9|pc|s4|pg||pc|hQ|pc|h5|pc|h2|pc|hT|pg||pc|cJ|mc|11|pg||
qx|c3|md|1SJ7532HT8D832C842,S6HQ96DJ9764CQJ75,SAQT4H53DQTCAKT93,SK98HAKJ742DAK5C6|sv|e|mb|p|mb|p|mb|1N|mb|d|mb|2H|an|spades|mb|2N|mb|3S|mb|4H|mb|p|mb|p|mb|4S|mb|d|mb|p|mb|p|mb|p|pg||pc|hA|pc|h8|pc|h9|pc|h3|pg||pc|hK|pc|hT|pc|h6|pc|h5|pg||pc|c6|pc|c2|pc|cJ|pc|cA|pg||pc|sA|pc|s8|pc|s2|pc|s6|pg||pc|s4|pc|s9|pc|sJ|pc|d6|pg||pc|c8|pc|c5|pc|c3|pc|sK|pg||pc|dA|pc|d2|pc|d4|pc|dT|pg||pc|dK|pc|d3|pc|d7|pc|dQ|mc|8|pg||
qx|o4|md|2SAK986HDKQJ4C6532,S752HAKQ43DT9CJ87,SQT3HJ985DA75CAK9,SJ4HT762D8632CQT4|sv|b|mb|p|mb|1C|an|!|mb|p|mb|1S|mb|p|mb|1N|mb|p|mb|2C|an|!|mb|p|mb|2H!|mb|p|mb|2S|mb|p|mb|3S|mb|p|mb|4S|mb|p|mb|p|mb|p|pg||pc|hA|pc|h5|pc|h2|pc|s6|pg||pc|c3|pc|c7|pc|cA|pc|c4|pg||pc|cK|pc|cT|pc|c2|pc|c8|pg||pc|c9|pc|cQ|pc|c5|pc|cJ|pg||pc|h6|pc|s8|pc|h3|pc|h8|pg||pc|s9|pc|s2|pc|sQ|pc|s4|pg||pc|s3|pc|sJ|pc|sA|pc|s5|mc|12|pg||
qx|c4|md|2SAK986HDKQJ4C6532,S752HAKQ43DT9CJ87,SQT3HJ985DA75CAK9,SJ4HT762D8632CQT4|sv|b|mb|p|mb|1C|mb|p|mb|1S|mb|2H|mb|d|an|3!S|mb|p|mb|4H|mb|p|mb|5H|mb|p|mb|5S|mb|p|mb|6S|mb|p|mb|p|mb|p|pg||pc|hA|pc|h5|pc|h2|pc|s6|pg||pc|c5|pc|c7|pc|cA|pc|cT|pg||pc|cK|pc|c4|pc|c2|pc|c8|pg||pc|c9|pc|cQ|pc|c3|pc|cJ|pg||pc|h6|pc|s8|pc|h3|pc|h8|pg||pc|sA|pc|s2|pc|s3|pc|s4|pg||pc|sK|pc|s5|pc|sT|pc|sJ|mc|12|pg||
qx|o5|md|3SA965HT8DKQJ6CT62,S7HAJ93D53CAK8754,SJ842H72DT87CQJ93,SKQT3HKQ654DA942C|sv|n|mb|p|mb|1H|mb|p|mb|2S!|mb|p|mb|3D|an|!|mb|p|mb|3H|mb|p|mb|3S!|mb|p|mb|4C!|mb|p|mb|4D!|mb|p|mb|4N|an|!|mb|p|mb|5S|an|!|mb|p|mb|6H|mb|p|mb|p|mb|p|pg||pc|dK|pc|d3|pc|d8|pc|dA|pg||pc|h4|pc|h8|pc|hJ|pc|h2|pg||pc|c4|pc|cQ|pc|hK|pc|c2|pg||pc|h5|pc|hT|pc|hA|pc|h7|pg||pc|cA|pc|c3|pc|d2|pc|c6|pg||pc|cK|pc|c9|pc|d4|pc|cT|pg||pc|c5|pc|cJ|pc|hQ|pc|d6|pg||pc|h6|pc|s5|pc|h9|pc|d7|pg||pc|c7|pc|s2|mc|13|pg||
qx|c5|md|3SA965HT8DKQJ6CT62,S7HAJ93D53CAK8754,SJ842H72DT87CQJ93,SKQT3HKQ654DA942C|sv|n|mb|p|mb|1H|mb|p|mb|2S|an|0-1!S,   6-9   or 12+|mb|p|mb|4H|mb|p|mb|4N|mb|p|mb|5S|mb|p|mb|6H|mb|p|mb|p|mb|p|pg||pc|dK|pc|d3|pc|d8|pc|dA|pg||pc|h4|pc|hT|pc|hA|pc|h2|pg||pc|c4|pc|cQ|pc|hK|pc|c2|pg||pc|h5|pc|h8|pc|hJ|pc|h7|pg||pc|cA|pc|c3|pc|d2|pc|c6|pg||pc|cK|pc|c9|pc|d4|pc|cT|pg||pc|c8|pc|cJ|pc|hQ|pc|d6|pg||pc|sQ|pc|sA|pc|s7|pc|s2|mc|11|pg||
qx|o6|md|4SQT5HAJ42DKQ73CT8,SJ974HKT3D96CJ654,SAK632H8DA82CAQ72,S8HQ9765DJT54CK93|sv|e|mb|p|mb|1D|mb|p|mb|1S|mb|p|mb|2S|mb|p|mb|4H!|mb|p|mb|4S|mb|p|mb|p|mb|p|pg||pc|s8|pc|sQ|pc|s4|pc|s2|pg||pc|c8|pc|c4|pc|cQ|pc|cK|pg||pc|d4|pc|dK|pc|d6|pc|d2|pg||pc|cT|pc|c5|pc|cA|pc|c3|pg||pc|c2|pc|c9|pc|sT|pc|c6|pg||pc|s5|pc|s7|pc|sA|pc|h7|pg||pc|sK|pc|h5|pc|h2|pc|s9|pg||pc|s6|pc|h6|pc|h4|pc|sJ|pg||pc|cJ|pc|c7|mc|10|pg||
qx|c6|md|4SQT5HAJ42DKQ73CT8,SJ974HKT3D96CJ654,SAK632H8DA82CAQ72,S8HQ9765DJT54CK93|sv|e|mb|p|mb|1C!|mb|p|mb|1S|an|!|mb|p|mb|1N|mb|p|mb|2D|an|any GF|mb|p|mb|2S|mb|p|mb|3C|mb|p|mb|3N|mb|p|mb|4H|mb|p|mb|4N|mb|p|mb|5C|mb|p|mb|5S|mb|p|mb|5N|an|4   key   cards,   !s   or NT?|mb|p|mb|6D|mb|p|mb|6S|mb|p|mb|p|mb|p|pg||pc|d4|pc|dK|pc|d9|pc|d2|pg||pc|c8|pc|c6|pc|cQ|pc|cK|pg||pc|d5|pc|d3|pc|d6|pc|d8|pg||pc|cA|pc|c3|pc|cT|pc|c4|pg||pc|c2|pc|c9|pc|s5|pc|c5|pg||pc|sQ|pc|s4|pc|s2|pc|s8|pg||pc|sT|pc|sJ|pc|sA|pc|h5|pg||pc|sK|pc|h6|mc|11|pg||
qx|o7|md|1SKJTHAJ63DT875CT6,SQ7632HQ72DQ64C84,SA98HK98DAKJ3CK32,S54HT54D92CAQJ975|sv|b|mb|p|mb|p|mb|1N|mb|p|mb|2C!|mb|p|mb|2D|an|!|mb|p|mb|3N|mb|p|mb|p|mb|p|pg||pc|cQ|pc|c6|pc|c8|pc|c2|pg||pc|s5|pc|sT|pc|sQ|pc|sA|pg||pc|dA|pc|d2|pc|d5|pc|d4|pg||pc|s8|pc|s4|pc|sJ|pc|s2|pg||pc|dT|pc|d6|pc|d3|pc|d9|pg||pc|d7|pc|dQ|pc|dK|pc|c5|pg||pc|dJ|pc|hT|pc|d8|pc|s7|pg||pc|s9|pc|c7|pc|sK|pc|s3|pg||pc|h3|pc|h7|pc|hK|pc|h4|pg||pc|h8|pc|h5|pc|hA|pc|h2|pg||pc|h6|pc|hQ|pc|h9|pc|c9|mc|9|pg||
qx|c7|md|1SKJTHAJ63DT875CT6,SQ7632HQ72DQ64C84,SA98HK98DAKJ3CK32,S54HT54D92CAQJ975|sv|b|mb|p|mb|p|mb|p|mb|1C|mb|p|mb|1H|mb|p|mb|2D|mb|p|mb|2H|mb|p|mb|2N|mb|p|mb|3N|mb|p|mb|p|mb|p|pg||pc|cJ|pc|c6|pc|c4|pc|cK|pg||pc|dK|pc|d2|pc|d5|pc|d4|pg||pc|s8|pc|s4|pc|sK|pc|s3|pg||pc|dT|pc|d6|pc|d3|pc|d9|pg||pc|d7|pc|dQ|pc|dA|pc|h4|pg||pc|dJ|pc|s5|pc|d8|pc|s6|pg||pc|sA|pc|c5|pc|sT|pc|s2|pg||pc|hK|pc|h5|pc|h3|pc|h7|pg||pc|h9|pc|hT|pc|hA|pc|h2|mc|9|pg||
qx|o8|md|2S965HAKJ5DK3CAJ76,SK3H43D86542CKT32,SJT842HQ962DAQTC4,SAQ7HT87DJ97CQ985|sv|0|mb|p|mb|2H!|mb|p|mb|4H|mb|p|mb|p|mb|p|pg||pc|h8|pc|h5|pc|h3|pc|h9|pg||pc|s4|pc|s7|pc|s9|pc|sK|pg||pc|s3|pc|sJ|pc|sQ|pc|s5|pg||pc|c5|pc|cA|pc|c2|pc|c4|pg||pc|hA|pc|h4|pc|h2|pc|h7|pg||pc|hK|pc|d8|pc|h6|pc|hT|pg||pc|dK|pc|d2|pc|dT|pc|d7|pg||pc|d3|pc|d4|pc|dQ|pc|d9|pg||pc|dA|pc|dJ|pc|s6|pc|d5|pg||pc|s2|pc|sA|pc|hJ|mc|11|pg||

```
qx|c8|md|2S965HAKJ5DK3CAJ76,SK3H43D86542CKT32,SJT842HQ962DAQTC4,SAQ7HT87DJ97CQ985|sv|0|mb|p|mb|p|mb|p|mb|1N|mb|p|mb|2C|mb|p|mb|2H|mb|p|mb|4H|mb|p|mb|p|
mb|p|pg||pc|sK|pc|s2|pc|s7|pc|s6|pg||pc|s3|pc|s4|pc|sQ|pc|s9|pg||pc|sA|pc|s5|pc|d5|pc|s8|pg||pc|c5|pc|cA|pc|c2|pc|c4|pg||pc|hJ|pc|h3|pc|h2|pc|h7|mc|10|
pg||
qx|o9|md|3SA3HJ65DQ5CT98643,SKQJ754HQ942D72CJ,ST9HT873D98643CAK,S862HAKDAKJTCQ752|sv|e|mb|p|mb|1N|mb|p|mb|2H!|mb|p|mb|2S|mb|p|mb|4S|mb|p|mb|p|mb|p|pg||
pc|cT|pc|cJ|pc|cK|pc|c2|pg||pc|d8|pc|dA|pc|d5|pc|d2|pg||pc|s2|pc|sA|pc|s4|pc|sT|pg||pc|s3|pc|sK|pc|s9|pc|s6|mc|11|pg||
qx|o10|md|4SJ3H96DQJ982C9854,SAT42HJ853DAKT3CQ,SK97HKQTD6CAKT762,SQ865HA742D754CJ3|sv|b|mb|p|mb|p|mb|1D|mb|2C|mb|d|mb|2S|mb|p|mb|p|mb|p|pg||pc|cA|
mc|8|pg||
qx|c10|md|4SJ3H96DQJ982C9854,SAT42HJ853DAKT3CQ,SK97HKQTD6CAKT762,SQ865HA742D754CJ3|sv|b|mb|p|mb|p|mb|1D|mb|2C!|mb|d|mb|p|mb|3C|mb|d|mb|3D|mb|p|mb|3H|mb
|p|mb|4H|mb|p|mb|p|mb|p|pg||pc|cA|pc|c3|pc|c4|pc|cQ|pg||pc|cK|pc|cJ|pc|c5|pc|h3|pg||pc|h5|pc|hT|pc|h2|pc|h6|pg||pc|hK|pc|hA|pc|h9|pc|h8|pg||pc|s5|pc|s3
|pc|sT|pc|sK|pg||pc|hQ|pc|h4|pc|c9|pc|hJ|pg||pc|cT|pc|h7|pc|c8|pc|d3|pg||pc|s6|pc|sJ|pc|sA|pc|s7|pg||pc|s2|pc|s9|pc|sQ|pc|d2|pg||pc|s8|pc|d8|pc|s4|pc|c
7|pg||pc|d4|mc|8|pg||
qx|o11|md|1SA9432H9D753C8654,S875HQ52DQT962CT2,SKHAK43DAKJ4CA973,SQJT6HJT876D8CKQJ|sv|0|mb|p|mb|p|mb|2D!|mb|p|mb|2H!|mb|p|mb|2N!|mb|p|mb|3H!|mb|p|mb|3N
|mb|mb|p|mb|p|pg||pc|hJ|pc|h9|pc|h2|pc|h4|pg||pc|h7|pc|s2|pc|hQ|pc|hA|pg||pc|cA|pc|cJ|pc|c4|pc|c2|pg||pc|c9|pc|cK|pc|c5|pc|cT|pg||pc|hT|pc|s3|pc|h5|p
c|hK|pg||pc|sK|pc|s6|pc|s4|pc|s5|pg||pc|dA|pc|d8|pc|d3|pc|d2|pg||pc|c7|pc|cQ|pc|c6|pc|s7|pg||pc|h8|pc|d5|pc|d6|pc|h3|pg||pc|h6|pc|s9|mc|8|pg||
qx|c11|md|1SA9432H9D753C8654,S875HQ52DQT962CT2,SKHAK43DAKJ4CA973,SQJT6HJT876D8CKQJ|sv|0|mb|p|mb|p|mb|1C|mb|1H|mb|p|mb|2H|mb|d|mb|p|mb|3S|mb|p|mb|3N|mb|
p|mb|p|pg||pc|hJ|pc|h9|pc|h5|pc|h3|pg||pc|hT|pc|s2|pc|hQ|pc|h4|pg||pc|h2|pc|hA|pc|h8|pc|s3|pg||pc|c7|pc|cJ|pc|c4|pc|c2|pg||pc|h7|pc|s4|pc|s8|pc|hK
|pg||pc|cA|pc|cK|pc|c5|pc|cT|pg||pc|c9|pc|cQ|pc|c6|pc|d6|pg||pc|h6|mc|8|pg||
qx|o12|md|2SQJT762HA84D96C53,SK943H9DAQJT5CAQ2,S8HQ765DK873CJ764,SA5HKJT32D42CKT98|sv|n|mb|1D|mb|2S|mb|p|mb|d|mb|p|mb|p|mb|p|pg||pc|h9|
pc|h5|pc|h2|pc|hA|pg||pc|sJ|pc|s3|pc|s8|pc|sA|pg||pc|d4|pc|d6|pc|dA|pc|d3|pg||pc|dQ|pc|dK|pc|d2|pc|d9|pg||pc|d7|pc|hT|pc|s2|pc|d5|pg||pc|c3|pc|cQ|pc|c4
|pc|c8|pg||pc|cA|pc|c6|pc|c9|pc|c5|pg||pc|c2|pc|c7|pc|cT|pc|s6|pg||pc|sQ|pc|sK|pc|h6|pc|s5|mc|6|pg||
qx|c12|md|2SQJT762HA84D96C53,SK943H9DAQJT5CAQ2,S8HQ765DK873CJ764,SA5HKJT32D42CKT98|sv|n|mb|1D|mb|p|mb|1H|mb|p|mb|1S|mb|p|mb|2N|mb|p|mb|3N|mb|p|mb|p|mb|
p|pg||pc|sQ|pc|s3|pc|s8|pc|sA|pg||pc|d2|pc|d6|pc|dQ|pc|d3|pg||pc|cA|pc|c6|pc|c8|pc|c3|pg||pc|cQ|pc|c4|pc|c9|pc|c5|pg||pc|c2|pc|c7|pc|cK|pc|s2|pg||pc|d4
|pc|d9|pc|dJ|pc|dK|pg||pc|cJ|pc|cT|pc|h4|pc|s4|pg||pc|h5|pc|h2|pc|hA|pc|h9|pg||pc|sT|pc|sK|mc|9|pg||
qx|o13|md|3SAQ9HQ9864DA764C3,S87HK7DQT2CKQJT75,SKT63HTDK53C98642,SJ542HAJ532DJ98CA|sv|b|mb|p|mb|1H|mb|p|mb|2C|mb|p|mb|2H|mb|p|mb|3C|mb|p|mb|p|mb|p|pg||
pc|s3|pc|s2|pc|sQ|pc|s7|pg||pc|d4|pc|dQ|pc|dK|pc|d8|pg||pc|s6|pc|s4|pc|sA|pc|s8|pg||pc|c3|pc|c5|pc|c2|pc|cA|pg||pc|h2|pc|h6|pc|hK|pc|hT|pg||pc|cK|pc|c4
|pc|s5|pc|d7|pg||pc|cQ|pc|c6|pc|sJ|pc|h4|pg||pc|cJ|pc|c8|pc|h3|pc|d6|pg||pc|cT|pc|c9|pc|h5|pc|h8|mc|9|pg||
qx|c13|md|3SAQ9HQ9864DA764C3,S87HK7DQT2CKQJT75,SKT63HTDK53C98642,SJ542HAJ532DJ98CA|sv|b|mb|p|mb|1H|mb|p|mb|2C|mb|p|mb|2H|mb|p|mb|3D|mb|p|mb|3N|mb|p|mb|
p|mb|p|pg||pc|d4|pc|d2|pc|dK|pc|d8|pg||pc|s3|pc|s2|pc|s9|pc|s7|pg||pc|dA|pc|dT|pc|d5|pc|d9|pg||pc|sA|pc|s8|pc|s6|pc|s4|pg||pc|sQ|pc|c5|pc|sK|pc|s5|mc|8
|pg||
qx|o14|md|4SQ876HJ4DK95CJ864,S9HT97532DQ73CAK2,SAT54HAQ8DJT8C753,SKJ32HK6DA642CQT9|sv|0|mb|1D|mb|p|mb|1H|mb|p|mb|1S|mb|p|mb|2H|mb|p|mb|p|mb|p|pg||pc|dJ
|pc|d2|pc|dK|pc|d7|pg||pc|c4|pc|cA|pc|c3|pc|c9|pg||pc|h2|pc|hA|pc|h6|pc|h4|pg||pc|c5|pc|cQ|pc|c6|pc|c2|pg||pc|hK|pc|hJ|pc|h3|pc|h8|pg||pc|d4|pc|d5|pc|d
Q|pc|d8|pg||pc|d3|pc|dT|pc|dA|pc|d9|pg||pc|d6|pc|s6|pc|s9|mc|10|pg||
qx|c14|md|4SQ876HJ4DK95CJ864,S9HT97532DQ73CAK2,SAT54HAQ8DJT8C753,SKJ32HK6DA642CQT9|sv|0|mb|1N|mb|p|mb|2D|mb|p|mb|2H|mb|p|mb|p|mb|p|pg||pc|c4|pc|cA|pc|c
7|pc|c9|pg||pc|h2|pc|h8|pc|hK|pc|h4|pg||pc|h6|pc|hJ|pc|h3|pc|hQ|pg||pc|s4|pc|sJ|pc|sQ|pc|s9|pg||pc|c6|pc|cK|pc|c3|pc|cT|pg||pc|d3|pc|d8|pc|dA|pc|d5|pg|
|pc|d2|pc|dK|pc|d7|pc|dT|mc|9|pg||
```

Notes
 - The first line names the event, the segment, the type of scoring, the first board, and the number of boards played the team names and their carry forward, if any.
 - The second lines lists all the contracts played for both rooms in the order Open Room board 1, Closed Room board 1, Open Room board 2 etc.
 - the third line lists the player names, Open Room first clockwise from South, then the Closed Room, clockwise from South.
- every other line after that details the boards played, including the cards in each, the auction and every card played until a claim is made.

Fixing the errors
Error 1
Wrong number of tricks recorded on Open Room, Board 1.
Solution
- Change the contract on the second line of the file from **3NW=** to **3NW+1**.
- Go to the end of the line beginning **qx|o1|** and change **mc|9|** to **mc|10|**.

Error 2
Wrong number of tricks recorded on Open Room, Board 5.
Solution
- Change the contract on the second line of the file from **6HE+1** to **6HW-1**.
- Go to the end of the line beginning **qx|o5|** and change **mc|13|** to **mc|11|**.

Error 3
No result for Closed Room, Board 9
Solution
If you look closely at the second line of the .lin file you will notice there is no result marked for this board …..**4SE+1,,**. The result should have appeared between the two commas here. Simply type in the actual result, in this case 4SW+1. Note this is the same syntax used as described on page 16 (How to manually input scores).

There is one more step required to clean the data when this type of error occurs. If you look closely at the .lin file you will notice there is no hand, auction or play record for Closed Room, Board 9. The data skips from the line that starts qx|o9| (**Open Room, Board 9**) to the line that starts qx|o10| (**Open Room, Board 10**).

Step 1:   Cut and paste the entire line that begins **qx|o9|**
Step 2:   Change **qx|o9|** to **qx|c9|**
Step 3:   Move your cursor along the line until you get to the first instance of **mb|**. This is where the record of the auction and play begins. Delete everything from this point onwards (as you have merely copied the data from the other room) until you get near the end of the line where you see **|pg||**.
Step 4:   Because you won't have a record of the auction or play, you should put in some *computer notation* so anyone who wants to go over the match records using this .lin file is aware of the missing data. On this same line, immediately after **|sv|e|**, type in:

at|^c^*BContract <mark>4@S(W)</mark>, making <mark>11</mark> tricks.   No record of Auction or Play|pg||

Most of this is special BBO .lin file code, but of course you need just substitute the right contract and result (where the code is highlighted in yellow.

Now the data should be clean. Save your file.

Double click on it again and compare the new .line file result page with the correct version. You may need to spend some time further inspecting the structure of the lin file until you are confident you understand its syntax.

Appendices

Notes pertaining to Appendices

Appendix A - Splitting a .dup file using Dealmaster Pro
You will need a licensed copy of Dealmaster Pro in order to follow the instructions in this Appendix

Appendix B – Splitting a .dup file using a text editor
This is a more complex way to split files and should only be undertaken as a last resort

Appendix C – Building lecterns for VuGraph broadcasts
VuGraph operators need a suitable and comfortable platform upon which to place their computers. This easy to make and inexpensive lectern can be constructed in about 10 minutes. The shelf below the top platform is ideal for housing notepaper, pens, players' system cards etc.

Complementing these tables, bar-stools are an ideal height.

Appendix D – VuGraph Kit contents

Appendix E – Sample VuGraph Line-Up Sheets
These sheets are best prepared in advance of your VuGraph Broadcast and a separate set is required for each segment of play. The first two pages are used for **Dual Table** (Open and Closed Room) coverage. The third page is used for **Single Table** (Open or Closed Room only) coverage.

Appendix F – ABF BBO VuGraph Accounts

Appendix G – Operator Cheat-Sheet

Appendix A - Splitting a .dup file using Dealmaster Pro

Steps in this task will be:

1. Importing hands into Dealmaster Pro
2. Adding the hands to the Library
3. Exporting **some** of the hands (splitting the file)
4. Exporting the remainder of the hands

Launch Dealmaster Pro either from your Desktop icon or via the
Start > **Programs** menu.

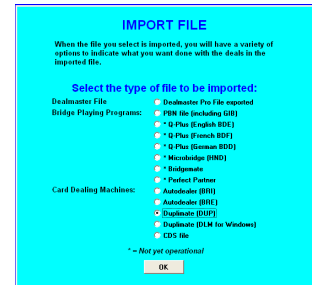Click on the fifth option – **Miscellaneous**
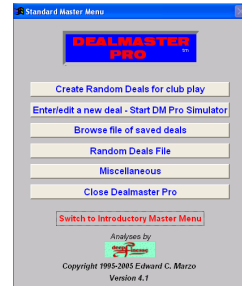
Click on the fifth option – **Import Deal Files**
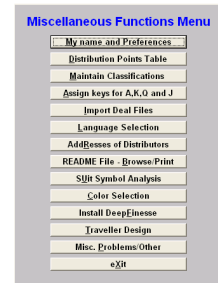
Assuming the file you have been provided is a **.dup** file, select Duplimate
(DUP).

Now click the **OK** button.

*Of course if your file is of another format then make the appropriate
selection.*

Now Dealmaster Pro will ask you to navigate to the folder or device where
your **.dup file** is stored.

Navigate to the right location and select the file then click on the **Import
file** button.
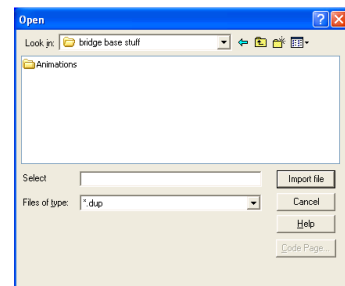
You have successfully imported the hands into Dealmaster Pro, now you have to tell Dealmaster Pro what to do with them.

Here is the next screen:
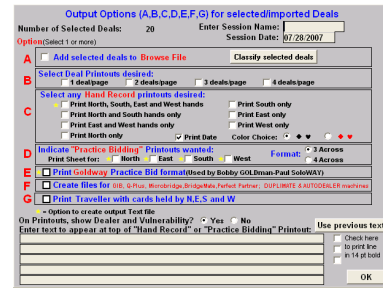
In order to split the file and export it into the right length parts, you firstly need to Add the files to the Browse Library – Place a tick in the box just to the right of the **red A**.
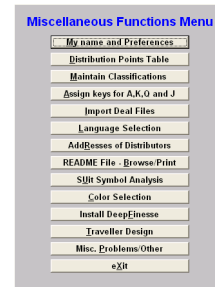

Finally, type in an easily identifiable session name in the top right corner:

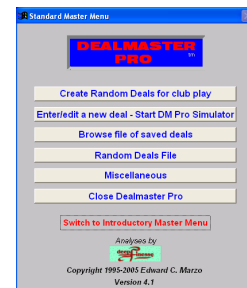And press the **OK** button on the bottom right of the window.

The files you imported are now stored in the Library and called **FINAL1**.

You're back to the **Miscellaneous Function Menu**:

Select **Exit** and return to the

Standard Master Menu.

Select the third option:

Browse file of saved deals.

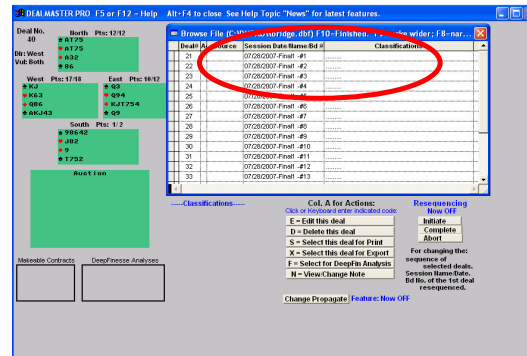Select the first option: **All Deals**.
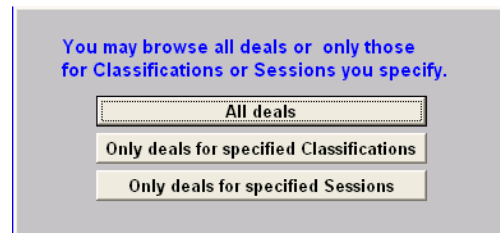
Skip this screen simply by clicking **OK**.
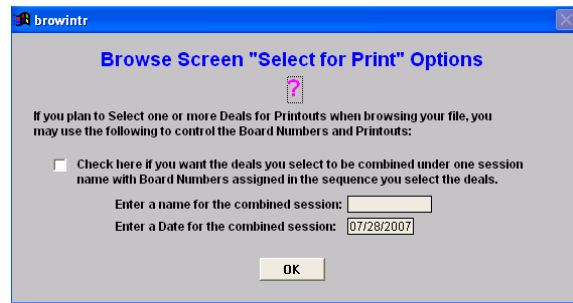
There are a lot of options on this screen and a lot of information.

The deals you have imported are listed in the child window titled **Browse File**.

Some important points first:

There is a button called **Change Propagate** – ensure this feature is turned off (note it should say **Feature: Now OFF**) in bold blue text. You can toggle between ON and OFF by clicking the Change Propagate button. You'll find working in this screen much easier if Change Propagate is turned off.

What is the Propagate feature?

The text on the right explains this shortcut feature in Dealmaster Pro to quickly select blocks of deals. While it is a useful feature, when splitting files, it's better to have this feature turned **OFF**.
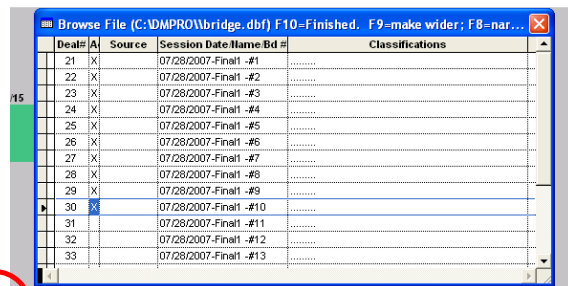
The file in this example has 20 hands and we're going to export the first ten hands.

In the column alongside the first 10 hands, type an **X** (for Export).
Then hit **F10** on your keyboard.

OUTPUT FILES OPTIONS

Select one or more of the following options. Each creates a file
for the program or machine indicated.

☐ Dealmaster File to be imported

Bridge Playing Programs:
☐ GIB and any program using PBN format
☐ Q-Plus (English .BDE format)
☐ Q-Plus (French .BDF format)
☐ Q-Plus (German .BDD format)
☐ Q-Plus (Italian .BDI format)
☐ Micro Bridge (.HND format)
☐ BridgeMate and any program using CBF format
☐ Perfect Partner (.HND format)

Card Dealing Machines
☑ DUPLIMATE (DUP format)
☐ DUPLIMATE (DLM format)

☐ AUTODEALER (BRI format)
☐ AUTODEALER (BRE format)

Other
☐ Comma delimited CSV file

OK

In this menu, you are asked what file format you want to export the
hands to – select **DUPLIMATE (DUP format)**, then click on **OK**.
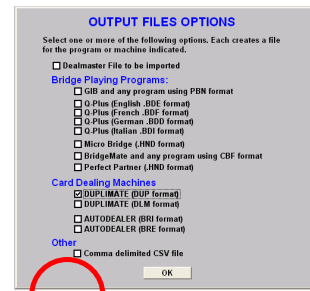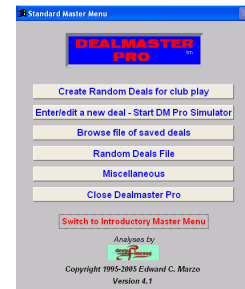
Navigate to the folder, location or device you want to save the file to
and give it a name, then press **Save**.
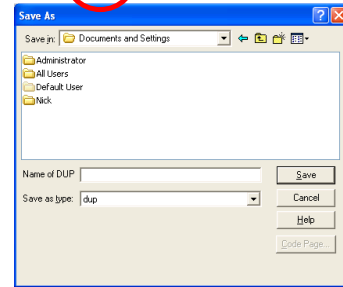
In this example, that's the first ten of a 20 board set exported.

Click on **Browse file of saved deals** and repeat for the second ten boards.

Once both halves have been exported, click on **Close Dealmaster Pro** to exit.

DEALMASTER PRO

Create Random Deals for club play
Enter/edit a new deal - Start DM Pro Simulator
Browse file of saved deals
Random Deals File
Miscellaneous
Close Dealmaster Pro

Switch to Introductory Master Menu

Analyses by

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Version 4.1

Appendix B - Splitting a .dup file using a text editor

If you don't have access to Dealmaster Pro, then it is possible to split a .dup file using a combination of NetBridgeVu.exe (the BBO client software) and your favourite text editor like **Notepad** or **WordPad**.

Steps to be taken in this scenario
- Load the *larger than required* .dup file into BBO
- Edit the **vugraph.lin** that is created as function of this process

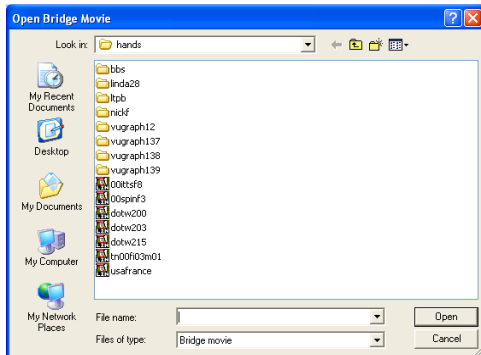Click on the **BBO icon** on your computer desktop just as if you were going to log in.

If you don't have a desktop icon for BBO then you may need to click:
Start > Programs> Bridge Base Online

Instead of logging in, click on the button that says:

'**Open Bridge Movie from your computer**'.

You will see a listing of files and a window at the bottom that says **File name:**

Enter the path to your **.dup** file, including the filename and extension. Your files are likely to be on a USB thumb drive. In that case, you should type e:<filename>.dup.

When you click on OPEN you will see a little window titled **Name of event**.

Type the name of the event that you will be broadcasting in that window. Click **OK**.
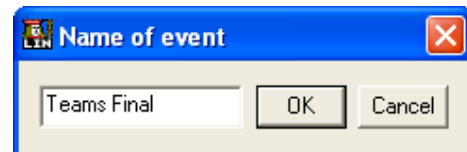
The next window asks for the **Name of segment**. Most matches are divided into between 4 and 8 segments with teams scoring after each segment. You probably want to start with Session 1 or Session 1 of 4 or something similar. Then click **OK**.
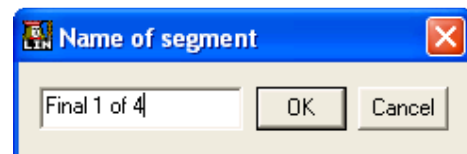
When you enter the name of this segment, you will see a window that allows you to select 'I' for an IMP match or 'P' for Pairs scoring.
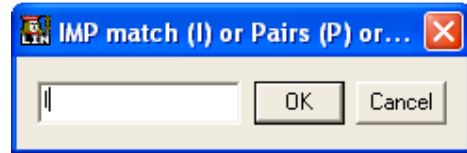
When that is selected (assuming you selected IMPs which is, of course, far the most common), you will be asked to enter the **Name of the home team** (this is the pair that sit North-South in the Open Room). Next you need to enter the **Name of the away team** (this is the pair that sit North-South in the Closed Room. If you are going to broadcast a **Pairs** game, since the teams will be constantly changing, the next question is the number of the first board.
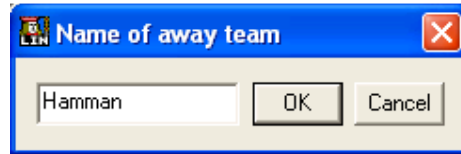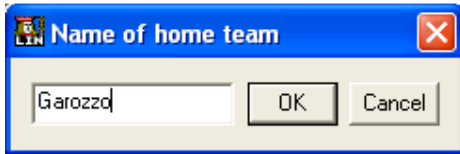
Next, enter any **IMP carryover** for the Home team (NS in the open room) and IMP carryover for the Away team (EW in the open room). Remember the IMP carryover for the first session is, in most cases, zero for the first segment of the match (but not always). For the second and subsequent sessions, you need to current match score so that the running score remains accurate.
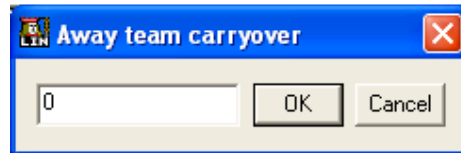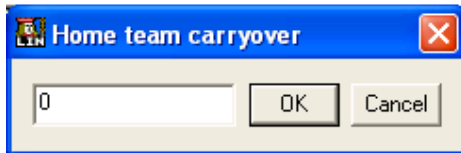
Finally, enter the **number of the first board** for this session. You should confirm this with the Director. It's usually Board 1, but in a long match of multiple segments, the second and subsequent sets may not start at Board 1.
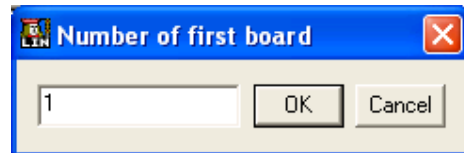
A pre-match scorecard will now appear on your screen, looking something like this:

Now exit the program (by clicking on the red X at the top right of your screen and log in as before. (Click on the screen icon, select Log In, enter your user name and your password, click enter; **(remember to use** '*invisible*' **if you are practicing)**.

You've now created a file called **vugraph.lin** which you can edit using a text editor like **Notepad** or **WordPad**. This file is found in the root directory of your BBO installation (eg c:\Bridge Base Online\vugraph.lin.

This is what the vugraph.lin file looks like:

vg|Bermuda Bowl Final,Set 1 of 8,I,1,32,Italy,10,USA,0
rs|,,|
pn|South,West,North,East,South,West,North,East|pg||
qx|o1|
pn|South,West,North,East,South,West,North,East|md|3SJ864HT98743D53CJ,SAQT92HDA96CAQT53,SK53HJ62DKT874CK7,S7HAKQ5DQJ2C98642|sv|0|
pg||
qx|c1|
pn|South,West,North,East,South,West,North,East|md|3SJ864HT98743D53CJ,SAQT92HDA96CAQT53,SK53HJ62DKT874CK7,S7HAKQ5DQJ2C98642|sv|0|
pg||
qx|o2|
pn|South,West,North,East,South,West,North,East|md|4SKHJ843DKJT52CKJT,SQT8742HQDQ843C54,SJ5HKT52DA97CA986,SA963HA976D6CQ732|sv|n|
pg||
qx|c2|
pn|South,West,North,East,South,West,North,East|md|4SKHJ843DKJT52CKJT,SQT8742HQDQ843C54,SJ5HKT52DA97CA986,SA963HA976D6CQ732|sv|n|
pg||
qx|o3|
pn|South,West,North,East,South,West,North,East|md|1SQJ98H52D432CK432,SAK5HKJ76DKT8CQJ8,ST742H98DAQ765CA7,S63HAQT43DJ9CT965|sv|e|
pg||
qx|c3|
pn|South,West,North,East,South,West,North,East|md|1SQJ98H52D432CK432,SAK5HKJ76DKT8CQJ8,ST742H98DAQ765CA7,S63HAQT43DJ9CT965|sv|e|
pg||
qx|o4|
pn|South,West,North,East,South,West,North,East|md|2SAKJ85HQ8DA8CA975,S973HJ642DKQ3C862,SQ62HTDJT9654CKQT,ST4HAK9753D72CJ43|sv|b|
pg||
qx|c4|
pn|South,West,North,East,South,West,North,East|md|2SAKJ85HQ8DA8CA975,S973HJ642DKQ3C862,SQ62HTDJT9654CKQT,ST4HAK9753D72CJ43|sv|b|
pg||
qx|o5|
pn|South,West,North,East,South,West,North,East|md|3SAQ975HJD532CJ942,SJT2HK72DA8CKT863,SK863H986DKJ4CQ75,S4HAQT543DQT976CA|sv|n|
pg||
qx|c5|
pn|South,West,North,East,South,West,North,East|md|3SAQ975HJD532CJ942,SJT2HK72DA8CKT863,SK863H986DKJ4CQ75,S4HAQT543DQT976CA|sv|n|
pg||
qx|o6|
pn|South,West,North,East,South,West,North,East|md|4SQJ75HQT98DQJTCJT,S93HK3DK75CA86542,SAKT862HAJD32CK97,S4H76542DA9864CQ3|sv|e|
pg||
qx|c6|
pn|South,West,North,East,South,West,North,East|md|4SQJ75HQT98DQJTCJT,S93HK3DK75CA86542,SAKT862HAJD32CK97,S4H76542DA9864CQ3|sv|e|
pg||
qx|o7|
pn|South,West,North,East,South,West,North,East|md|1SK98HTDQJ986CJ753,ST32H6432D7532CQ6,SQ754HKQ987DATC82,SAJ6HAJ5DK4CAKT94|sv|b|
pg||
qx|c7|
pn|South,West,North,East,South,West,North,East|md|1SK98HTDQJ986CJ753,ST32H6432D7532CQ6,SQ754HKQ987DATC82,SAJ6HAJ5DK4CAKT94|sv|b|
pg||
qx|o8|
pn|South,West,North,East,South,West,North,East|md|2SHAQ652DQ654C9652,SKQJTH97DJT92CA73,S9752HK843DA7CJT8,SA8643HJTDK83CKQ4|sv|0|
pg||
qx|c8|
pn|South,West,North,East,South,West,North,East|md|2SHAQ652DQ654C9652,SKQJTH97DJT92CA73,S9752HK843DA7CJT8,SA8643HJTDK83CKQ4|sv|0|
pg||
qx|o9|
pn|South,West,North,East,South,West,North,East|md|3SQT75H973DKJTCJ84,SAJ94HK85D7CQ7632,SK63HQ2DA952CKT95,S82HAJT64DQ8643CA|sv|e|
pg||
qx|c9|
pn|South,West,North,East,South,West,North,East|md|3SQT75H973DKJTCJ84,SAJ94HK85D7CQ7632,SK63HQ2DA952CKT95,S82HAJT64DQ8643CA|sv|e|
pg||
qx|o10|
pn|South,West,North,East,South,West,North,East|md|4ST75HKT3D96543CJ4,SQ8HQJ9DKT872C985,S9632HA762DJCKT73,SAKJ4H854DAQCAQ62|sv|b|
pg||
qx|c10|
pn|South,West,North,East,South,West,North,East|md|4ST75HKT3D96543CJ4,SQ8HQJ9DKT872C985,S9632HA762DJCKT73,SAKJ4H854DAQCAQ62|sv|b|
pg||
qx|o11|
pn|South,West,North,East,South,West,North,East|md|1ST2HJT632DKQJ74CK,SAJ73HQDA2CAQ9532,SK85HA984DT865CJ4,SQ964HK75D93CT876|sv|0|
pg||
qx|c11|
pn|South,West,North,East,South,West,North,East|md|1ST2HJT632DKQJ74CK,SAJ73HQDA2CAQ9532,SK85HA984DT865CJ4,SQ964HK75D93CT876|sv|0|
pg||
qx|o12|
pn|South,West,North,East,South,West,North,East|md|2SAKJ73HAJ5DK54CK4,S54HT986DJ87CA532,SQT962HKQ7DAT96CJ,S8H432DQ32CQT9876|sv|n|
pg||
qx|c12|
pn|South,West,North,East,South,West,North,East|md|2SAKJ73HAJ5DK54CK4,S54HT986DJ87CA532,SQT962HKQ7DAT96CJ,S8H432DQ32CQT9876|sv|n|
pg||
qx|o13|
pn|South,West,North,East,South,West,North,East|md|3SK94HKJ952D63CJ63,SAJ652HQ73D7CAK94,SQHA864DAQ2CQT752,ST873HTDKJT9854C8|sv|b|
pg||
qx|c13|

```
pn|South,West,North,East,South,West,North,East|md|3SK94HKJ952D63CJ63,SAJ652HQ73D7CAK94,SQHA864DAQ2CQT752,ST873HTDKJT9854C8|sv|b|
pg||
qx|o14|
pn|South,West,North,East,South,West,North,East|md|4SK94HJ643DQ875C87,SQ6HQT97DKJ2C9653,SAJTHK8DAT94CAQT2,S87532HA52D63CKJ4|sv|0|
pg||
qx|c14|
pn|South,West,North,East,South,West,North,East|md|4SK94HJ643DQ875C87,SQ6HQT97DKJ2C9653,SAJTHK8DAT94CAQT2,S87532HA52D63CKJ4|sv|0|
pg||
```

The file contains all the **computer code** that BBO requires to run a VuGraph broadcast. For this exercise, you need to look at the pairs of code that pertain to each board. Each hand has been duplicated for the **Open Room** and the **Closed Room** (see the highlighted lines above that begin qx|o1| and qx|c1|. Let's say your larger than required file contains 20 hands (finishing with hands **qx|o20|** and **qx|c20|** but you only require sets of ten hands.

For the first set you need to simply **cut** the data beyond the lines pertaining to **Closed Room** hand 10 and save the file.

> # IMPORTANT
>
> **!**
>
> If you are splitting the file into two halves you will need to cut and save **twice**. To avoid overwriting files, save the first file as **vugraph1.lin** and the second file as **vugraph2.lin**.
>
> vugraph1.lin will contain the first ten boards and
> vugraph2.lin will contain the first second ten boards..

Now, rename vugraph1.lin back to vugraph.lin and you're ready to go for the first set. For the second set (after the first set has been played), you do the same – however you will have to remove the lines pertaining to the first ten boards and **change the carryover scores** manually in the .lin file. This is the section in the example .lin file above highlighted in red.

Appendix C - Building lecterns for VuGraph broadcasts

<u>Requirements</u>:
- 3 x sheets of MDF 500mm x 250mm x 10mm
- 4 x lengths timber 900mm x 5mm x 10mm
- 24 x 25 mm nails
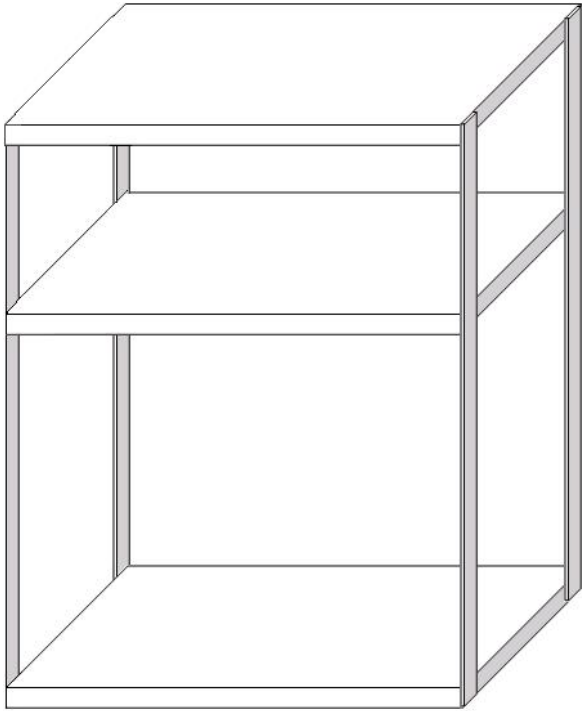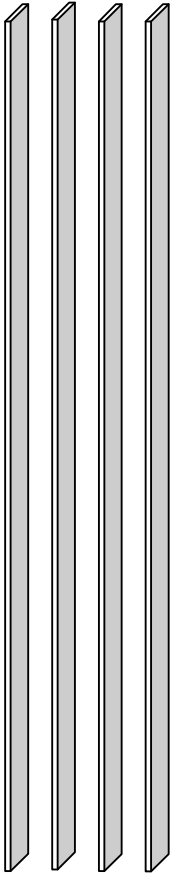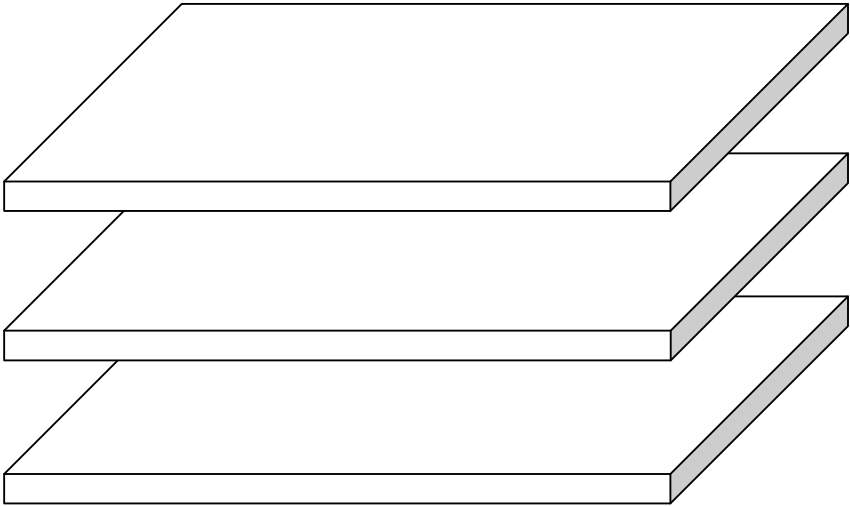
Appendix D – VuGraph Kit contents

The National VuGraph Unit has assembled a kit, the contents of which are outlined below.

> 4 x Notebook computers
> 4 x Notebook cable locks
> 4 x Optical mice
> 4 x Mouse pads
> 1 x 5-port switch
> 1 x USB data-key
> 4 x Extension cords
> 2 x 4 point Power boards
> 4 x 20m Ethernet cables
> 1 x 5m Ethernet cable
> 1 x Telephone cable

If you plan to run a VuGraph broadcast and would like access any components of this kit, please contact the National VuGraph Co-Ordinator or the ABF Secretariat via secretariat@abf.com.au. **Please note you may be asked to meet the transport costs to receive and return any equipment**.

Appendix E – Sample VuGraph Line-Up Sheets

VuGraph Line-Up Sheet - Final 1 of 4
Open Room

Hand Data File:	.dup	(double-click to launch)
Name of Event:	2007 Spring Teams Final	
Name of Segment:	1 of 4	
IMP match (I) or Pairs (P):	I	
Name of Home Team:		(NS in Open Room)
Name of Away Team:		(NS in Closed Room)
Home Team Carryover:		(non-zero in KO matches)
Away Team Carryover:		(non-zero in KO matches)
Number of 1st Board:	1	
Include empty board (Y/N):	Y	(to hide 1st board until play starts)

Exit Bridge Movie, login to BBO, go to Vugraph Theatre and click Start Live Broadcast.

Room: Open, Closed, Both	O	(because there is an Open and Closed room)

Player Names	enter player names by left-clicking on North, South, etc. Enter Surname, Full Name and correct country.
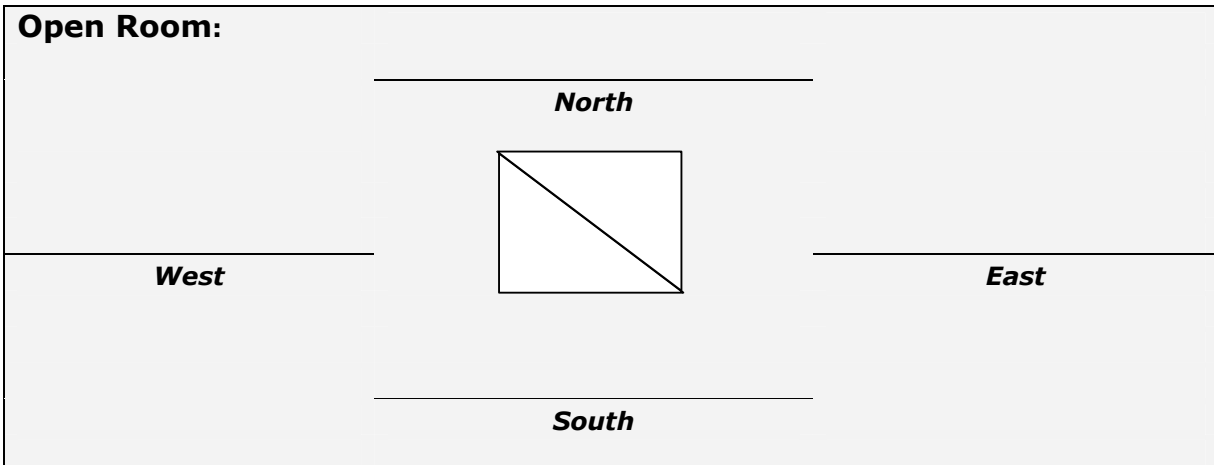
Open Room:

```
                  North

            _____
           |          /|
           |        /  |
  West     |      /    |      East
           |    /      |
           |  /        |
           |/_____|

                  South
```

Do not REDEAL to the first board until all players are seated and session time has commenced.

When all boards have been played, keep your table open until the CLOSED ROOM has finished as well.

Exit the room by clicking on BACK in the bottom left hand corner.

**Log into BBO when instructed by Supervisor.**

Go to the VuGraph Theatre by clicking on VuGraph (Live broadcasts with commentary)

Click on the corresponding Open Room Table already open. You will receive a message:

Would you like to broadcast form the other table of this match?

Reply Yes

Enter Player Names   enter player names by left-clicking on North, South, etc.
Enter Surname, then Full Name and put in correct country.

Closed Room:

North

West   *East*

South
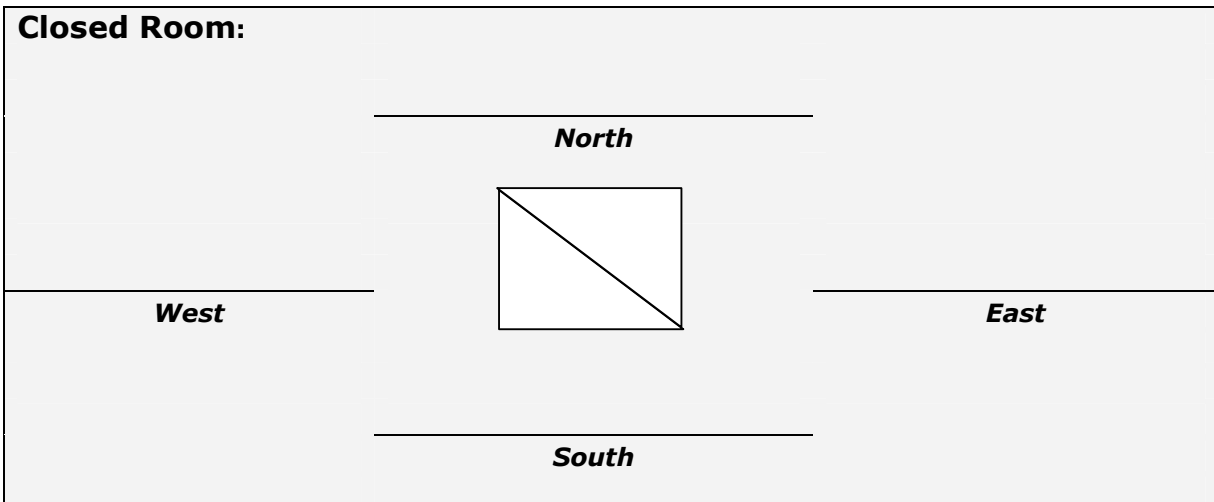
Do not REDEAL to the first board until all players are seated and session time has commenced.

When all boards have been played, keep your table open until the OPEN ROOM has finished as well.

Exit the room by clicking on BACK in the bottom left hand corner.

VuGraph Line-Up Sheet – Swiss – Round 6

Hand Data File:	**.dup**	**(double-click to launch)**
Name of Event:	**2007 VCC**	
Name of Segment:	**Swiss Rnd 6/10**	
IMP match (I) or Pairs (P):	**I**	
Name of Home Team:		**(NS in Open Room)**
Name of Away Team:		**(NS in Closed Room)**
Home Team Carryover:		**(non-zero in KO matches)**
Away Team Carryover:		**(non-zero in KO matches)**
Number of 1st Board:	**17**	
Include empty board (Y/N):	**Y**	**(to hide 1st board until play starts)**

**Exit Bridge Movie, login to BBO, go to VuGraph Theatre and click Start Live Broadcast.**

Room: Open, Closed, Both	**B**	**(we are doing 1 table from this match)**

Player Names   enter player names by left-clicking on North, South, etc.
Enter Surname, then Full Name and put in correct country.

Open Room:

North

West   East

South
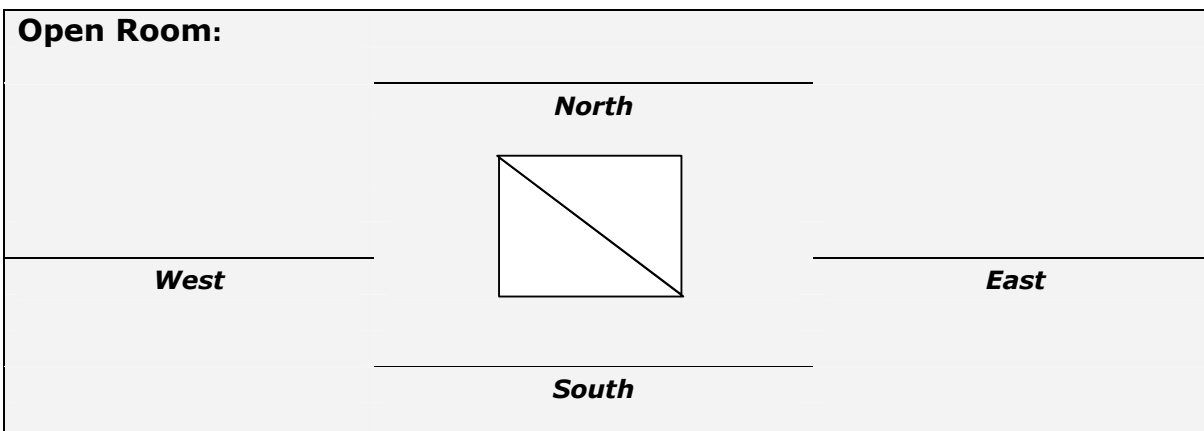
Do not REDEAL to the first board until all players are seated and session time has commenced.

Exit the room by clicking on BACK in the bottom left hand corner.

Closed Room:

North

West   East

South
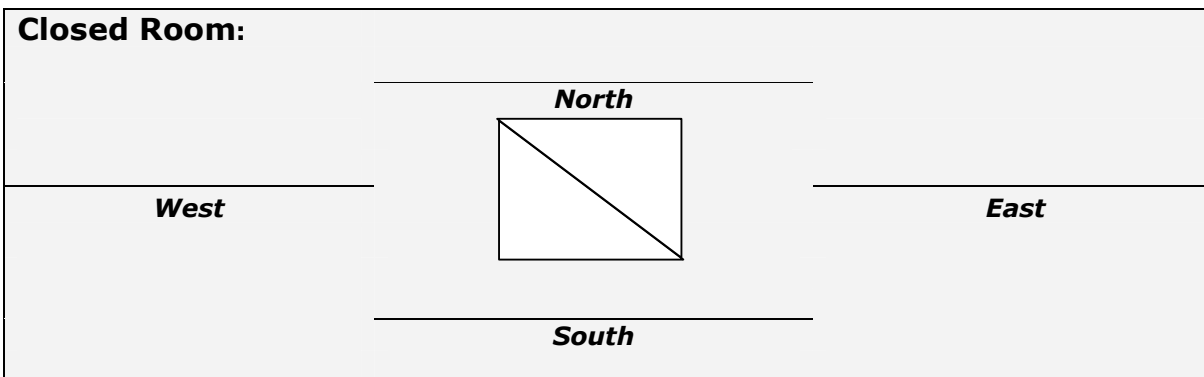
Appendix F – ABF BBO VuGraph Accounts

BBO has provided the ABF with four dedicated VuGraph operator accounts. Please do not change the passwords.

Feel free, however, to modify the details in the username's profile.

Username	Password
vugraphA1	Contact the ABF
vugraphA2	Contact the ABF
vugraphA3	Contact the ABF
vugraphA4	Contact the ABF

Appendix G – Operator Cheat-Sheet

BridgeBase online
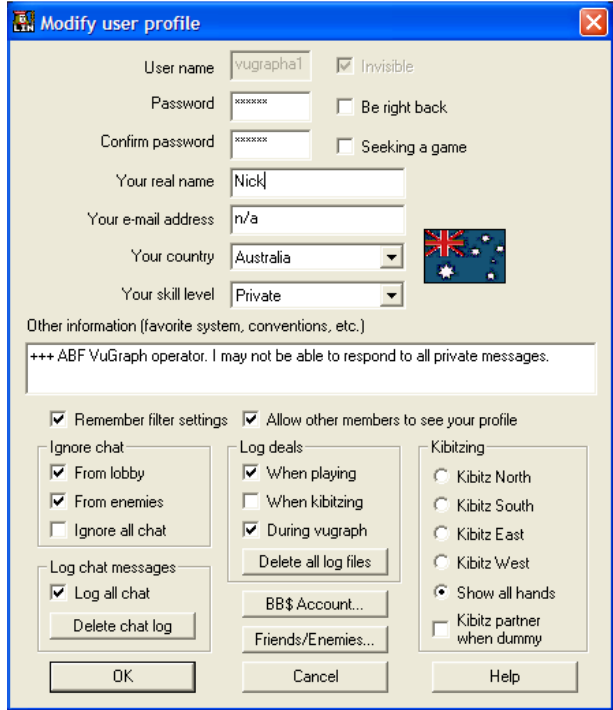
<u>Operator's Guide</u>

<u>Useful HOTKEYS</u>

Ctl-U	Undo	can be used in the bidding and cardplay.
Ctl-A	Alert	can type in a brief explanation of the previous bid.
Ctl-D	Redeal	to move to the next board.
Ctl-F	Font	changes the font in the chat area.

<u>Entering Closed Room results</u>

4 Hearts by East making 5 would be entered as   **4he+1**

3 No Trump by North Doubled down two would be entered as   **3nnx-2**

6 Spades by West redoubled and making would be entered as   **6swxx=**

A passed in hand is recorded as   **pass**