

## Brief Instructions for Players – Chairman’s Cup (CC) 2021

The Chairman’s Cup (hereinafter referred to as CC) will be played on the RealBridge platform. Each player must have checked well in advance of the start of the play that you have access to a camera and sound on your computer (or tablet).

### How to log in to RealBridge

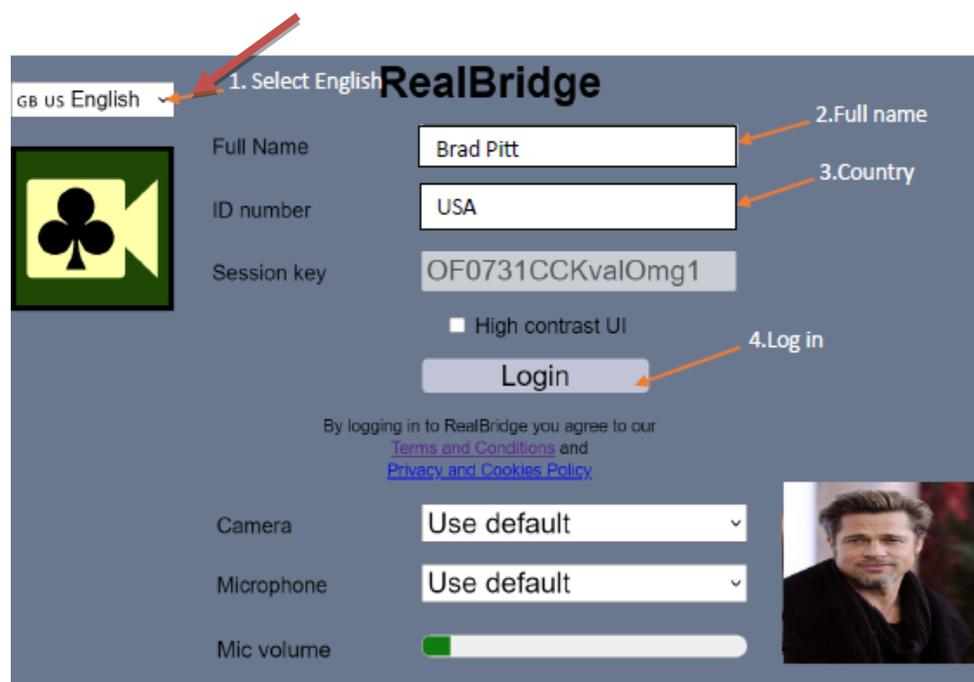
Players log in via the current match links, which you can find here:

[Player Links Chairman's Cup](#) | [Swedish Bridge Federation \(svenskkbridge.se\)](#)

You will then come to a login page where you enter your **full name** spelled correctly and your country – see picture below.

Check that the camera and sound are working. You must select *English* as language in the scroll bar at the top left corner. Then click *Login*. You do not need to register in advance.

All team members must be present at the table no later than 15 minutes before start of the first match!



The screenshot shows the RealBridge login interface. At the top left, there is a language dropdown menu set to 'GB us English', with a red arrow pointing to it and the annotation '1. Select English'. Below this is a green camera icon. The main form has four fields: 'Full Name' with 'Brad Pitt' entered, 'ID number' with 'USA' entered, 'Session key' with 'OF0731CCKvalOmg1' entered, and a 'Login' button. Red arrows point to the 'Full Name' field (labeled '2. Full name'), the 'ID number' field (labeled '3. Country'), and the 'Login' button (labeled '4. Log in'). There is also a checkbox for 'High contrast UI'. At the bottom, there are dropdown menus for 'Camera' and 'Microphone', both set to 'Use default', and a 'Mic volume' slider. A small profile picture of Brad Pitt is visible in the bottom right corner. Below the login button, there is a link to 'Terms and Conditions and Privacy and Cookies Policy'.

### How to take seat at the table

Once logged in, you will come to a lobby with a lot of tables. Take a seat at **your team’s table** (the team name is on the green label beneath the table number) and wait for your team mates there.



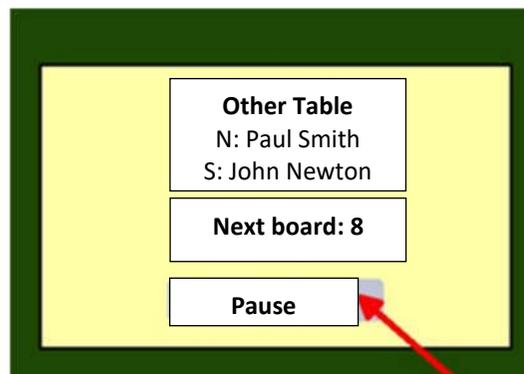
Your team will have your team table as a 'home table' and gathering place between matches throughout the competition. **Never move** to another table on your own, but stay in your seat throughout the tournament. The only occasion on which the player leaves the table himself is to switch with a teammate.

RealBridge handles all transfers between pairs, matches and tables automatically. It is therefore very important that all players in the team are in their place when the next match is to start. If the team replaces a pair (or a player) for the next match (or segment of a match) the new player(s) will take the seat(s) where players left. Any change is **always** made at your 'team table' and between matches (segments) only.

When the TD starts a match, East and West will automatically swap places with East and West in the opposing team. When both tables have finished playing, the pair is automatically moved back to their 'team table' for comparison. From *Round of 32* matches will contain two or more segments. How the Seating Rights procedure works is described in the Conditions of Contest.

## At the table

When the game starts you first see a sign with who is playing at the other table. Get in the habit of **always** clicking **Pause** before you start playing; partly to give the opponents a brief summary of your system (the so-called 'Pre-alert'), but also to check that you do not face the wrong opponent. If you notice that something is wrong, call the TD immediately! Click OK when you are ready to start the game.



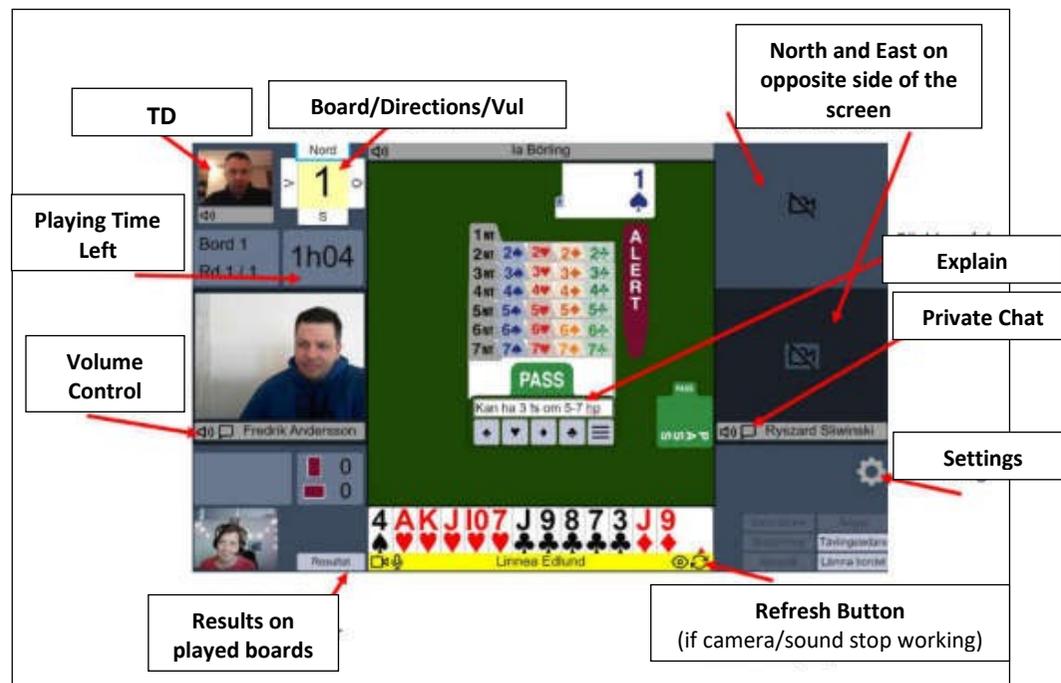
Once the cards are displayed the screen goes down. This means that you can only see and hear your screen mate during bidding and play. South and West shares one side of the screen; North and East the other side). As soon as the play has finished, the screen goes up and you can communicate with everyone at the table for 10 seconds. Click *Pause* to extend this time.

You **alert your own calls**. To do this, enter your explanation in the field in the bidding box **before** placing your call. You do not need to click on the Alert Card – when there is an explanation in the box, the call is automatically alerted and both opponents can see that (your bidding card is shadowed and they can read the explanation). If you want complete or add an explanation afterwards, you just click on your bidding card and enter again.

If you are wondering about the meaning of a call, make sure to **always** ask the opponent who **made** that call, **not** his partner. If that opponent is not your screen mate, send a **private chat message** to him.

*Tip! Under the settings (gear) you can set 'two clicks' to confirming bids and played cards. This works not just on tablets but also on computers.*

## Overview – Table View



## How to summon the TD

You call the TD via the TD button. The TD will come to your table as soon as possible. If anyone requests to cancel a call, you must stop bidding and summon the TD immediately. The TD will not allow you to undo played cards.

Also keep track of the playing time (upper left corner) and summon the TD if necessary.

## Pre-alert and Convention Cards

In the Qualifying stage and in KO-matches of 32 boards only a *Pre-alert* of your system is required.

Pre-alert means that every time you meet new opponents you briefly, via the chat function (to the whole table), inform them about the basics of the system you are playing and main deviations – see examples in the [Conditions of Contest](#).

The pre-alert is not an attempt to be complete regarding to the partnerships system, nor does it in any way absolve you of the responsibility to alert your own alertable calls. The pre-alert should give the opponents a quick insight into what *kind of system* you are playing.

For those teams that have qualified for KO stages that are being played over 64 boards, convention cards for all their partnerships must be published on the SBF's website for the Chairman's Cup. The convention cards, in WBF or SBF format, must be completed in either Swedish/"Scandinavian" or English and be sent to: [carina@svenskbridge.se](mailto:carina@svenskbridge.se) no later than Monday August 2<sup>nd</sup> at 21.00 hours.

## More information

### Scores and Official Results

[Results in Chairman's Cup | Swedish Bridge Federation \(svenskbridge.se\)](#)

### Support information, Player links, Instructional videos etc

[Support | Swedish Bridge Federation \(svenskbridge.se\)](#)

### Conditions of Contest

[Conditions of Contest 2021 Swedish Online Bridge Festival \(svenskbridge.se\)](#)

### Technical Support

Phone: +46 19-2772483– open from Saturday July 31 at 08.00 hours

### 'Festival Area' Support

[RealBridge Festivalområde](#)

### Chief Tournament Director CC

Ton Kooijman, phone: +31 6 38 03 31 29

### Operations Director and Chief Scorer CC

Carl Ragnarsson, phone: +46 70 678 28 90

## Schedule of Play

Chairman's Cup			
Sat 31			
	10.30-11.35	8 boards	Qualifying Swiss - Round 1
	11.45-12.50	8 boards	Qualifying Swiss - Round2
	13.00-14.05	8 boards	Qualifying Swiss - Round3
	15.00-16.05	8 boards	Qualifying Swiss - Round4
	16.15-17.20	8 boards	Qualifying Swiss - Round5
	17.30-18.35	8 boards	Qualifying Swiss - Round6
Sun 01	10.30-11.35	8 boards	Qualifying Swiss - Round7
	11.45-12.50	8 boards	Qualifying Swiss - Round8
	13.00-14.05	8 boards	Qualifying Swiss - Round9
	15.00-16.05	8 boards	Qualifying Swiss - Round 10
	16.15-17.20	8 boards	Qualifying Swiss - Round 11
	17.45-18.50	8 boards	Qualifying Swiss - Round 12
	19.00-20.05	8 boards	Qualifying Swiss - Round 13
<b>Notes</b> <ul style="list-style-type: none"> <li>No Bonus Cup in 2021.</li> <li>The Knock-outs (KO) starts with <i>Round of 32</i>.</li> <li>In <i>Round of 32</i> and <i>Round of 16</i> brackets will be in use.</li> <li>From <i>Quarter Finals</i> onwards: Selecting Procedure</li> </ul> <p>See <a href="#">Conditions of Contest</a> for detailed information.</p>			

The Knock-Outs (KO) – the Top-32 teams qualify			
Mon 02	10.30-12.35	32 boards	Round of 32 (Brackets)
	12.50-14.55		
	16.00-18.05	32 boards	Round of 16 (Brackets)
	18.20-20.25		
	20.30		<i>Quarter Finals – Selecting Procedure</i>
Tue 03	10.30-12.35	32 boards	Quarter Finals - segment 1-2
	12.50-14.55		
	16.00-18.05	32 boards	Quarter Finals - segment 3-4
	18.20-20.25		
	20.30		<i>Semi Finals – Selecting Procedure</i>
Wed 04	10.30-12.35	32 boards	Semi Finals - segment 1-2
	12.50-14.55		
	16.00-18.05	32 boards	Semi Finals - segment 3-4
18.20-20.25			
Thu 05	10.30-12.35	32 boards	Finals & Play-Off 3/4 - segment 1-2
	12.50-14.55		
	16.00-18.05	32 boards	Finals - segment 3-4
18.20-20.25			

## New colours on Player Links

Players log in via the current match links which you will find at:

[Player Links Chairman's Cup | Swedish Bridge Federation \(svensksbridge.se\)](#)

During play several different Player Links will be used. The Qualifying Rounds are marked with different colours to clarify when a new link must be used.

For example:

Qualifying Swiss – Round 1-3 **Link 1**

Qualifying Swiss – Round 4-6 **Link 2**

Qualifying Swiss – Round 7-9 **Link 3**

Qualifying Swiss – Round 10-13 **Link 4**