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OKbridge is a 24-hour duplicate bridge club which allows people from around the world to play bridge together live through the Internet. Membership in OKbridge is available through an annual subscription.

## Contents

[Introduction](#)

[A Tour of OKbridge](#)

[Reference](#)

[Troubleshooting Guide](#)

[Tips for Enjoying On-Line Play](#)

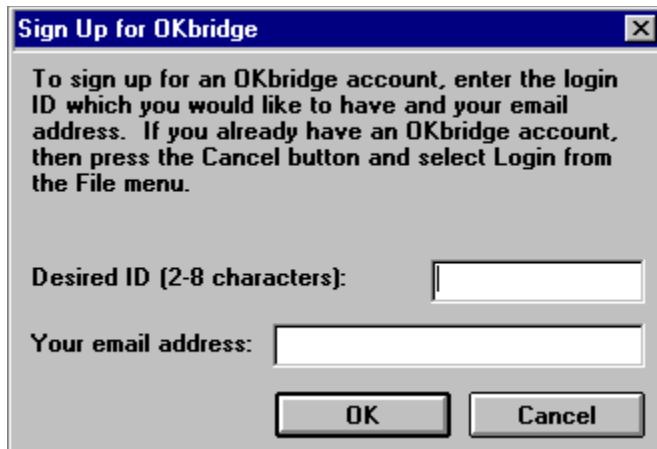
[The Standard American Yellow Card](#)

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## Setting up an account

In order to use OKbridge, you must first establish an account. Your account gives you an ID which will identify you to those with whom you play, and it is used for keeping records about the hands which you have played and your scores.

The first time you use OKbridge, you will see a window like the one below. This is the account signup window. The account signup window can also be found by going to the File menu and selecting Account | Sign Up.



**Sign Up for OKbridge**

To sign up for an OKbridge account, enter the login ID which you would like to have and your email address. If you already have an OKbridge account, then press the Cancel button and select Login from the File menu.

Desired ID (2-8 characters):

Your email address:

OK Cancel

To establish an account, you must choose an ID and you must provide your electronic mail address. **Be very careful to enter your email address correctly.**

After you press the OK button, your request for an account will be submitted to the OKbridge server. You will then be sent an email message containing the password for your new account and a subscription form.

Usually it takes less than half an hour to receive the email message containing the password. Be sure to write down the password, as you will need it to access OKbridge subsequently.

Your new account has the status of a **guest** account. Your guest account will be valid for 30 days, and there are no obligations associated with it.

As a guest, you will be able to try out many of the features of OKbridge. You will be able to play rubber bridge with other guests, and there is a limited set of duplicate hands which you will be able to play. However, you will not be able to visit subscriber tables, nor will you be able to play in the weekly duplicates, team games or tournaments.

If you decide that you wish to become a subscriber, fill out the subscription form and return it to us with payment.

## Logging in to your account

After you have established an account with OKbridge, you will see a window like the following window each time you start OKwin.

The image shows a standard Windows-style dialog box titled "OKbridge Login". It has a blue title bar with a close button (X) in the top right corner. The main area is light gray and contains two text input fields. The first is labeled "Login ID:" and the second is labeled "Password:". Below these fields is a checkbox labeled "Save password", which is currently unchecked. At the bottom of the dialog are two buttons: "OK" on the left and "Cancel" on the right.

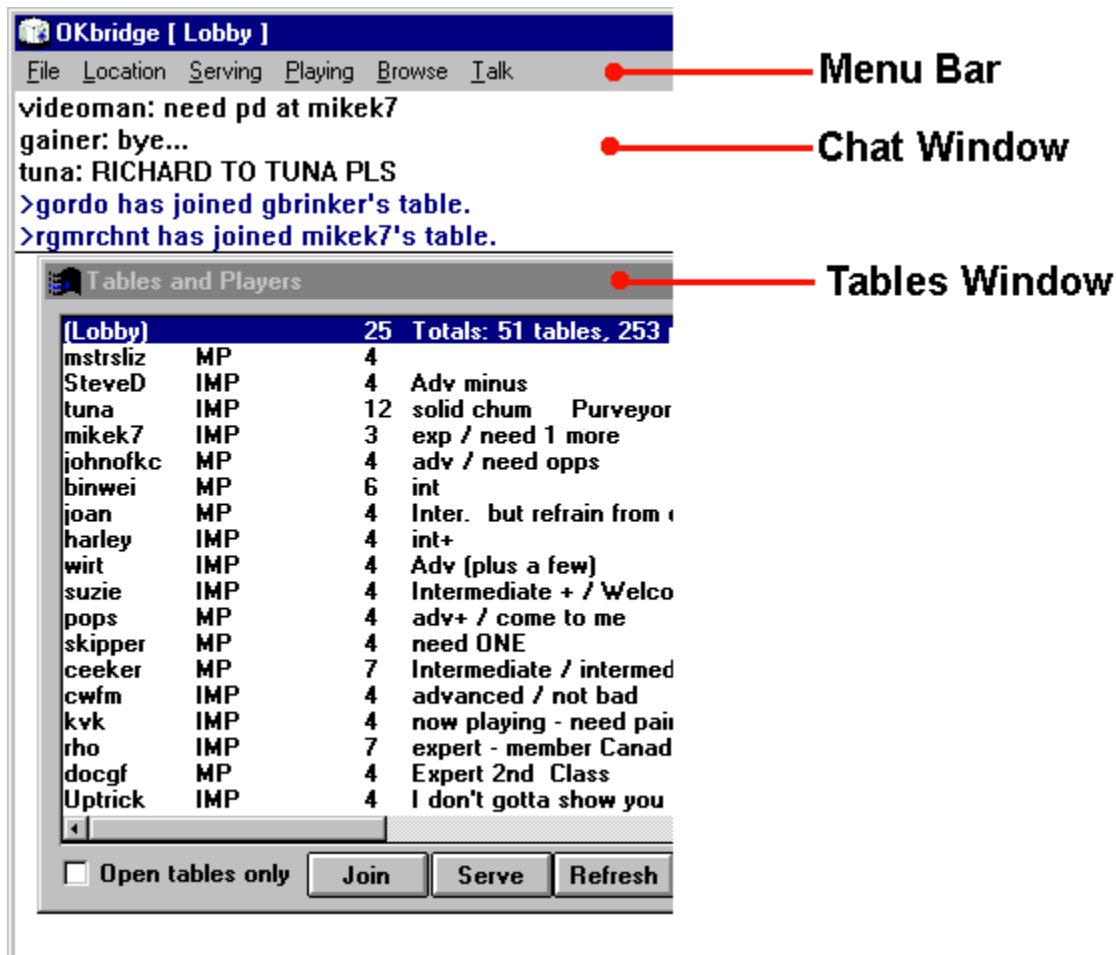
This window is the Login window. It can also be found by going to the File menu and selecting Login. It is used to login to your account. You should enter your Login ID and password and then press the OK button. If you click the "Save password" box, then your password will be remembered by OKwin next time after you exit the program. Next time you start OKwin, you will not be asked to enter your Login ID and password. Instead, you will automatically be logged in to your account.

When the Save password box is checked, the password is saved in clear text in a file named okwin.ini. This may be a potential security problem if other people have access to the files on your computer.

## Chatting with other players in the Lobby

After you login to your account, you will be in the lobby. In the lobby, you can chat with other players, examine the tables which are playing, and choose which table you would like to join.

You will see a window which looks much like the window below:



The important features of this window are as follows:

- **Menu bar.** The menu bar for OKwin is at the top of the window. The menu bar is used for accessing the features of OKwin.
- **Chat Window.** The chat window is located just below the menu bar. This is the window where conversation between you and other players is displayed. A number of system status messages are also displayed here.
- **Tables Window.** The tables window contains a listing of all of the tables which are in play. The Lobby is listed at the top of the tables window. In the right part of the tables window (not shown in this diagram), you will be able to see the ID's of the other people who are in the Lobby.

To talk with other players in the lobby, just begin typing a message. For example, you might introduce yourself by typing the message "hi there". After you begin typing, you will see a window which looks like the window below.

**Recipients**

To:

**Your message**

A screenshot of a chat window interface. At the top, the word "Recipients" is written in bold black text, with a red arrow pointing to a dropdown menu containing "[Lobby]". To the right of the dropdown are two buttons: "Send" and "Cancel". Below the dropdown is a text input field containing the text "hi there". A red arrow points from the text "Your message" (written in bold black text below the input field) to the text inside the input field.

After you have finished typing your message, press the Enter key or use your mouse to press the Send button. You will then see your message displayed in the chat window. All of the other people in the lobby will see your message displayed on their screens as well.

## Viewing the list of tables

To see who is playing at a particular table, select the table by clicking on it in the left part of the Tables window. In the example below, Tuna's table has been selected:

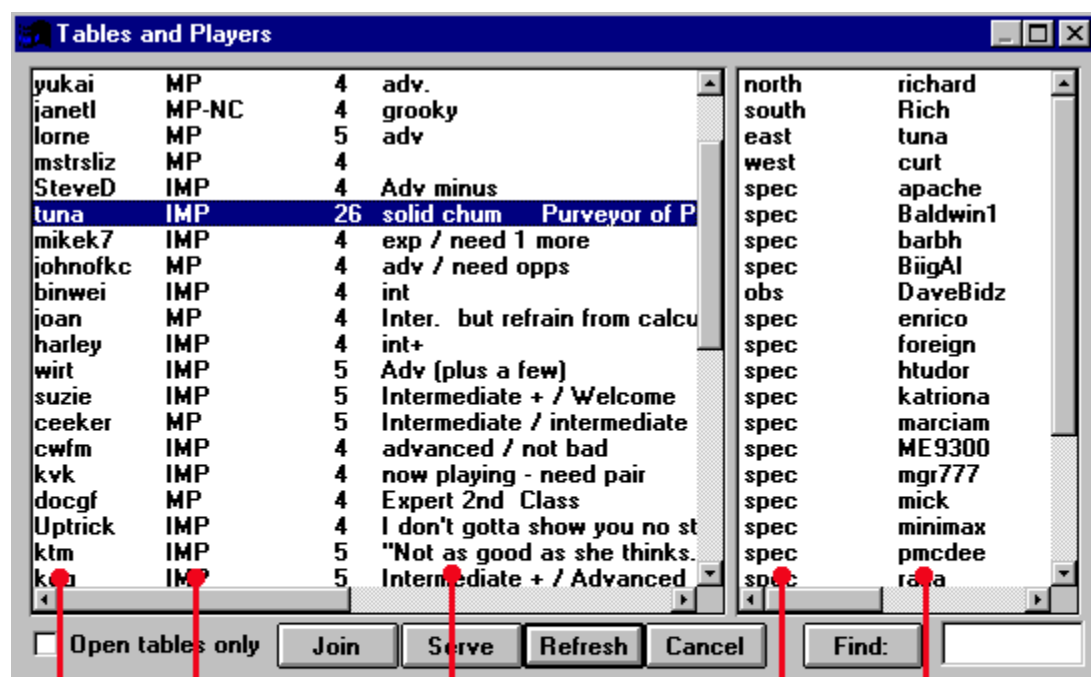


Table Name

Scoring Mode

Table Note

Seat

Player Name

The elements

shown in the tables display are as follows:

**Table Name.** Each table has a host, who is known as the server. The table name is the ID of the person who is serving that table.

**Scoring Mode.** The scoring mode identifies the kind of game being played. It may be one of the following:

- MP -- matchpoints
- IMP -- international matchpoints
- IMP-team -- Team-of-four event scored at international matchpoints
- MP-team -- Team-of-four event scored at matchpoints (Board-A-Match)
- Duplicate -- Rubber bridge scored at duplicate
- Rubber -- Rubber bridge

As you can see from the above listing, the duplicate events (MP and IMP) are by far the most popular. The number shown to the right of the scoring mode is the number of people who are present at the table. This number includes both players and kibitzers.

**Table Note.** This note is provided by the server to advertise for players or to provide other information.

**Seat.** The sub-window shown on the right lists all of the players at the selected table. Each player's position and ID is shown. The possible positions are:

- north -- The person is playing in the North compass position
- east -- The person is playing in the East compass position

south -- The person is playing in the South compass position

west -- The person is playing in the West compass position

obs -- The person is kibitzing the players. However, he or she has not elected to look at any of the hidden hands.

spec -- The person is kibitzing the players, and he or she has chosen to look at one or more of the hidden hands.

To go to one of the tables, double-click on the table. Alternatively, you can select it and press the Join button.

To begin serving a table of your own, press the Serve button.

The Refresh button causes the information in the Tables display to be updated.

The Find button can be used to locate a particular player. Enter the ID of the player in the box to the right of the Find button and then press the Find button.

## Kibitzing a game

When you join a table, you will see a window which looks like the following window:

richard: borderline 2N  
curt: 1.8NT  
tuna: haha  
tuna: alert gf  
curt: luckers

| Score   | N-S  | E-W   |
|---------|------|-------|
| session | 4.74 | -4.74 |
| last    | 5.00 | -5.00 |
| Tricks  | 0    | 0     |

richard North

curt West

tuna East (Declarer)

rich South (His Turn)

Duplicate Tray: D N 73

Contract: 6♣

|    | curt | richard | tuna | Rich |
|----|------|---------|------|------|
|    |      | Pass    | 1♣   | Pass |
| 1♦ |      | Pass    | 2NT  | Pass |
| 6♣ |      | Pass    | Pass | Pass |

The names of the players are shown in the four compass positions. If a player has uploaded his or her photo, then their photo is shown. In this case, only tuna has made his photo available. If no photo is available, then the OKbridge globe is shown.

A duplicate tray is shown in the middle of the screen. The letter D denotes the compass position of the dealer. The letter N denotes the position of North. As a kibitzer, North is always shown at the top of the screen. However, if you are playing, then you always see your cards at the bottom of the screen. The number 73 is the board number from the current duplicate event.

In this screen shot, East-West are vulnerable. This can be seen in two ways. The red compartments for East-West in the duplicate tray indicate that they are vulnerable. Also, the East-West names are shown in red, which indicates that they are vulnerable.

The auction has just completed, with a final contract of 6 clubs. It is rich's turn to make the opening lead. This can be seen because rich's name is displayed with a green background.



## Chatting with other players at a table

At any given time, there may be three types of people at a table:

- **Players.** These are people who are sitting in the compass positions.
- **Observers.** These are kibitzers who have chosen not view the hidden hands.
- **Spectators.** These are kibitzers who have chosen to look at one or all of the hidden hands.

When you join a table, you start as an observer. To become a player, double-click on the compass position where you would like to sit, or go to the Location menu and select the seat that you wish to have. To become a spectator, go to the Location menu and select "Show all hands" or "Show one hand".

The rules for chatting are designed to be as flexible as possible, while minimizing the chance that unauthorized information could be transmitted. They can be summarized as follows:

- Players are allowed to chat privately with their opponents and with observers.
- Observers are allowed to chat privately with each other and with players.
- Spectators are allowed to chat privately with other spectators.

In addition, players and observers are allowed to conduct public conversations. These comments will be seen by everyone at the table. Spectators are allowed to make comments which will be seen by all other spectators, but their comments are not heard by observers or players.

To make a comment, simply begin typing your comment. If you do not wish the comment to be public, you can specify the name of the recipient(s) by entering it in the "To:" field of the Talk window.

You will quickly find out that OKbridge players have invented shorthands for many of the most common comments. Here are a few of the most popular abbreviations:

|      |                    |
|------|--------------------|
| typ  | Thank you partner  |
| glp  | Good luck, partner |
| brb  | Be right back      |
| :)   | Smile              |
| lol  | Laughing out loud  |
| :(   | Frown              |
| rehi | Hello again        |

By the way, if you are an observer (rather than a spectator), you should generally try to keep conversation to a minimum. Idle conversation can distract the attention of the players. Spectators are welcome to gab all they want.

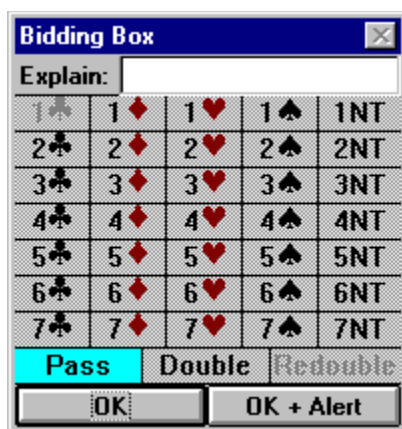
## Playing

Once you have joined a table, you can take a seat and begin playing. To take a seat, double-click on the compass position where you would like to sit, or go to the Location menu and select your seat.

If you are joining a table which is served by someone else, it is considered polite to ask if the seat is vacant before taking it. If there are two or more empty seats, it is best to try to arrange a partnership before jumping into one of the empty seats.

After all four players are sitting, the cards will be dealt automatically. The players who are vulnerable will have their names displayed in red, and the compartments in the duplicate tray for their directions will be red. The dealer is indicated by the letter D in the duplicate tray.

When it is your turn to bid, your name will be displayed with a green background. Also, the bidding box will pop up on screen. The bidding box looks as follows:



To make a call, click on the call and press the OK button. OKwin will not allow you to make an insufficient bid or to bid out of turn.

The Explain window is used for entering an explanation of your bid which will only be heard by your opponents. For example, if your bid is a transfer, then you should enter the word "transfer" into the explain area. The explanation should be typed into the explain window before pressing the OK button.

One of the guiding principles in bridge bidding is full disclosure. Your opponents are entitled to complete information about any bidding agreements which you and your partner may have. Alerts are used to facilitate this process. Use alerts to notify your opponents whenever a bid has occurred whose meaning might vary from the most commonly accepted meaning for the bid.

If your opponents are ACBL members, then it is generally safe to alert those bids which would be alerted at an ACBL event. However, if your opponents are not ACBL members, then you should strive to alert all bids which might not be properly understood by your opponents.

In OKbridge, there are two kinds of alerts: partner-alerts and self-alerts. A partner alert resembles the kind of alert which is made in a bridge club. When your partner makes a conventional call, you can alert the opponents to this fact by going to the Playing menu and selecting Alert, or by just pressing control-A. All of the players at the table will see the alert, and your opponents can then ask about the meaning of the bid if they so desire.

In the setting of a bridge club, occasionally an alert can wake your partner up to the fact that you believe a conventional call has been made. This can be a source of unauthorized information.

Computers offer a way to improve upon the traditional alert system by reducing the amount of unauthorized information which can be transmitted. Self-alerts accomplish this purpose. A self-alert occurs when you alert one of your own bids, by pressing the "OK + Alert" button in the bidding box. Your opponents are then notified that an alerted bid has been made, but your partner does not see this information. If your opponents have questions about

the meaning of the bid, they can ask you privately. Because self-alerts offer an opportunity for a higher level of ethical conduct, you should try to get into the habit of using them.

After the auction is over, the opening lead can be made. If you are declarer, you will get to see dummy's hand immediately. This allows you to begin planning your play before you have seen the opening lead, which can speed up the game.

As dummy, you will get to see declarer's cards. This gives you an opportunity to play along with the declarer. Please do not make any comments or coach the declarer in any way. It is considered very poor form to suggest a line of play or to ask declarer to claim. If your partner is uncertain about how to finish the hand, your opponents are entitled to the opportunity to benefit from a last minute mistake.

**To play a card, either double-click on the card or drag it and drop it onto the duplicate tray in the center of the playing window.** OKwin will not allow you to revoke or to play out of turn.

Occasionally, a blatant error will be made during the play of a hand. OKbridge provides an undo feature for backing up the auction or the play of the hand in these situations. A player is allowed to undo the action of the player who immediately preceded him.

There are two exceptions to this rule. The final pass in an auction cannot be undone, because the declarer and dummy get to see each other's hands at this point. And the opening lead cannot be undone, because the dummy is revealed after the opening lead.

If you make an erroneous play, then you should immediately notify the others at the table by typing "UNDO!". This should preferably occur within 5 seconds of the mistake. Your left hand opponent can then undo your bid or play by going to the Playing menu and selecting undo.

Obviously, the use of undos represents a significant deviation from the way in which bridge is ordinarily played. While some players are fairly lenient in their attitude towards undos, others are quite strict. The rule on OKbridge is that the server of the table is allowed to set the policy regarding the use of undos at the table. Although it can be frustrating to live with the results of an inadvertent mistake, you should always respect the policy of the server.

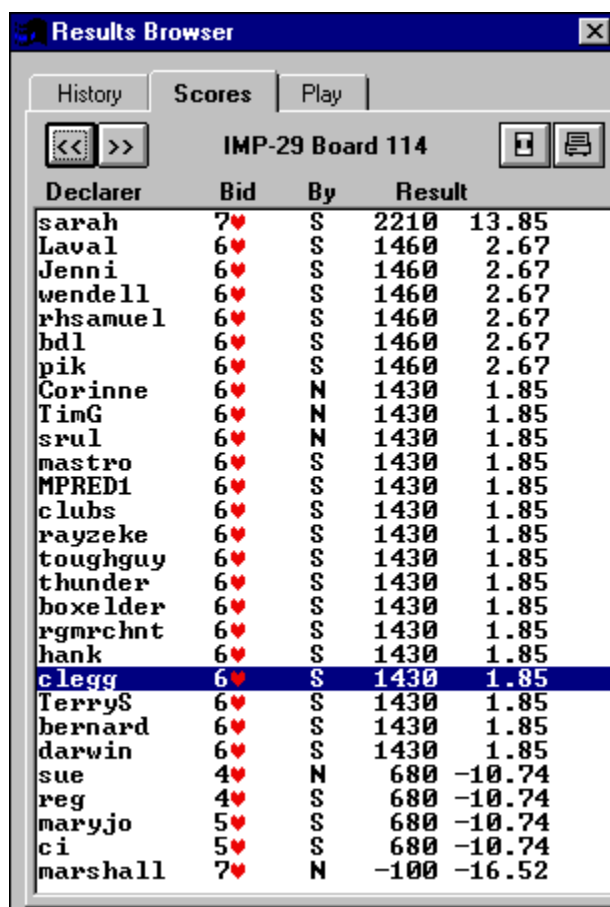
If you are declarer and you are certain that you know how the rest of the hand will play out, you can claim some or all of the remaining tricks. Claims should be used whenever possible, because they significantly speed up the pace of the game. **To make a claim, go to the Playing menu and select Claim.** A window will be displayed where you will be able to explain your line of play and specify the number of remaining tricks you are claiming. Enter a brief explanation of your line of play, like "draw trump; run clubs".

All four hands will then be revealed to the defenders and they will be given a chance to respond to the claim. If they disagree with the claim, then play will continue. However, the declarer will now be at a disadvantage, because the defenders will have full knowledge of the hands and should be able to defend perfectly from that point forward.

When making a claim, you should be careful to count your tricks correctly. A conscientious defender will refuse a trick which she cannot possibly take, but there is no rule stating that defenders must be conscientious. Once the hand has been completed, there is no way to go back and correct an erroneous claim.

## Viewing the results of play at other tables

After you have finished each hand, you will be able to see a summary of how it was played at each of the other tables. This summary is displayed in the **results browser**. An example summary is shown below:



The screenshot shows a window titled "Results Browser" with three tabs: "History", "Scores", and "Play". The "Scores" tab is selected. Below the tabs are navigation buttons (left and right arrows) and a title "IMP-29 Board 114". The main area contains a table with the following columns: "Declarer", "Bid", "By", and "Result". The table lists 25 entries, each representing a player's performance at a different table. The entry for "clegg" is highlighted in blue.

| Declarer     | Bid       | By       | Result           |
|--------------|-----------|----------|------------------|
| sarah        | 7♥        | S        | 2210 13.85       |
| Laval        | 6♥        | S        | 1460 2.67        |
| Jenni        | 6♥        | S        | 1460 2.67        |
| wendell      | 6♥        | S        | 1460 2.67        |
| rhsamuel     | 6♥        | S        | 1460 2.67        |
| hdl          | 6♥        | S        | 1460 2.67        |
| pik          | 6♥        | S        | 1460 2.67        |
| Corinne      | 6♥        | N        | 1430 1.85        |
| TimG         | 6♥        | N        | 1430 1.85        |
| srul         | 6♥        | N        | 1430 1.85        |
| mastro       | 6♥        | S        | 1430 1.85        |
| MPRED1       | 6♥        | S        | 1430 1.85        |
| clubs        | 6♥        | S        | 1430 1.85        |
| rayzeke      | 6♥        | S        | 1430 1.85        |
| toughguy     | 6♥        | S        | 1430 1.85        |
| thunder      | 6♥        | S        | 1430 1.85        |
| boxelder     | 6♥        | S        | 1430 1.85        |
| rgmrcht      | 6♥        | S        | 1430 1.85        |
| hank         | 6♥        | S        | 1430 1.85        |
| <b>clegg</b> | <b>6♥</b> | <b>S</b> | <b>1430 1.85</b> |
| TerryS       | 6♥        | S        | 1430 1.85        |
| bernard      | 6♥        | S        | 1430 1.85        |
| darwin       | 6♥        | S        | 1430 1.85        |
| sue          | 4♥        | N        | 680 -10.74       |
| reg          | 4♥        | S        | 680 -10.74       |
| maryjo       | 5♥        | S        | 680 -10.74       |
| ci           | 5♥        | S        | 680 -10.74       |
| marshall     | 7♥        | N        | -100 -16.52      |

As you can see, it resembles the traveling scorecard which is often used in duplicate clubs. For each of the other tables which has played the hand so far, you can see the name of the declarer, the contract which was reached, the result of the hand, and the number of matchpoints or IMP's which were received.

You can also view exactly how the hand was played at each of the other tables. To see the results at a particular table, double-click on the result of interest. An example is shown below:

**Results Browser**

History Scores **Play**

<< >> < >
 ↻
📄
🗨️

IMP-29      wirt      Dlr: East  
 Board 114   ♠ A187      Vul: N-S  
              ♥ AJT85  
 bigrhino     ♦ 2      DonnaN  
 ♠ 9632      ♠ 874      ♠ J54  
 ♥ 4                                      ♥ Q93  
 ♦ T875      clegg      ♦ J964  
 ♠ KJT9      ♠ KQ      ♠ Q65  
              ♥ K762  
              ♦ AKQ3  
              ♠ A32

| West     | North | East   | South |
|----------|-------|--------|-------|
| bigrhino | wirt  | DonnaN | clegg |
| Pass     | 3♠    | Pass   | 2NT   |
| Pass     | 4NT   | Pass   | 3♥    |
| Pass     | 6♥    | Pass   | 5♠    |
| Pass     |       | Pass   | Pass  |

Opening lead: ♦T      Result: Made 6  
 Score: 1430              Points: 1.85

|   |       |     |    |    |   |
|---|-------|-----|----|----|---|
| 1 | West  | ♦T, | 2, | 6, | A |
| 2 | South | ♥K, | 4, | 5, | 3 |
| 3 | South | ♥2, | ♠T |    |   |

In the above diagram, you can see each of the four hands, a record of the auction, and a record of how the hand was played on a card-by-card basis. In this case, the auction reached 6 hearts, and the declarer claimed during the third trick.

## Team games and tournament games

In addition to rubber bridge and the continuously running matchpoint and IMP duplicates, OKbridge offers team games and tournaments.

A team game is an event where two teams of four compete against each other. Team games are usually scored using IMPs, but occasionally they are also scored using matchpoints (also called Board-A-Match).

OKbridge allows team games to be set up on an adhoc basis. The captains of the opposing teams each serve tables. The two tables are then linked to each other using the **Make a Team Table** option from the Serving menu. Once the players have taken their seats, play can commence.

For more information about setting up team games, see the [Team games](#) help topic.

A tournament is a timed event where a number of pairs participate simultaneously. Tournaments simulate the format of a bridge club or tournament. After each round, the tournament software moves the pairs from table to another. When all of the rounds of the tournament have been completed, results are sent by email to the participants. Some of the features of tournament play include:

1. Participants are automatically moved from table to table as in a live duplicate movement.
2. A director is present.
3. Each table plays the same set of boards at the same time.
4. Kibitzers may choose to select a pair to watch, and the system takes them from table to table, following that pair around the room. This is called Kibitzing.
5. Complete records are sent to all participants by Email after the tournament ends.

For more information about tournaments, see the [Tournament Concepts](#) help topic.

## **A Tour of OKbridge**

In this section, we will show you how to begin playing OKbridge. We assume that you have already connected to the [Internet](#) and that you have [downloaded](#) and installed the OKwin software.

[Setting up an account](#)

[Logging in to your account](#)

[Chatting with other players in the Lobby](#)

[Viewing the list of tables](#)

[Kibitzing a game](#)

[Chatting with other players at a table](#)

[Playing](#)

[Viewing the results of play at other tables](#)

[Team games and tournament games](#)

## How scoring works on OKbridge

The IMP and MP scoring modes provide duplicate bridge. Each duplicate event lasts for one week, beginning on Saturday at midnight and ending on the following Saturday at the same time. At the end of the week, the final scores are computed for each of the boards. The IMP and MP boards are kept separate, so none of the IMP boards are used for matchpoint play, and vice versa.

During the week, the OKbridge server maintains records of all of the hands which you have either played or kibitzed. When a new hand is dealt at a table, the server ensures that the hand is one which has not been seen by any of the people playing at that table.

The IMP score assigned to a pair on a particular board is found by simply taking the average of the pairwise IMP scores versus each of the other tables which played the board.

The matchpoint score assigned to a pair is a percentage score. Under the traditional matchpoint system, a pair receives one matchpoint for each pair who did worse than them, and a half a matchpoint for each pair who did the same. If a board is played by a total of  $n$  tables, then the highest matchpoint score which could be received by any pair is  $n-1$ . In OKbridge, the score received by a pair is the traditional matchpoint score divided by  $n-1$ . Since in general no two boards will be played by exactly the same number of tables, this normalizes the score to a number between 0% and 100%.

Your overall score for the week is the average of the scores which you received on each of the boards you played. This score is listed in your stats record. During the current week, you are assigned a tentative score. Your tentative score is recomputed after each new result is recorded, and can fluctuate as more tables play the boards that you have already played.

Boards are not counted towards your score until they have been played by a minimum of 6 tables. This tends to limit the effect of statistical fluctuations which can occur when only a few tables have played a board.

After a board has been played 26 times, it is taken out of circulation and no additional tables are allowed to play it.

A ranking is also assigned to each player at the end of the week. In order to receive a ranking, you must have played a minimum of 26 boards during the course of the week. Since the IMP and MP boards are maintained separately, this means that you must play 26 IMP boards to receive an IMP ranking, and similarly you must play 26 MP boards to receive an MP ranking. Your ranking is visible in your stats.

During the current week, you are assigned a tentative ranking. If you have played fewer than 26 boards, then your tentative ranking is obtained by comparing your score to all of those who have played at least as many boards as you have. If you have played 26 boards or more, then your tentative ranking is obtained by comparing your score to all of those who have played at least 26 boards.

OKbridge includes two rating systems. One is the Lehman rating system, and the other is the OKladder. The Lehman system is named after its inventor, Brad Lehman. It provides two different ratings, one for MP's and the other for IMP's.

Initially, each player is given a Lehman rating of 50. Over time, the rating may fluctuate between 0 and 100. At the end of each week, each player's Lehman ratings are recomputed based on the boards which were played during the week. Essentially, the Lehman rating is a running average of the boards which you played, where each board is weighted by the relative ratings of the other players at the table.

The OKladder is a system where you advance by playing against others of your level. Initially, everyone begins with a ladder ranking of 0. At the end of each week, each player is considered for promotion or demotion. This is done by looking at all of the boards which this player has played where all four of the players have the same ladder ranking. The average score for the player is computed over these boards. If this score is significantly above average (currently 1.0 for IMPs, 55% for MP's), then the player is promoted to the next rung on the ladder. Conversely, if the score is significantly below average, then the player is demoted. However, no one can be



demoted below rung 0.

## Player photos

One of the recent additions to OKbridge is the facility to upload player photos. You can make available a photo of yourself which other players will be able to view. This photo can be seen in your [stats](#) and it will be also be displayed to people who visit your table when you are playing.

Photos are optional, but we encourage everyone to provide a photo so as to increase the social nature of the game.

To upload a photo, use these steps:

1. Scan it into your computer, using a scanner or digital camera.
2. Use image editing software to trim it down to about 71 x 85 pixels.
3. Copy the photo onto the Windows clipboard.
4. Start OKwin and login to your OKbridge account.
5. Go to the Browse menu and select Player Info.
6. Enter your login ID in the dialog box.
7. In the stats window, click on Edit and select Paste photo.
8. If you are satisfied with the photo that is displayed, click on Edit again and select Upload photo. This will cause the photo to be transmitted to the OKbridge server for others to see.

If you are unable to successfully upload your photo, you can send it to us and we will scan it and upload it for a small fee. Also, some people are volunteering to scan and upload photos for free.

## Reference

This section explains the inner workings of OKbridge.

### Menus

[File](#)

[Location](#)

[Serving](#)

[Playing](#)

[Browse](#)

[Talk](#)

### Other Advanced Topics

[Subscribing to OKbridge](#)

[Kibitzing games](#)

[Talking to players](#)

[Command line interface](#)

[Alerts on OKbridge](#)

[Convention cards](#)

[How scoring works on OKbridge](#)

[Team game details](#)

[Tournament concepts](#)

[Player stats](#)

[Player photos](#)

## General Recommendations for Network Problems

By far the most common problem which occurs in playing OKbridge is caused by overloading of the Internet. Internet overloads can result in a variety of symptoms:

- The red processing indicator may be displayed for excessively long periods of time or perhaps even indefinitely.
- It may take excessively long to receive the bids and plays of other players or to receive their chat messages.
- Players may be disconnected, often after long delays.
- The program may appear to “freeze”, with no messages being displayed from anyone.

In each of these cases, the explanation is usually that the problems are caused by overloading on the Internet.

Internet overloads are an unfortunate fact of life with which we must all cope from time to time. The Internet has more than doubled in size each year for the last ten years. So it is understandable that Internet Providers and telephone companies have difficulty in keeping up with the tremendous pace of expansion of the Internet.

The Internet is designed so that overloads in one part of the network do not necessarily affect traffic in other areas. Consequently, it is not uncommon for one person at a table to experience overload conditions while the others can communicate and play without delays.

When you suspect that you are experiencing conditions of overload, there are several steps which you can take to identify and remedy the problem:

1. First, try typing a message to the others and see if they respond. We all occasionally need time to think when we are confronted with a difficult play. It's not uncommon to be interrupted by a spouse or children, and we should try to be patient with our opponents when this happens.

When interrupted, it's common practice to type “brb” (short for “be right back”), so that the others at the table will know that you are temporarily distracted. If you are thinking about a difficult play, it's common practice to type “thinking”.

2. In the Playing Menu, the “Test Connections” option can be used to determine if a player is experiencing overloads. Test Connections measures the amount of time it takes to send a message to each of the other players at the table and receive a reply. The quality of the connection can then be judged.

| <b>Time to Receive Reply</b> | <b>Quality of Connection</b> |
|------------------------------|------------------------------|
| Less than one second         | Good                         |
| 1-5 seconds                  | Fair                         |
| More than 5 seconds          | Poor                         |

If one player experiences consistently poor connections, it is acceptable to politely inform him or her of the problem. After all, no one enjoys the game when the pace of play has slowed to a crawl.

3. If you do not receive any responses from the “Test Connections” command, then this usually means that you are the one experiencing network overloads.

Sometimes network overloads are caused by bad phone connections or unreliable modems. So it may be helpful to disconnect from the Internet, reset your modem, and then reconnect.

4. Since most of the communication on OKbridge occurs directly between the players, it is not uncommon to experience poor playing conditions at one table and good playing conditions at

another table. Consequently, if you experience consistently poor performance when playing at a particular table, then you may want to try another table.

5. If the red processing indicator appears and stays on indefinitely, or if you are unable to play at any table on OKbridge, this suggests a significant overload in your part of the Internet. You may wish to contact your Internet provider and discuss the situation with them.

For Windows '95 users, there is a diagnostic tool named `tracert` which can be quite helpful. To use this tool, start an MS-DOS window and enter the command:

```
c:\windows\tracert okbridge.com
```

Your Internet Provider will be able to help you interpret the output of the `tracert` command.

6. If you experience persistent overloads on multiple occasions, then you may wish to consider signing up with a backup Internet provider. It is not uncommon for one provider to experience overloads while other providers in the same area are trouble-free.

## **Unable to Connect to OKbridge Server**

This message indicates that there is problem communicating between your computer and the OKbridge server. You might want to try doing a traceroute to okbridge.com to help identify the source of the problem. To do this, start an MS-DOS window, and enter the command:

```
tracert okbridge.com
```

Your Internet provider will be able to help you interpret the output which is generated.

## **The red Processing indicator stays lit forever**

This is usually caused by temporary overloads in the Internet. You may want to try waiting a little while and then signing on to OKbridge later. If this is a persistent problem, you may want to consider finding a backup Internet provider.

## **Frequent disconnects from a table**

In this case, the problem could either be with your connection to the Internet or with the server's connection to the Internet. You might want to try joining other tables to see if you have better luck.



## **Slow pings**

These indicate temporary network overloads. If one particular player seems to be having bad pings, then you may want to politely let the player know about the problem. If everyone at the table seems to be having bad pings, then the problem again could be either with your connection to the Internet or with the server's connection to the Internet. You might want to try joining other tables to see if you have better luck.

## What to do if you get the message "Login Failed!"

This is usually caused by one of three problems:

1. You entered your password incorrectly in the Login menu. In this case, you should go to the File menu and select [Login](#) to login again.
2. Your account is not set up to allow you to use OKwin. In this case, you need to upgrade your subscription to allow you to use OKwin.
3. Your account has been closed or there has been some other administrative problem with your account. Contact us.

## How to change your password

Go to the File menu and select [Account | Change password](#).

## **How to change your login name**

Send an email to [help@okbridge.com](mailto:help@okbridge.com) with your request.

## **How to change your email address**

Send an email to [help@okbridge.com](mailto:help@okbridge.com) notifying us of your new email address.

## Trouble downloading and installing OKwin

1. Be sure that you have carefully followed the [download and installation](#) instructions.
2. If you are still having trouble, then you may wish to purchase the OKwin software from us. This will include a manual, a disk containing the OKwin software, and a disk providing Internet access.

## How to set up a guest account

Go to the File menu and select [Account | Sign Up](#). If you get an error message indicating that an account has already been established with your email address, then send email to [help@okbridge.com](mailto:help@okbridge.com) requesting that the account be setup manually.

## **The talk screen, bidding box or other window has disappeared.**

Go to the File menu and select [Preferences](#). Then, click on the button labeled **Reset All**.



## **West (or LHO) does not seem to have 13 cards**

This happens when the West nameplate is positioned too far to the left. Click on the nameplate and drag it to the right about an inch.

## **I can join a table, but no cards appear**

A few users have reported problems with buggy video drivers. This problem can usually be corrected by going to the control panel and clicking on the icon for adjusting the display. Then, reduce the number of colors used by your video display.

## Troubleshooting Guide

### Network related problems

This section addresses problems which are caused by overloads and technical problems within the Internet.

#### General recommendations

Specific problems:

"Unable to connect to the OKbridge server"

The red Processing indicator stays lit forever

Frequent disconnects from a table

Slow pings

### Other common problems

What to do if you get the message "Login Failed!"

How to change your password

How to change your login name

How to change your email address

Trouble downloading and installing OKwin

How to set up a guest account

The talk screen, bidding box or other window has disappeared

West (or LHO) does not seem to have 13 cards

I can join a table, but no cards appear

# Tips for Enjoying OKbridge

## Introduction

As users of OKbridge, we form a very diverse group, spanning at least 5 of the 7 continents and 20 or more countries. We each learned to play bridge in a different environment, and consequently we each have different perceptions about the ethical standards governing the game. In addition, computer networks are a novel medium, and many of us are not used to communicating through this medium. It is not always obvious how to interpret the actions of people that we cannot see and who are located at distant points on the globe.

This document sets forth a broad outline of standards for ethical behavior in OKbridge. The goal of these guidelines is to promote enjoyment of the game. OKbridge can be most enjoyable when played in a congenial atmosphere, when the level of competition makes the game challenging but not too difficult, when the play proceeds at a brisk tempo, and when all of the participants are good sports even in the face of an occasional catastrophe. These guidelines are *not* meant to force a rigid code of behavior onto everyone. Rather, they are meant to help to provide a common understanding about acceptable behavior.

Specific guidelines will be given below, but first it may be helpful to point out that there are various analogies which are appropriate when thinking about the OKbridge milieu. Probably the most important analogy of course is that of a bridge club. We are all members of the OKbridge club, and we should strive to maintain ethical standards which are at least as high as those expected of us at our favorite local club.

Joining someone's table is not unlike visiting them in their home or office. A request made by the server should be complied with politely and promptly. The server is not required to play host to anyone who wishes to join his or her table.

Communicating in real-time over the networks is not unlike talking on the telephone. Messages typed to others tend to be quite brief, and they do not convey facial expressions, so they can easily be misinterpreted. No one likes to be put on hold, and similarly in OKbridge one should assiduously avoid making others wait unnecessarily.

## Identifying Unethical Conduct

Players should NEVER use the words "unethical", "cheating" or their equivalents when commenting on opponent's or partner's play or bidding. The use of these words themselves is a violation of ethics.

If a player suspects unethical acts or cheating, he should use some relatively inoffensive euphemism (e.g., "I don't understand why you hesitated with a singleton" "Are you in the same room with your partner?" "Perhaps we should quit and get new opponents"). He should then record the incident (most software has print and save and scroll backwards abilities), tell the opponents he is doing so, and report the incident with the recording to the "Protest committee".

Nasty comments, like the above, should be made using /LHO and RHO, not made in public, since the losing of face and the possibility of erroneous accusations and slurs should be strenuously avoided (e.g., LHO was in the bathroom, not hesitating with a singleton).

If you feel that the misbehavior of another player is serious enough to warrant action, then you must first collect evidence supporting your claim. Any evidence can be considered, but the following two types of evidence carry particular weight:

1. A statement by an observer. Observers will generally be considered to be impartial third parties.
2. A documented history of suspicious behavior.

Isolated (and unsubstantiated) claims against an opponent will not be considered, although they may help to establish a pattern of misconduct if numerous independent complaints are received about the same player.

If you feel that you have reasonable evidence of misconduct, then you should mail this evidence to protest@OKbridge.Com. The protest will then be forwarded to the person who is alleged to have misbehaved. This person will then be given a chance to defend themselves. Based on the evidence presented by you and the response received from the defendant, the protest committee will make a decision on whether an ethical violation occurred. If the defendant fails to respond, then a summary judgment will be made against the defendant.

## **ETHICS RULES**

1. DO NOT SHARE YOUR CARDS WITH YOUR PARTNER.

There is nothing necessarily wrong with playing in the same room as your partner, but it is definitely unethical to look at your partner's cards or to tell your partner \*anything\* about your own holdings.

2. NEVER QUIT JUST BECAUSE A HAND GOES POORLY.

OKbridge encourages pick-up partnerships, and we all occasionally wind up with partners that we don't like. If you find yourself in such a situation, then politely excuse yourself at the end of a hand and go to a different table. There can be no excuse for departing in the middle of a hand. This behavior is absolutely unacceptable. As one person put it, this is akin to turning over the table and throwing the cards on the floor.

If someone other than the server quits during the middle of a hand, then the opponents are entitled to take over the play for the person who quit. However, they should wait at least 60 seconds before doing so and attempt to establish the player's reason for leaving. It is not infrequently the case that a person will quit due to a crash of OKbridge, a computer or a network link. In these cases, the hand should be /SKIPPed. Note that credit is assigned to the players according to who was sitting at the table when the bidding ended.

3. DO NOT PLAY UNDER TWO ACCOUNT NAMES.

The boards which you have played are recorded under your account name. If you use a second account, then you may end up playing a number of boards twice. In a particularly egregious recent case, one person played both North and South under different names.

4. DO NOT ABUSE THE WEEKLY DUPLICATE BOARDS.

Not everyone cares about their rankings, but the weekly duplicate boards are a common resource shared by all of us. If you bid a ridiculous contract, take an absurd line of play, or claim 0 tricks, this affects everyone's scores. If you are prone to playing in this way, choose the non-competitive option (NC) when serving a table.

## **Penalties**

When one of the above ethics rules is violated, the usual penalty will be to cancel the records of play for the boards in which the violation occurred. If a player repeatedly violates one of the above ethics rules or does so in a particularly egregious manner, then the player's account may be canceled.

## **PROPRIETIES**

This section describes rules of conduct which should be observed by everyone. There is no penalty for occasional

violations of these rules, although flagrant disregard for them may result in a penalty.

1. FILL IN YOUR /STATS INFO.

It's more enjoyable to play when you know something about the people you are playing with. To fill in your player info, go to the File menu and select Account | Edit your stats.

2. WHEN SERVING, SPECIFY YOUR LEVEL ACCURATELY.

Most of us prefer to play with others who are at about the same level as ourselves.

3. KEEP THE TABLE NOTE UP-TO-DATE.

This includes removing a request for a fourth after a fourth has arrived. Also, you should mention any reasons why someone may or may not want to join the table in the table note. Here are some examples of good table notes:

Table closing at 2:45 EST (note exact time and timezone)  
East/West reserved  
Will need a fourth at 3:00 PST  
Only non-serious players please

4. SERVERS MAY REQUEST THAT SPECTATORS NOT JOIN THE TABLE.

Many people do not feel comfortable when others are looking over their shoulder watching the play. In the table note, the server may write "no spectators" to indicate that spectators are not welcome at the table.

5. DO NOT PLAY AT A TABLE UNLESS THE LEVEL IS APPROPRIATE TO YOU.

Beginning tables are welcome, but a table consisting of one beginner and three advanced players is frequently painful for everyone involved. Conversely, an advanced player should not be critical of the play at a beginning table.

6. WHEN JOINING SOMEONE'S TABLE, SAY HELLO.

In general, we should try to be friendly and polite towards the people we meet in OKbridge. There are a number of instances where people have met through OKbridge and then become friends in person later.

7. BEFORE TAKING A SEAT, ASK IF IT IS FREE.

There are frequently arranged games on OKbridge, so one should inquire about whether or not a seat is free before taking it. As a server, if you do not wish players to take seats without asking, then you may wish to check the Closed Seating box in the Serving window.

8. FIND A PARTNER BEFORE OCCUPYING ONE OF A PAIR OF EMPTY SEATS.

It is not uncommon that three or more people will join a table almost simultaneously when east and west are both unoccupied. It is best to determine if you have a compatible partner at the table before jumping into one of the free seats.

9. START BIDDING AS SOON AS YOU SIT DOWN.

When you take a seat which has been vacated by another player, it is ok to take a moment to discuss the general bidding approach (standard american, precision, acol, etc.). However, if it is your turn to bid, then make a bid

based on your understanding so far and then refine the bidding system as you have time.

10. USE ALERTS WHEN APPROPRIATE.

Alerting is an important practice in serious games. Opponents are entitled to all conventional (and treatment) information that partner has. They are entitled to get this information—without partner knowing that they are getting it—lest partner be woken up and alerted to a convention or treatment he has missed.

The best practice is to self-alert, by typing an exclamation point at the end of your bid (e.g., “3h!”), so that partner cannot see the alerts. Inquiries should be directed to the person who made the bid. All inquiries should be answered fully. Bend over backwards to give full, rather than barebones information.

Opponents are entitled to full information.

11. ANSWER QUESTIONS ABOUT THE BIDDING USING PRIVATE MESSAGES.

Your partner is not entitled to know your interpretation of a bid. It is active ethics to use private messages to answer questions about the bidding. This is an observance of the principle that opponents are entitled to full information, while partner is entitled to none.

12. POINT OUT TYPOS IMMEDIATELY.

An evitable consequence of using keyboards and mice is that everyone eventually presses the wrong key. The Undo command in the Playing menu can be used to avert such typographical catastrophes.

If you make a typo, then you should \*immediately\* notify your opponents that the typo was made. Preferably, this should occur within 5 seconds of the time that you entered the erroneous bid or play, and before your left hand opponent has had a chance to act. Your opponents then have the option of deciding whether or not to accept the mistaken play and continue from there, or to use the Undo command to allow you to select a different play. Even if your opponents do not allow you to undo your mistake, you are required to finish the hand.

In cases where a typo spoils a hand by giving away the location of an important card, the hand may be skipped if all players agree.

13. IF YOU ARE AN OBSERVER, DON'T ENGAGE IN IDLE CHATTER.

Idle chatter can be very distracting to serious players. Of course, some tables are more social than serious, and so this rule does not apply to these tables.

14. DO NOT PLAY AT A TABLE IF YOUR LINK TO THAT TABLE IS SLOW.

It is an unfortunate reality of the Internet that there are times when the link between two places can be quite slow. If the ping time to the server is greater than 5 seconds, then you should not play at the table. If the network slows down dramatically during the play of a hand, you should offer to let someone else have your seat.

If you sense that a play is taking too long, you should first write a message asking the player about the delay. Frequently, the player will simply be thinking about his or her next play.

15. DO NOT START A HAND UNLESS YOU HAVE TIME TO FINISH IT.

If you know that you have less than 15 minutes to play a hand, then you should offer to give up your seat to someone else. If you leave in the middle of a hand, then the opponents are entitled to finish playing the hand for you.

16. IF YOU ARE INTERRUPTED, LET THE OTHERS AT THE TABLE KNOW.

For many of us, interruptions while we play are unavoidable. However, if you have an interruption which is likely to last more than a moment, then you should let the others at the table know. If the interruption will be lengthy, then you should offer to yield your seat.

17. DO NOT PUBLISH RECORDS OF GPS HANDS UNTIL THE END OF THE WEEK.

The weekly duplicate hands are cleared on Saturdays at midnight. If there is a hand which particularly interests you, please refrain from publishing any accounts of it until the following Sunday. For example, many OKbridge players read rec.games.bridge, and it is not fair to publish an OKbridge hand in this newsgroup (or any other newsgroup) until the week is over.

## **Final Comments**

Many tables in OKbridge are purely social. For such tables, some of the above ethics rules seem unduly harsh. It is not our aim to discourage social bridge, and for social tables not all of these rules need be observed. If a table is a social table, then this should be clearly indicated in the table note or the server's level. People who join such a table should not complain if the behavior seems a bit "loose."

At the same time, the weekly duplicate boards are a common resource shared by all of us. Making ridiculous bids or taking an absurd line of play has an effect on everyone's score.

The OKbridge protest committee is run as a strictly volunteer effort, and it cannot afford to spend time sorting through a lot of frivolous claims. A petition should only be made to the protest committee if the petitioner has very compelling reasons to do so.



## File | Account | Change Password

The Change Password menu item is used to change the password which you use to login to OKbridge. You will be presented with a dialog like the following:



A screenshot of a Windows-style dialog box titled "Change Your Password". The dialog has a blue title bar with a close button (X) in the top right corner. The main area is light gray and contains two text input fields. The first field is preceded by the text "Enter your NEW password:" and the second by "Enter it again, for confirmation:". Below the input fields are two buttons: "OK" on the left and "Cancel" on the right.

Fill in your new password in both the lower and upper windows. You will not be able to see your password as you are typing it. Rather, it will be displayed as asterisks. Remember that your password is case sensitive and must be entered exactly in order to login to OKbridge.

## Subscribing to OKbridge

Membership in the OKbridge club is available through payment of an annual subscription fee. This subscription fee allows you to participate in this exciting new form of the game of bridge and to play with others from around the world. With over 4,000 hands played per day (in July 1996), we believe that OKbridge may rank as the largest bridge club in the world. Some of the other benefits of subscribing include:

- The ability to play an unlimited amount of duplicate bridge on OKbridge for one year,
- The ability to play in team games and to participate in on-line tournaments,
- The ability to kibitz games played by the many expert players on OKbridge,
- The ability to review the records of the boards that you played and to review how these boards were played at other tables.

To subscribe to OKbridge, all that you must do is provide us with the following information:

OKbridge login ID  
Electronic mail address  
Full name  
Address and telephone number  
ACBL membership number (or membership number in other bridge organizations)  
How you heard about OKbridge  
VISA or MasterCard number

The subscription information should be sent by post, email or FAX to the following address:

**OKbridge, Inc.**  
**4655 Cass Street, Suite 204**  
**San Diego, CA 92109**  
**Phone (619) 490-6770**  
**FAX (619) 490-6771**  
**Email [register@okbridge.com](mailto:register@okbridge.com)**

As of August 1, 1996, the annual subscription fee is \$79. Lower rates apply if you use the non-graphical unix client or if you are a bona fide college student. Contact us for further information.

We offer a 30-day money back guarantee. If you should decide for any reason within the first 30 days of subscribing that you are unhappy with your OKbridge subscription, let us know and we will cheerfully provide a full refund. If you should decide at anytime thereafter that you are unhappy with your subscription, we will cheerfully refund a pro-rated portion of your subscription less a \$10 processing fee.

We reserve the right to refuse service to anyone. As a subscriber, you agree that your only recourse is a subscription refund.

Prices and policies subject to change without notice.

## Kibitzing games

At any given time, there may be three types of people at a table:

- **Players.** These are people who are sitting in the compass positions.
- **Observers.** These are kibitzers who cannot see the hidden hands.
- **Spectators.** These are kibitzers who are viewing the hidden hands.

When you join a table, you start as an observer. To become a player, double-click on the compass position where you would like to sit, or go to the Location menu and select the seat that you wish to have.

To become a spectator, go to the Location menu and select [Show all hands](#) or [Show one hand](#). If you click on **Show all hands**, then all of the hidden hands will be revealed to you. If you click on **Show one hand**, then you are queried for the hand which you would like to see. These two commands can only be used if you are an observer or if you are a dummy. Dummies are removed from spectator mode at the end of the hand.

If you are currently a spectator, you can return to being an observer by going to the Location menu and clicking on **Conceal all hands**. At the end of the hand, you will be taken out of spectator mode. If this is not fast enough, you can go to the [Tables](#) window and rejoin the table.

At tournament tables, there is a special kind of spectator, known as a **tournament kibitzer**. A tournament kibitzer has chosen a particular player to kibitz. At the beginning of each round, the kibitzer is taken to the table where that player is located. To become a tournament kibitzer, go to the Location menu and select [kibitz](#).

## File | Account | Edit your stats

This option is used to provide information about yourself which will be shown to other players. When you select this option, you will see a form like the one below.



|                |                                   |
|----------------|-----------------------------------|
| Full name      | Your name goes here               |
| Postal address | Bridgeville, USA                  |
| Level          | Aspiring expert                   |
| ACBL/WBF       | super master, acbl# 1234567890123 |
| User info 1    | I like standard american and 2/1  |
| User info 2    | polite partners, please!          |

Make stats private

OK Cancel

You are free to fill in this form with any information that you like. We strongly recommend that you try to fill it out as completely as possible, since this information projects the identity by which others will get to know you. Regarding the Level, here are some guidelines to assist you in describing your level accurately:

**beginner.** You have just taken up the game and you have probably spent less than 25 hours playing.

**novice.** You have recently learned to play bridge, and may have played in a few duplicates. You are familiar with basic concepts such as Stayman, Blackwood, cue bids and finessing.

**intermediate.** You are a frequent club player. You and a partner have developed a convention card which you know thoroughly.

**advanced.** You frequently play in regional or national tournaments and are comfortable with advanced playing techniques.

**expert.** You have represented your country in an international event, or won a national event, or have frequently won regional events.

Other players can view this information by going to the Browse menu and selecting Player Info. Also, your player information is displayed when players double-click on your name in the Tables window or when you are playing at a table.

## Location | Show all hands

This option allows you to see all of the players hands. It can be used if you are an observer or if you are dummy.

At any given time, there may be three types of people at a table:

- **Players.** These are people who are sitting in the compass positions.
- **Observers.** These are kibitzers who have chosen not view the hidden hands.
- **Spectators.** These are kibitzers who have chosen to look at one or all of the hidden hands.

When you join a table, you start as an observer. To become a player, double-click on the compass position where you would like to sit, or go to the Location menu and select the seat that you wish to have. To become a spectator, go to the Location menu and select "Show all hands" or "Show one hand".

The rules for chatting are designed to be as flexible as possible while minimizing the chance that unauthorized information could be transmitted. They can be summarized as follows:

- Players are allowed to chat privately with their opponents and with observers.
- Observers are allowed to chat privately with each other and with players.
- Spectators are allowed to chat privately with other spectators.

In addition, players and observers are allowed to conduct public conversations. These comments will be seen by everyone at the table. Spectators are allowed to make comments which will be seen by all other spectators, but their comments will not be heard by observers or players.

## **Location | Leave your seat**

If you are sitting, this option requests that you be allowed to leave your seat and become an observer.

## Alerts on OKbridge

When it is your turn to bid, the bidding box automatically pops up on your screen. You enter your bid by one of the following methods:

- 1) Click on the bid, then click OK or OK+Alert, or
- 2) Double-click on the bid.

Illegal and insufficient bids are grayed out, so it is not possible to make them.

## Alerting and Explaining Bids, and Inquiring about Opponents' Bids

There are two kinds of alerts in OKbridge, partner-alerts and self-alerts. Partner-alerts are similar to the alerts made in bridge clubs. When your partner makes a conventional call, you press the ^A key (or select [Alert](#) from the Playing menu) to alert your partner's last call. If your RHO has already made a call when you alert, he or she is given a chance to change his call.

Self-alerts allow you to alert your own calls. Self-alerts are seen only by your opponents and not by your partner. After you have made a self-alert, you can explain the meaning of your bid privately to your opponents using private messages.

Many people feel that self-alerts raise the level of play to a higher ethical standard, because they expand on the principle that opponents should have full knowledge of the meaning of your bids while your partner should be kept in the dark. Alerts as used in bridge clubs frequently have the effect of waking up your partner to the conventional meaning of his call and letting him know that you recognize this meaning. Self-alerts remove this form of unauthorized information.

The use of Self-alerts is analogous to alerting your screen-mate to your own bid when you are playing behind screens.

### **When using self-alerts, it should be kept in mind that your opponents are only entitled to know your agreements, not your hand.**

The players at a table are encouraged to agree at the start of the game whether the standard of the table shall be self-alert/explain or partner alert/explain. If you wish to self-alert your bid, you select the OK+Alert button instead of the OK button.

With either alerting system, it is customary to ask the person who makes the alert for an explanation of the bid. For self-alerts, this is facilitated through providing a place in the bidding box where you can pre-explain your bids as you are making them.

To explain a bid of partner's, simply type the explanation as a [private message to both opponents](#).

You will never see a self-alert by your partner. If your partner alerts one of your bids (using a partner-alert), then you will only see the alert if you have checked the Show partner's alerts box in the [Preferences](#) dialog. It is considered preferable to play without seeing partner's alerts.

Self-alerted bids are indicated in the bidding history with an exclamation point (!), and bids alerted by partner are indicated with an asterisk (\*).

To inquire about the meaning of an opponent's bid, simply type a private message to that opponent using < or > as the first character (for LHO and RHO respectively), or go to the [Talk menu](#) and select the person to whom you would like to direct the question.

**Note:** An opponent will occasionally direct an Inquiry to both opponents simultaneously (by prefixing his message with = instead of < or >). If this happens and the standard of your table is self-alert/explain, then both you and your partner are obliged to explain.





## Playing | Review the bidding

You may review the bidding at any time during the play (although strictly speaking, the Laws of Duplicate Bridge forbid this). To review the bidding, choose **Review the bidding** from the Playing Menu, or press control-B.

## Playing | Undo

Occasionally, a blatant error will be made during the play of a hand. The Undo command allows the auction or the play of the hand to be rewound in these situations. When it is your turn, you are allowed to undo the action of the person who played just before you.

There are two exceptions to this rule. The final pass in an auction cannot be undone, because the declarer and dummy get to see each other's hands at this point. And the opening lead cannot be undone, because the dummy is revealed after the opening lead.

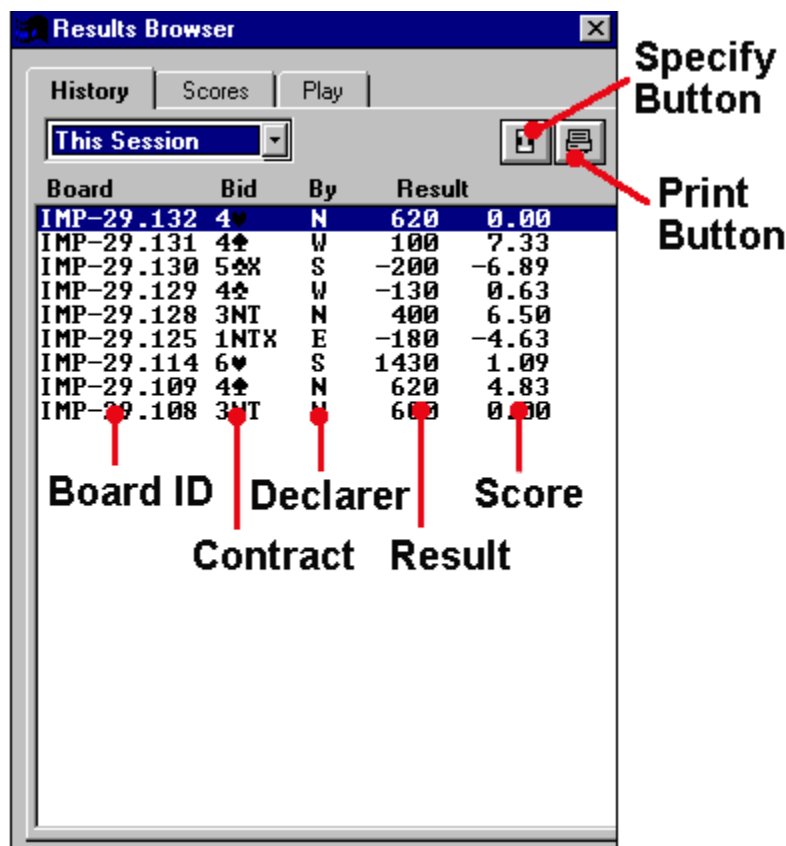
If you make an erroneous play, then you should immediately notify the others at the table by typing "UNDO!". This should preferably occur within 5 seconds of the mistake. Your left hand opponent can then undo your bid or play by going to the Playing menu and selecting **Undo**.

Obviously, the use of undos represents a significant deviation from the way in which bridge is ordinarily played. While some players are fairly lenient in their attitude towards undos, others are quite strict. The rule on OKbridge is that the server of the table is allowed to set the policy regarding the use of undos at the table. Although it can be frustrating to live with the results of an inadvertent mistake, you should always respect the policy of the server.

## Browse | Board results

The Board results display allows you to examine any of the boards which you have played during the current or previous week or during your current login session. For each board, you can examine how it was played at every table that has played it so far. This includes an ability to look at every bid and every card played.

When you first bring up the board results display, you will see a window which looks like the following:



The meanings of the various screen elements are as follows:

**Specify Button.** Allows you to look up the results for other boards which are not listed in this display.

**Print Button.** Prints this display to your printer.

**Board ID.** An ID for the board which was played. The ID IMP-29.109 indicates that the board is number 109 in week 29, and that the scoring is IMPs.

**Contract.** The contract which was reached when the board was played at this table.

**Declarer.** The compass direction of the declarer.

**Result.** The result which was obtained from playing this board.

**Score.** The duplicate score for playing this board. This obtained by comparing the result with the results obtained at other tables.

To get detailed information on a particular board, double-click on the board of interest, or press the **Scores** tab at the top of the window. You will then see a new window which looks much like the following:

The screenshot shows a window titled "Results Browser" with three tabs: "History", "Scores", and "Play". The "Scores" tab is active, displaying "IMP-29 Board 114". Below the tabs are navigation arrows and a printer icon. The main area contains a table with the following data:

| Declarer     | Bid       | By       | Result           |
|--------------|-----------|----------|------------------|
| sarah        | 7♥        | S        | 2210 13.85       |
| Laval        | 6♥        | S        | 1460 2.67        |
| Jenni        | 6♥        | S        | 1460 2.67        |
| wendell      | 6♥        | S        | 1460 2.67        |
| rhsamuel     | 6♥        | S        | 1460 2.67        |
| bdl          | 6♥        | S        | 1460 2.67        |
| pik          | 6♥        | S        | 1460 2.67        |
| Corinne      | 6♥        | N        | 1430 1.85        |
| TimG         | 6♥        | N        | 1430 1.85        |
| srul         | 6♥        | N        | 1430 1.85        |
| mastro       | 6♥        | S        | 1430 1.85        |
| MPRED1       | 6♥        | S        | 1430 1.85        |
| c lubs       | 6♥        | S        | 1430 1.85        |
| rayzeke      | 6♥        | S        | 1430 1.85        |
| toughguy     | 6♥        | S        | 1430 1.85        |
| thunder      | 6♥        | S        | 1430 1.85        |
| boxelder     | 6♥        | S        | 1430 1.85        |
| rgmrcht      | 6♥        | S        | 1430 1.85        |
| hank         | 6♥        | S        | 1430 1.85        |
| <b>clegg</b> | <b>6♥</b> | <b>S</b> | <b>1430 1.85</b> |
| TerryS       | 6♥        | S        | 1430 1.85        |
| bernard      | 6♥        | S        | 1430 1.85        |
| darwin       | 6♥        | S        | 1430 1.85        |
| sue          | 4♥        | N        | 680 -10.74       |
| reg          | 4♥        | S        | 680 -10.74       |
| maryjo       | 5♥        | S        | 680 -10.74       |
| ci           | 5♥        | S        | 680 -10.74       |
| marshall     | 7♥        | N        | -100 -16.52      |

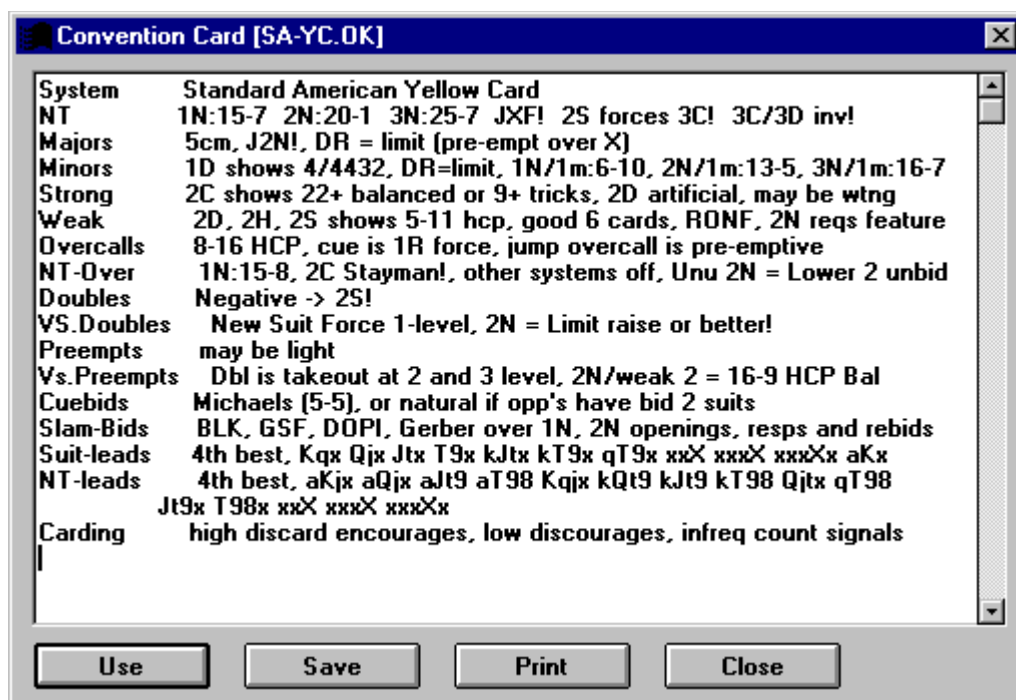
In the above diagram, you can see the results obtained at each of the other tables for board IMP-29.114. The double-arrows in the top part of the window are used for displaying the scores for the previous and next board in the history window.

To see how the board was played at a particular table, double-click on the result of interest, or select the result and then click on the **Play** tab. You will then see a window which looks like the following:



## Convention Cards

OKbridge provides a facility to create and edit convention cards. Convention cards can be accessed from the Convention Card item in the Playing menu. An example convention card is shown below:



The top line describes your general approach. Subsequent lines describe specific aspects of your system. Each line of a convention card roughly corresponds to a category in an ACBL convention card. Category names are listed in the left margin, and agreements which apply to that category are listed afterwards.

While you are free to develop your own categories, it is strongly advised that you try to use the categories that are provided. Otherwise, you run the risk of confusing your opponents, which defeats the purpose of providing a convention card.

To edit a convention card, use the mouse to click in the area of the card which you would like to change, and begin typing. After you have finished making your changes, you can transmit the card to your partner and your opponents by pressing the **Use** button at the bottom of the convention card window.

Convention cards can be saved to files and then later recalled. To save a convention card to a file, click on the **Save** button at the bottom of the convention card window. To recall a convention card which was previously saved in a file, go to the File menu and select [Convention Card | Load from file..](#). The default extension used for saving convention card files is **.ok**.

To print a convention card, click on the **Print** button at the bottom of the convention card window. If you would like a different than the default Windows system font to be used for printing, you can change the font by going to [Preferences](#) dialog in the File menu and clicking on the button labeled **Convention cards**.

Since there is relatively little room in the convention card, abbreviations have been developed for some of the more conventions. A few of the most common abbreviations are as follows:

### Abbreviations

- M Major suit
- m minor suit
- R Single raise

DR Double raise  
LR Limit raise  
F Forcing  
NF Non-forcing  
GF Game-forcing  
Inv Invitational  
Pre Pre-emptive  
Con Constructive  
Str Strong  
Wk Weak  
V Vulnerable  
NV Non-vulnerable  
X Double  
! Alertable

As an example, consider the following line from a convention card:

NT 1N:15-7 2N: 20-1 3N: 25-7 JXF! 2S forces 3C! 3C/3D inv!

This line conveys the following information about the No-Trump agreements for a partnership.

1NT shows 15-17  
2NT shows 20-21  
3NT shows 25-27  
Jacoby transfers are used (JXF!)  
2S is a relay to 3C, which is alertable  
A 3C or 3D response to 1NT is invitational, and this is alertable

Other lines in the convention card can be interpreted similarly.

## **File | Recording**

This option allows you to record the hands which you have played to a file. Each hand is presented as a combination of a bidding and play record and a table-by-table board results list.

To initiate recording, choose Recording from the File Menu; a dialog similar to a standard Windows File Save As dialog appears. Use this dialog to select a directory for the log file you want to create, then give it a name. If you choose the name of an existing log file, the new information will be appended to old information in that file.

Log files have a default extension of .REC.

To stop recording, simply click again on Recording in the File Menu.



## Talking to players

The rules for chatting are designed to be as flexible as possible, while minimizing the chance that unauthorized information could be transmitted.

- All conversation in the Lobby is public and seen by all others in the Lobby;
- Anyone at a table may send a message which will be seen by everyone in the Lobby;
- Comments made by players and observers at a table are public to everyone at the table, unless the speaker specifically chooses to send a private message;
- In a team game, players and observers may make public comments which are seen by everyone at both tables;
- Comments made by spectators are public to other spectators, unless the speaker specifically chooses to send a private message;
- Players are allowed to chat privately with their opponents and with observers;
- Observers are allowed to chat privately with each other and with players;
- Players and observers are allowed to send public and private messages to spectators;
- Spectators are allowed to chat privately with other spectators.
- Spectators may not send any messages to players or observers;

To make a comment, simply begin typing your comment. If you do not wish the comment to be public, you can specify the name of the recipient(s) by entering it in the "To:" field of the Talk window.

As a shorthand for specifying a recipient, you can begin your comment with one of the following special characters. This will cause the comment to be directed as indicated:

|       |   |
|-------|---|
| =     | Sent to both opponents; unseen by partner, observers or spectators            |
| >     | Sent to right hand opponent only  |
| <     | Sent to left hand opponent only   |
| -name | Sent only to the person with that name; press tab to begin the actual message |
| %     | Sent only to the spectator  |
| &     | Sent to people in the lobby   |
| !     | Sent to everybody at the other table in a team game                           |

You will quickly find out that OKbridge players have invented shorthands for many of the most common comments. Here are a few of the most popular abbreviations:

|      |                    |
|------|--------------------|
| typ  | Thank you partner  |
| glp  | Good luck, partner |
| brb  | Be right back      |
| :)   | Smile              |
| lol  | Laughing out loud  |
| :(   | Frown              |
| rehi | Hello again        |

By the way, if you are an observer (rather than a spectator), you should generally try to keep conversation to a minimum. Idle conversation can distract the attention of the players. Spectators are welcome to gab all they want.

## Playing | Test connections (ping)

The ping command is used to measure the responsiveness of the Internet. It sends a message (a ping) to each of the players at the table, which is then echoed back to you. The elapsed time from the transmission of the ping to the reception of the echo is then displayed in the chat window.

Because of the way that the Internet is designed, it is possible for two players at a table to have widely varying ping times. If a player has a long ping time, then it usually indicates an overload in some of the Internet circuits which that person is using.

A ping time of less than one second is considered good, and a ping of less than 5 seconds is usually tolerable. Consistent pings of greater than 5 seconds indicate problems.

If you are joined to a table served by someone else, and if the ping times to everyone at the table are slow, then this usually indicates that you are the one who is suffering from overloaded Internet circuits. It is considered good form to politely excuse yourself from the table in such circumstances, as you are impeding the progress of play.

You may very well find that if you go to a table served by someone else, your ping times are considerably better. To take an extreme example, if you live in Australia, it is not uncommon to find that your best ping times occur when you play at tables served by other Australians.

If you are serving and you observe that a player has a ping of 30 seconds or greater, it is considered acceptable to [disconnect](#) the player. They probably cannot see anything which is happening at the table anyways.

## How OKbridge Works

OKbridge is made possible through the Internet, the super-network which connects together people and computers around the world. Through communicating over the Internet, OKbridge is able to help you locate partners and opponents. Once a game has been arranged, the software takes care of dealing the cards and transmitting bids and plays between you and your opponents. The atmosphere provided by OKbridge is much like that of playing bridge face-to-face.

The OKbridge milieu is organized as a collection of tables. At each table, four people may play bridge together, and any number of kibitzers may be watching and conversing.

OKbridge offers a variety of formats of play. Perhaps the most widely known form of bridge is rubber bridge. This is a game played by a foursome, often at the kitchen table. OKbridge provides a rubber bridge game which follows this familiar format.

The most popular format on OKbridge is the matchpoint duplicate. This is a game which lasts for a week. The hands which you play during the week will be played by many other tables. After you finish playing your hand, you are shown how it was played at each of the other tables. You receive a percentile score which measures how well you did relative to each of the other people who played your cards at other tables. This method of scoring is called matchpointing. At the end of the week, your total score is the average of the percentile scores which you received for each of the hands you played.

Another format provided by OKbridge is an international matchpoint (IMP) duplicate. This operates similarly to the matchpoint duplicate, except that the scores are computed using the pairwise IMP'ing method.

The matchpoint and IMP events provide a unique learning opportunity, because records are kept of all bids and cards played at each of the other tables. You can easily examine the decisions made by each of the other players who held exactly the same cards as you.

OKbridge also provides team play. This is a format where two teams of four play against each other, using either an IMP scoring method or the Board-A-Match method.

And finally, OKbridge provides tournament play. In a tournament, a number of participants sign on simultaneously and play a set of boards in a format which resembles a duplicate movement at a bridge club or bridge tournament.

In OKbridge, one person at each table is a host. This person is known as the server. The server decides on the type of scoring to be used (rubber or duplicate) and on a number of other details about the table. When you go to a table, you are said to "join" the table, and you become a guest of the server.

When you join a table, you may sit down and play if one of the seats is unoccupied. To take a seat, double-click on the compass position representing the seat, or go to the Location menu and select the seat.

Some people prefer just to kibitz. Kibitzers are welcome at almost all tables. Kibitzers are of two types: observers and spectators. An observer may converse freely with the players who are sitting at the table.

A spectator is allowed to see all four of the hands as they are being played. Spectating expert players provides a unique learning and entertainment experience. You are able to watch every action that the expert makes, knowing in advance all of the cards held by the other players. Spectators can converse with each other, discussing and critiquing the actions of the players.

Every member of the OKbridge club has an account. Your account records various personal information, such as your name, email address and playing level. Also, your account is used to keep records of the duplicate boards which you have played. This includes total scores as well as ratings.

Accounts on OKbridge are available by annual subscription. This allows you to play an unlimited amount of duplicate bridge during the year. A new account can be started by going to the File menu and selecting Account |

Signup. This creates a temporary account which you can use to play rubber bridge and to try out a limited set of duplicate boards before subscribing. Subscription information is sent to you when you register.

The best way to get acquainted with OKbridge is to try it out for a few hours. If you have any questions, ask others at the tables that you join. To communicate with another player, simply type in a message and press return.

Or feel free to contact us if you have questions. We can be reached by email at [help@okbridge.com](mailto:help@okbridge.com) or by phone at (619) 490-6770.

## How OKbridge Began

OKbridge was created by Matthew Clegg. It started out as a by-product of the courtship of his wife Merja, a native of Oulu, Finland, whom he met in 1989 when she came to the University of California at Riverside to study with a famous geneticist—Matt's father. When she went home that fall, Matt and Merja kept in touch via the Internet and the following year Matt moved to Finland, where they were married in the summer of 1990.

Matt first conceived of an Internet bridge server in the spring of 1990. The project began as a way to learn more about the Internet while at the same time resuming bridge games with his friends back in the states.

Matt called his new program **OKbridge** because he wrote it to play bridge with a friend in Oklahoma.

The first version of OKbridge was released to the public in August 1990. Early players learned about it from announcements on the Usenet newsgroup `rec.games.bridge`. Although it only allowed four people to play rubber bridge, the program quickly attracted players who began sending Matt a steady stream of suggestions—many of which have since been incorporated into the program.

By early 1993, the demands placed on Matt's time by the increasing popularity of OKbridge were becoming excessive. Following an on-line dialog with the users of OKbridge, Matt decided to convert OKbridge to a commercial service based on an annual subscription fee.

Commercial OKbridge was launched in June 1994. It attracted an initial subscribership of about 500 avid users. By June 1995 this figure had grown to about 1250 subscribers, and by June 1996 there were over 3,000 subscribers. As of this writing OKbridge ranks among the most popular bridge clubs in the world, with an average play of over 4,000 hands per day. This is roughly equivalent to a 150-table duplicate club.

Some of the highlights in the history of OKbridge include:

**August 1990.** OKbridge 1.0 released to the Internet.

**July 1992.** Introduction of the first ever on-line duplicate, in the form of two continuously running weekly matchpoint and IMP pair events.

**June 1993.** First on-line tournament organized, a knockout event that drew teams from all over the world.

**June 1994.** OKbridge goes commercial. Introduction of on-line team play.

**April 1995.** OKbridge-ACBL junior tournament awards first ever master points for on-line play.

**November 1995.** Rod Roark's Windows graphical interface introduced.

The mission of OKbridge is to be the premier provider of interactive bridge content over the Internet.

## The Internet

The Internet is the super-network which connects together people and computers around the world.

There is a wide range of choices for Internet access. When choosing an Internet provider, be sure to select one which provides a SLIP or PPP connection to the Internet. Two of the providers which we recommend are [Netcom On-Line Communications \(1-800-NETCOM1\)](#) and [AT&T WorldNet \(1-800-WORLDNET\)](#).

## Requirements For OKbridge

There are two versions of OKbridge. One version is called OKwin, and the other is called text-OKbridge. This manual describes OKwin, which is a graphical version of OKbridge that uses Microsoft Windows.

Text-OKbridge is not graphical, but it has the advantage that it can be used with almost any kind of computer. Text-OKbridge is described elsewhere, and it will not be referenced further in this manual.

In order to use OKwin, you will need to have the following

- An IBM PC or PC-compatible with a 386 or later processor,
- A keyboard, mouse, and monitor,
- At least 4 megabytes of RAM memory,
- At least 2 megabytes of hard disk space,
- A modem or LAN,
- Microsoft Windows 3.1, Windows NT, or Windows 95,
- SLIP or PPP access to the global computer network known as the Internet, and
- The OKwin software.

There is a wide range of choices for Internet access. When choosing an Internet provider, be sure to select one which provides a SLIP or PPP connection to the Internet.

If you are looking for an Internet provider, we recommend [Netcom On-Line Communications \(1-800-NETCOM1\)](#). Netcom is the most popular Internet provider among OKbridge subscribers by more than a 3 to 1 margin.

The OKwin software can be obtained either by purchasing it from us or by downloading it for free over the Internet.

Although we make the software available for free on the Internet, we charge a subscription fee for using it. New users are given a free 30 day trial during which they may test out many of the features of OKbridge before deciding to subscribe.

## Downloading the OKwin Software

If you have not already received the OKwin software on a disk, then you can download it for free over the Internet. To download the OKwin software, you will need to have the Netscape Navigator, Microsoft's Internet Explorer, or other similar software for accessing the World Wide Web.

Follow these steps to download the software:

1. Use your World Wide Web software to access the location  
<http://www.okbridge.com/okwin.html>
2. Click on the link which says *Click here to begin the transfer*. This will cause a file containing the OKwin software to be transferred to your computer. You must save this file to a temporary directory, such as c:\tmp.
3. Unpack the software. To do this, you should start an MS-DOS Window and then execute the file which you just downloaded. For example, if you saved the file to the directory c:\tmp, then you would enter the command:

```
c:\tmp\okwin121.exe
```

This will cause a number of additional files to be created in the directory where the downloaded file was saved. One of these additional files will be a setup program.

4. Run the setup program.
  - a. If you are using Windows 3.1, go to the program manager and select Run, and then enter the path name of the setup program (c:\tmp\setup.exe).
  - b. If you are using Windows '95, press the Start button, select Run, and enter the path name of the setup program (c:\tmp\setup.exe).





## Starting OKwin

In order to start OKwin, follow these steps:

1. Connect to the Internet using the software given to you by your Internet provider.

Note: In some cases, the Internet software may conceal other windows. You may need to minimize the Internet software in order to proceed to step 2.

To minimize your Internet software, follow these steps:

- a. For Windows 3.1 users, you should see a downward pointing arrow (like this ) in the upper right corner of your Internet software window. Click on this arrow to minimize the software.
- b. For Windows '95 users, you should see a small box in the upper right corner of your Internet software window containing an underline (like this ) . Click on this box.

2. Start the OKwin program:

- a. For Windows 3.1 users, double-click on the OKwin icon in the Program Manager. The OKwin icon looks like this:



- b. For Windows 95 users, press the Start button, then go to the Programs menu, then the OKbridge menu, and then select OKwin.

## The People Behind OKbridge

**{ewc hmew2,ewBitmap2,!ROW1C.BMP}**

**{ewc hmew2,ewBitmap2,!ROW2C.BMP}**

Matthew Clegg. (Clegg). Founder and CEO of OKbridge.

Merja Clegg. (Merja). Vice President of Corporate Finance.

Anastasia Clegg. (Anna). Equipment Durability Analyst.

Rod Roark. (RodR). Software Developer.

John Belden. (JohnB). Business Advisor.

Wirt Gilliam. (Wirt). Vice President of Customer Relations.

Tony Reus. (Tuna). Tournament Director.

Roberto Scaramuzzi. (Roberto). Coordinator of OKbridge Knockout Tournaments.

## Introduction

OKbridge is a 24-hour duplicate bridge club, which allows people from around the world to play bridge together live through the Internet. Membership in the club is available through paying an annual subscription fee, which allows unlimited play for one year.

Many bridge players have found that playing together over the Internet is an exciting new way to experience the game of bridge. OKbridge combines the convenience and comfort of playing from your home with a competitive international atmosphere.

Subscribers have reported a variety of other reasons why they like this environment so much. The most frequently cited reason is that it is possible to get together a game with challenging opponents at any time of day or night. This makes OKbridge ideal for people with busy schedules. There are no requirements on how long one must play, and the OKbridge club never closes.

Others love OKbridge because of its unique social atmosphere. While one might think that playing through computers would be impersonal, experience shows that the opposite is true. OKbridge players love to socialize—after all, they are united by a common interest in the game of bridge. OKbridge offers a unique opportunity to communicate with other bridge players from around the world. It is common for OKbridgers to have get-togethers at bridge tournaments to meet each other face-to-face.

Others find that OKbridge provides a unique opportunity for playing armchair quarterback to the experts. Many leading experts use OKbridge, and kibitzers are welcome at most expert tables. There is nothing like watching how the experts handle real-life bridge problems at the table.

Still others use OKbridge as a learning tool. OKbridge keeps track of every duplicate hand played. This includes a complete record of the auction and the play of the hand. These records can be easily reviewed, which can be an invaluable tool for improving your game.

Whatever your reason for trying OKbridge, we wish to welcome you to this exciting new world. This manual will explain everything you need to know in order to enjoy OKbridge.

For more information on OKbridge, click on one of the following topics:

[How OKbridge Works](#)

[How OKbridge Began](#)

[The People Behind OKbridge](#)

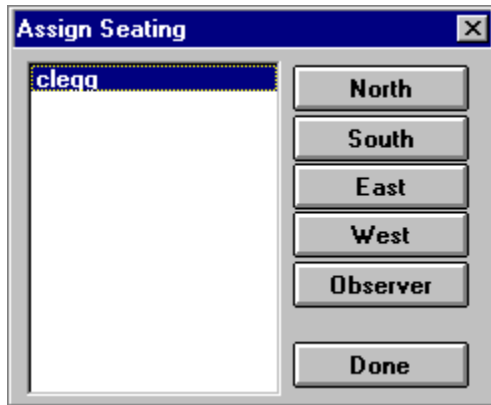
[Requirements for OKbridge](#)

[Downloading the OKwin software](#)

[Starting OKwin](#)

## Serving | Assign seating ...

As Server of a table, you may assign players to their seats or remove them from their seats. When you choose this option, you will see a dialog box as follows:



To assign a player to a seat, click on the player's name in the left window. Then click on the seat which you would like the player to have. After you have finished with assigning the seats, click on the Done button.

## **Serving | Cut for seats**

Choosing Cut for Seats from the Serving Menu causes the system to assign the four players to random seats, simulating a cut for partners at rubber bridge. If there are more than four players at the table, then four players are chosen at random.

## **Serving | Skip this hand**

Skipping a hand means that the remainder of the hand will not be played out and the result will not count in the scoring of the weekly duplicate, team game, or rubber.

There are several reasons to skip a hand:

- 1) If a substitute takes the place of one of the players at the table, it is a wise idea to skip the hand because the substitute may have seen it or played it on an earlier occasion.
- 2) After a change in scoring, a skip can be used to cancel the current hand and bring up a hand in the new scoring system.
- 3) A board may become fouled due to a typo or the exchange of unauthorized information.

Only the server may skip a hand.

## **Serving | Clear scores**

This option resets to zero the cumulative session scores displayed in the Score Section of the main screen. It has no effect on the accumulation of scores into the results of a weekly duplicate or team game. It merely clears the visual presentation of the session scores.

It is common to clear the scores if new opponents come to your table. They don't want to feel that they are carrying forward the score you accumulated vs the previous opponents!

Only the Server can clear the scores; he does so by choosing Clear Scores from the Serving Menu.

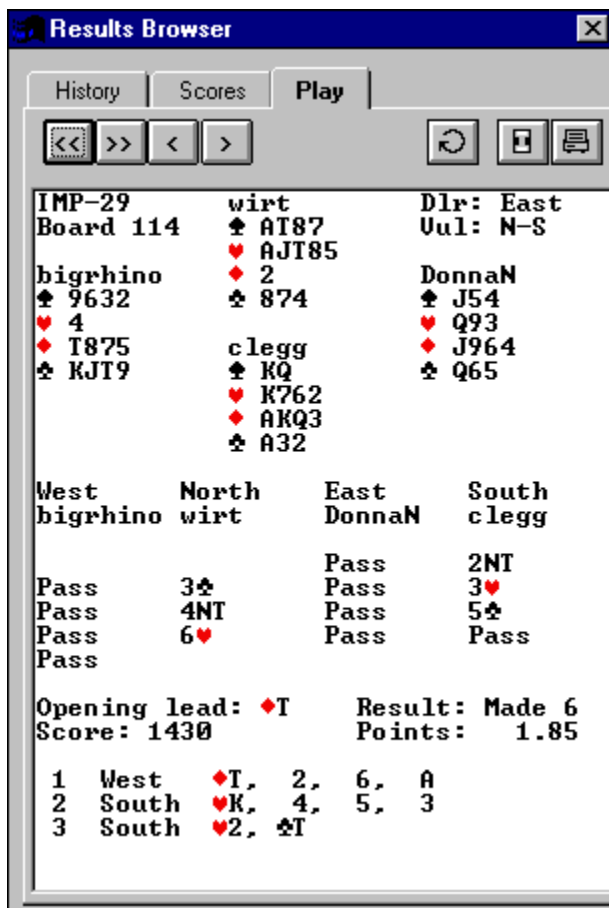
## **Serving | End team game**

The Servers of the two tables in a Team Game each choose End Team Game from the Serving Menu when the agreed number of boards have been completed at their respective tables. The ending of the Team Game does not have to be synchronized at the two tables.



## File | Account | Signup

In order to use OKbridge, you must first establish an account. Your account gives you an ID which will identify you to those with whom you play, and it is used for keeping records about the hands which you have played and your scores.



To establish an account, you must choose an ID and you must provide your electronic mail address. **Be very careful to enter your email address correctly.**

After you press the OK button, your request for an account will be submitted to the OKbridge server. You will then be sent an email message containing the password for your new account and a subscription form.

Usually it takes less than half an hour to receive the email message containing the password. Be sure to write down the password, as you will need it to access OKbridge subsequently.

Your new account has the status of a **guest** account. Your guest account will be valid for 30 days, and there are no obligations associated with it.

As a guest, you will be able to try out many of the features of OKbridge. You will be able to play rubber bridge with other guests, and there is a limited set of duplicate hands which you will be able to play. However, you will not be able to visit subscriber tables, nor will you be able to play in the weekly duplicates, team games or tournaments.

If you decide that you wish to become a subscriber, fill out the subscription form and return it to us with payment.

## File Menu

[Account | Signup](#)

[Account | Edit your stats](#)

[Account | Change Password](#)

[Preferences](#)

[Recording](#)

[Login](#)

[Update software](#)

Exit

## **Taking a seat**

Once you have joined a table, you can take a seat and begin playing. To take a seat, double-click on the compass position where you would like to sit, or go to the Location menu and select your seat.

If you are joining a table which is served by someone else, it is considered polite to ask if the seat is vacant before taking it. If there are two or more empty seats, it is best to try to arrange a partnership before jumping into one of the empty seats.

## **Location | Show one hand**

This option is like [Show all hands](#) except that you are allowed to choose one specific hand which you would like to see.

## Location Menu

[Tables \(see/join/serve\)](#)

[Sit North](#)

[Sit South](#)

[Sit East](#)

[Sit West](#)

[Show all hands](#)

[Show one hand](#)

[Request a partner](#)

[Kibitz a player](#)

[Leave your seat](#)

[Return to Lobby](#)

## Serving Menu

Each table has a host who is known as the server. The server has a number of managerial responsibilities for the table:

- 1) Determining the type of game to be played at the table (matchpoints, IMP, etc.)
- 2) Determining if the game is to be Competitive or Non-Competitive
- 3) Determining whether the table is to be shown on the list of tables
- 4) Starting and stopping team games
- 5) Skipping hands when needed
- 6) Clearing the scores as appropriate
- 7) Assigning players to seats
- 8) Disconnecting players

## Serve Menu options

[Serve a table...](#)

[Clear scores](#)

[Skip this hand](#)

[Assign seating...](#)

[Cut for seats](#)

[Make a team table...](#)

[End team game](#)

[Disconnect a player...](#)

Close table

## Playing | Alert partner's call

The alert option is used to notify your opponents that your partner's last call had a conventional (artificial) meaning. Your opponents will see the word **Alert!** in the chat windows, and an asterisk is shown next to your partner's last bid in the bidding history window.

The control-A key is a shorthand for the alert menu option.

Ordinarily, your partner does not see the alert that you make. This is considered to be the preferred method of play, since it eliminates an opportunity for the transmission of unauthorized information.

However, if **Show partner's alerts** is checked in the [Preferences](#), then your partner will see that you have alerted his bid. This provides you with an opportunity to use alerts in the same manner as they are used in bridge clubs.

For further information about alerts and how they are used on OKbridge, see the topic [Alerts on OKbridge](#).

## **Playing | Cancel pending claim**

This feature is used by the declarer to cancel a claim. It can be used after a claim has been made but prior to the acceptance of the claim.



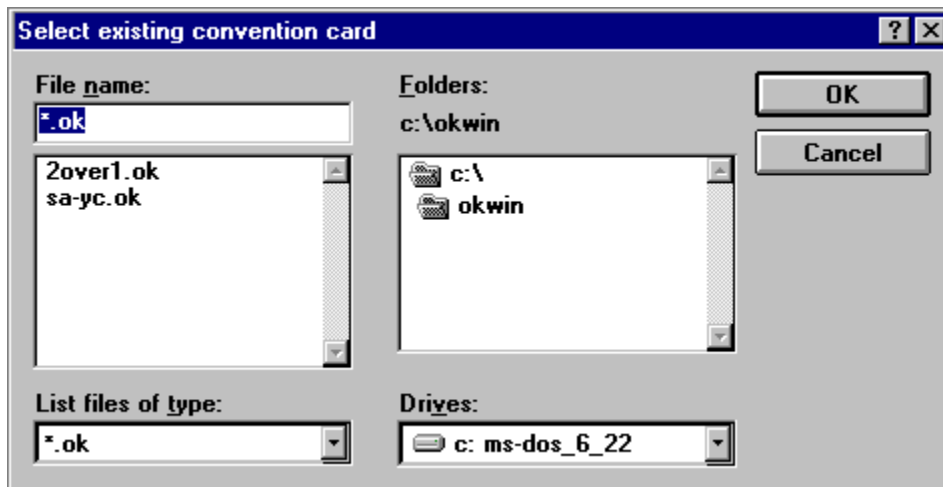
## Convention Card | East-West

This command displays the convention card which is being used by East-West. For more information about convention cards, see the [Convention Cards](#) topic.

## Convention Card | Load from file ...

This command is used to load a convention card from a file. The card can then be edited and/or used at the table.

A dialog similar to the following will be displayed for specifying the name of the convention card.



Convention cards in OKbridge have a default extension of .ok

There are two standard convention cards shipped with OKwin. One is a 2/1 card and the other is the ACBL's [Standard American Yellow Card](#).

## Convention Card | New

This command creates a blank convention card. For more information about convention cards, see the [Convention Cards](#) topic.

## **Playing | Review last trick**

You may review the last completed trick at any time from trick two until trick 13 is completed. To do so, choose Review Previous Trick from the Playing Menu. The cards from the previous trick replace the current trick in the center of the table. To dismiss the review and return to the current trick, click any card in the center of the table.

As a short cut, you can review the last trick by double-clicking on the duplicate tray in the center of the screen.

## Convention Card | North-South

This command displays the convention card which is being used by North-South. For more information about convention cards, see the [Convention Cards](#) topic.

## Playing Menu

[Alert partner's call](#)

[Claim/concede tricks](#)

[Cancel pending claim](#)

[Undo](#)

[Convention Card | North-South](#)

[Convention Card | East-West](#)

[Convention Card | Load from file...](#)

[Convention Card | New](#)

[Review the bidding](#)

[Review last trick](#)

[Test connections \(ping\)](#)

[Message Filter](#)

## Talk Menu

The talk menu is used for sending messages to other OKbridge players. The menu looks as follows:



The menu options list message recipients. Select the person or group to whom you would like to send a message, and then type your message.

A standard list of recipients is listed in the top part of the talk menu. In the bottom part of the menu, you will see the names of the last four people with whom you have communicated privately. To send a private response to one of these people, select their name. To send a private response to the last person with whom you communicated privately, you can use control-R as a short cut.

After you have selected a recipient for your message, a talk dialog will appear on your screen:



Type your message into this dialog box then press Enter. The message will be displayed in the chat area and will be transmitted to the recipient or group that you selected.

As a short-hand for selecting the message recipients from the menu, you can enter the character to the right of the recipient and then type your message. For example, to ask both of your opponents about the meaning of their last call, you could enter the text:

**=please explain.**

For more information about chatting, see the [Talking to players](#) topic.

## Browse | Player info

This option is for displaying information about a player. When you select this option, you will be presented with a dialog box asking you to enter the player's ID:



After you press the OK button, you will see a display similar to the following:

```
{ewc hmew2,ewBitmap2,!MIKESL.BMP}
```

At the top of this window, various information provided by the player is displayed. This information was entered using the [Account | Edit your stats](#) option from the File menu.

Near the bottom of the screen, you can see this player's [recent scores](#). The matchpoint and IMP scores are listed for the previous week and for the current week. The number of boards played in each of these four events is listed in the column labeled Nboards. The player's overall score is listed in the column labeled Score. And the player's Ranking is listed in the column labeled Rank.

For the previous week, a player is only given a ranking if he or she played a minimum of 26 boards. Otherwise, the ranking is listed as N/A.

The Lehman rating is a system which attempts to assign ratings by adjusting the scores received for a board based upon the prior ratings of the players who played that board.



## **Browse | Message of the Day**

This option causes a message to be displayed about OKbridge.

## Browse Menu

[Who's at this table](#)

[List all players](#)

[Player info](#)

[Review last hand](#)

[Board results](#)

[Year-to-date summary](#)

[Scoreboard](#)

[Message of the Day](#)

## Player stats

The OKbridge server maintains records for every player on the system. The records kept for a player are known as their stats. To view a player's stats, go to the Browse menu and select [Player Info](#).

An example stats display is shown below.

```
{ewc hmew2,ewBitmap2,!MIKESL.BMP}
```

At the top of this window, various information provided by the player is displayed. This information was entered using the [Account | Edit your stats](#) option from the File menu.

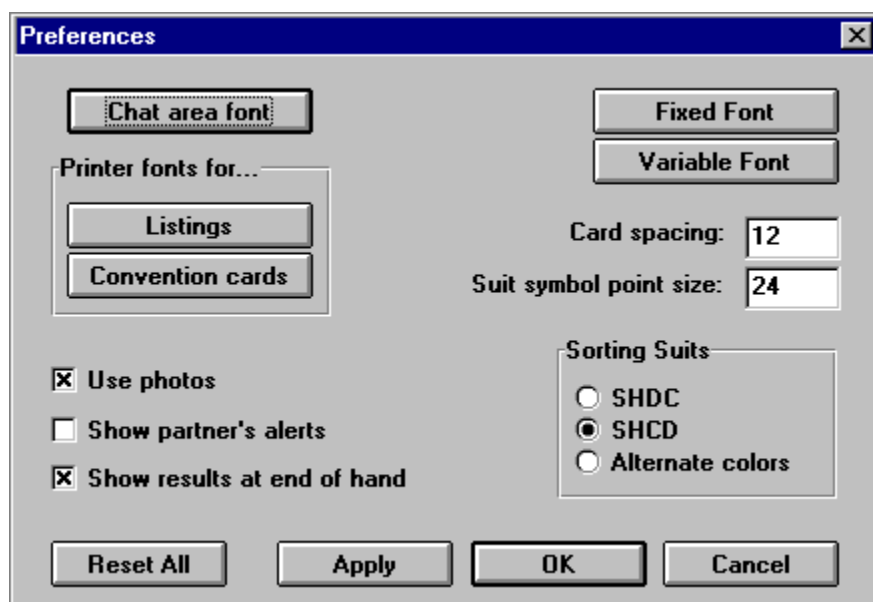
Near the bottom of the screen, you can see this player's [recent scores](#). The matchpoint and IMP scores are listed for the previous week and for the current week. The number of boards played in each of these four events is listed in the column labeled Nboards. The player's overall score is listed in the column labeled Score. And the player's Ranking is listed in the column labeled Rank.

For the previous week, a player is only given a ranking if he or she played a minimum of 26 boards. Otherwise, the ranking is listed as N/A.

The Lehman rating is a system which attempts to assign ratings by adjusting the scores received for a board based upon the prior ratings of the players who played that board.

## File | Preferences

The preferences menu allows you to control various settings within OKwin. When you select this option, you will be presented with a dialog box which looks as follows:



**Chat area font.** Allows you to modify the font which is used for displaying the chat area.

**Fixed Font.** Allows you to modify the font which is used for windows which require fixed-width characters. These windows include the convention card window, player info window, and the scoreboards.

**Variable Font.** Allows you to modify the font which is used for windows which require variable-width characters. These windows include the Tables and Players displays, the Message of the Day, and the Name Plate titles.

**Card Spacing.** Controls how far apart the cards are displayed.

**Suit symbol point size.** Controls the size of the suit symbols used in the bidding history and bidding box.

**Use photos.** If this box is checked, then the photos of the players at the table will be displayed.

**Show partner's alerts.** If this box is checked, then you will see the alerts which your partner makes of your bids.

**Show results at end of hand.** If this box is checked, then the results browser will appear on screen at the end of each hand.

### Sorting Suits.

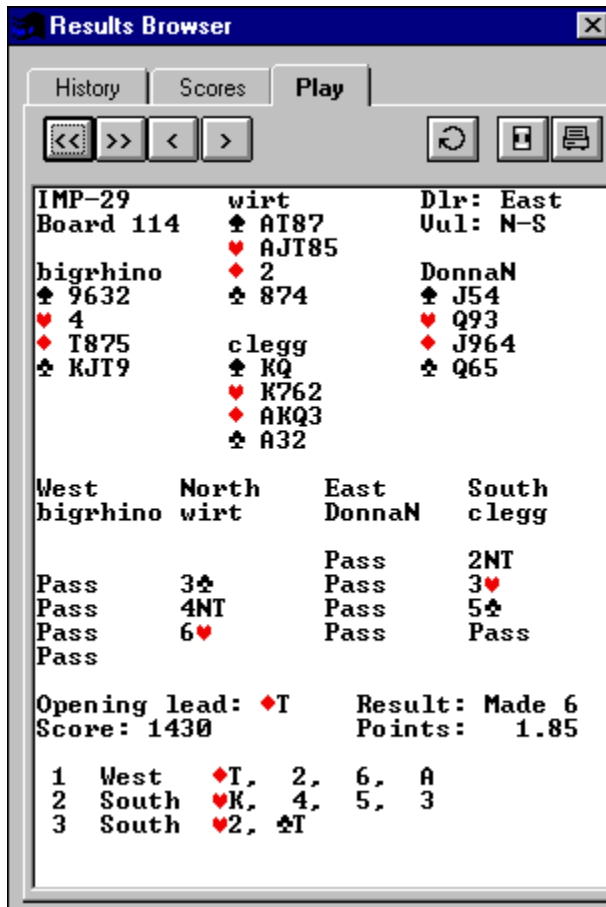
SHDC. Suits are displayed in the order spades, hearts, diamonds, clubs.

SHCD. Suits are displayed in the order spades, hearts, clubs, diamonds.

Alternate colors. Suits are displayed in alternating colors.

## File | Login

The Login command is used to login to your OKbridge account. When you select this command, a window will appear which looks like the following:



You should enter your Login ID and password and then press the OK button.

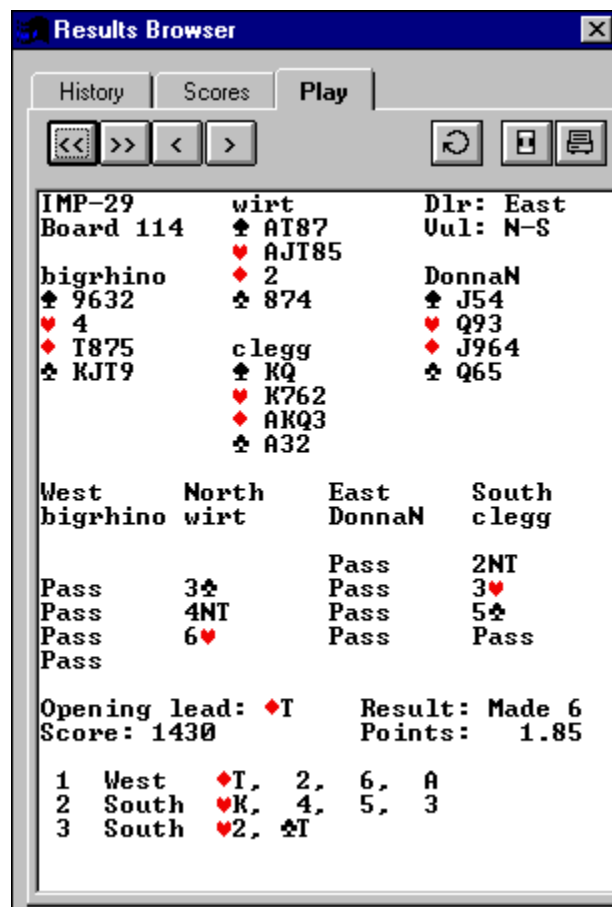
If you click the "Save password" box, then your password will be remembered by OKwin next time after you exit the program. Next time you start OKwin, you will not be asked to enter your Login ID and password. Instead, you will automatically be logged in to your account.

When the Save password box is checked, the password is saved in clear text in a file named okwin.ini. This may be a potential security problem if other people have access to the files on your computer.

Ordinarily, this window is displayed when you start OKwin. However, you may need to access this window after starting OKwin if you entered your password incorrectly the first time. This window can also be used to switch between accounts if there are two members in your household who each have OKbridge accounts.

## Location | Tables

This option brings up a display of the list of tables.



To see who is playing at a particular table, select the table by clicking on it in the left part of the Tables window. In the example above, Tuna's table has been selected.

The elements shown in the tables display are as follows:

**Table Name.** Each table has a host, who is known as the server. The table name is the ID of the person who is serving that table.

**Scoring Mode.** The scoring mode identifies the kind of game being played. It may be one of the following:

- MP -- matchpoints
- IMP -- international matchpoints
- IMP-team -- Team-of-four event scored at international matchpoints
- MP-team -- Team-of-four event scored at matchpoints (Board-A-Match)
- Duplicate -- Rubber bridge scored at duplicate
- Rubber -- Rubber bridge

As you can see from the above listing, the duplicate events (MP and IMP) are by far the most popular. The number shown to the right of the scoring mode is the number of people who are present at the table. This number includes both players and kibitzers.

**Table Note.** This note is provided by the server to advertise for players or to provide other information.

**Seat.** The sub-window shown on the right lists all of the players at the selected table. Each player's position and ID is shown. The possible positions are:

north -- The person is playing in the North compass position  
east -- The person is playing in the East compass position  
south -- The person is playing in the South compass position  
west -- The person is playing in the West compass position  
obs -- The person is kibitzing the players. However, he or she has not elected to look at any of the hidden hands.  
spec -- The person is kibitzing the players, and he or she has chosen to look at one or more of the hidden hands.

To go to one of the tables, double-click on the table. Alternatively, you can select it and press the Join button.

To begin serving a table of your own, press the Serve button.

The Refresh button causes the information in the Tables display to be updated.

The Find button can be used to locate a particular player. Enter the ID of the player in the box to the right of the Find button and then press the Find button.

The Tables window can be moved by clicking on the title bar (the top part of the window, which says "Tables and Players") and dragging the window to a new location. It can be resized by clicking on the lower right corner of the window and dragging the corner to a new location.

## Location | Request a partner

This option is used to establish your partnership during a pairs [tournament](#). When you select this option, a window will appear on your screen asking you to enter the name the person who you wish to have as your partner. This person is then asked if they would like to form a partnership with you. If he or she agrees, then a message is displayed in the chat window to let you know that your partnership has been established.



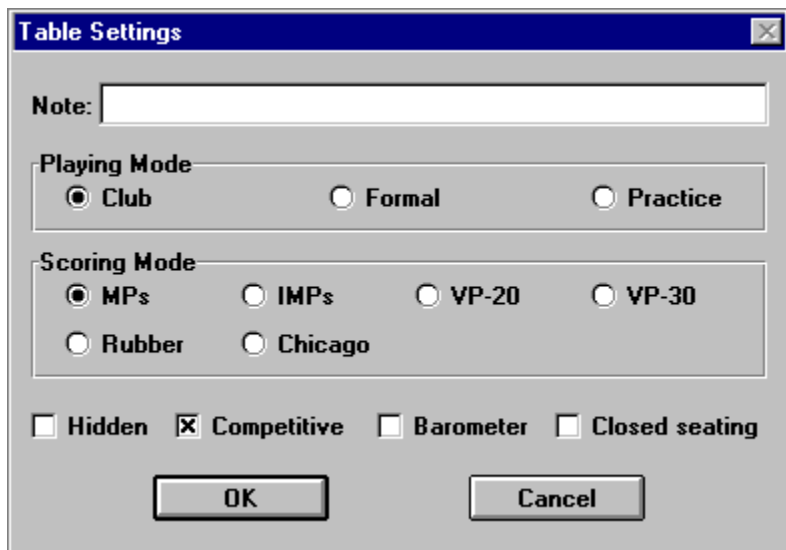
## **Location | Kibitz a player**

This option is used during tournaments to kibitz a particular player. A window will appear on the screen asking which player you would like to kibitz. After you enter the player's name, you will be taken to the table where that player is currently located and made a spectator. At the beginning of each new round, you will be taken to the next table of the person you are kibitzing.

## Serving | Serve a table ...

Serving is a synonym for hosting a table. The **Serve a table** option is used to set up a new table or to change some of the settings for a table that you are already hosting.

When you choose this option, you will be presented with a dialog box which allows you to specify many of the conditions for your table. The dialog box looks like the following:



The fields in this dialog are as follows:

**Note.** In this area, you can type a message which will be displayed in the Tables display.

Playing mode.

**Club.** This is the normal mode of play.

**Formal.** This is a restricted mode of play which attempts to enforce more stringent playing conditions. Partner-alerts are not allowed, and players are not allowed to communicate directly with their partners.

**Practice.** This mode of play allows you and your partner to practice bidding and the play of the hand. Cards are dealt as soon as you or your partner sits down. The computer generates pass bids for the empty seats. You can become a spectator at any time during the hand.

Scoring Mode.

**MPs.** Matchpoint scoring. Each board is factored to a 100% top.

**IMPs.** International matchpoint scoring. Your score is obtained by taking the average of the pairwise IMP score of your table versus each of the other tables.

**Rubber.** Rubber bridge.

**Chicago.** Chicago bridge. This is like rubber bridge except that there are no part score carry-overs, the vulnerability proceeds according to a rotation, and the scoring is according to the rules of duplicate.

**VP-20.** This scoring mode only applies for team games. Your score is obtained by converting the IMP score for each hand to a victory point score, using the 20-point victory scale.

**VP-30.** This scoring mode only applies for team games. Your score is obtained by converting the IMP score for each hand to a victory point score, using the 30-point victory scale.

**Hidden.** If this box is checked, then your table will not be listed in the Tables display and no new people will be

able to join your table.

**Competitive.** This box only applies if you are playing MPs or IMPs. If it is checked, then the results of the hands which you play will be counted in the weekly duplicate. Otherwise, no records will be kept of your hands.

**Barometer.** This box only applies if you are playing a team game. If it is checked, then you will get to see the results of play at the other table after the end of each hand. Otherwise, you do not get to see any of the results until the team match is over. Instead, the results are sent to you by email.

**Closed Seating.** If this box is checked, then players may not seat themselves. Instead, they must be seated through the use of the Assign Seating... option in the Serving menu.

## Serving | Make a team table

This option is used to initiate a team game.

A team game is a game where two teams of four players compete against each other. There are two tables in a team game. One table is called the *open room*, and the other is called the *closed room*.

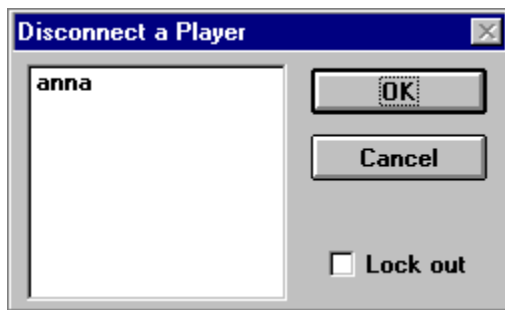
Traditionally, kibitzers are allowed in the open room but not in the closed room. In OKbridge, there is no distinction between the open room and the closed room.

When you make a team table, you will be asked whether or not your table is going to be the open room or the closed room. If it will be the closed room, you must specify the name of the table which is serving as the open room.

See also [Starting a Team Game](#), [Team Game Concepts](#).

## Serving | Disconnect a Player..

This option is used to disconnect a player from your table. When you select this option, you will see a window similar to the following:

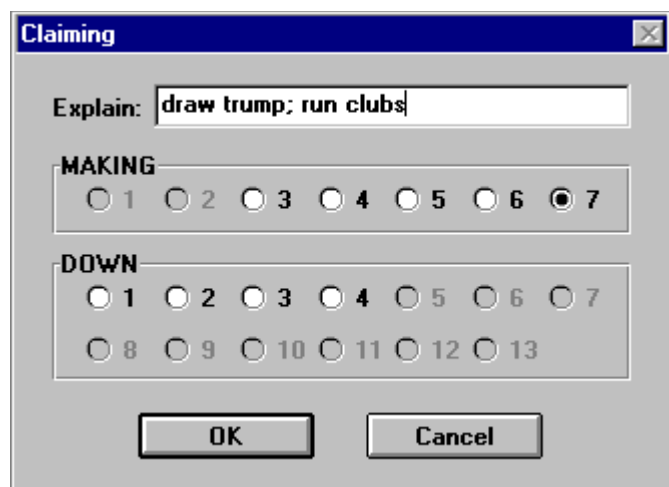


To disconnect a player, select their name in the left window and press the OK button. If you check the Lock out box, then they will be unable to rejoin your table.

The disconnect command is most frequently used when a player has network difficulties. In this case, the player will have to be removed from their seat before a substitute can take their place.

## Playing | Claim/concede tricks

This option is available to the declarer and is used to claim some or all of the remaining tricks, ending the hand early. When you select this option, you will shown a dialog box like the following one:



The dialog box is titled "Claiming". It features an "Explain:" label and a text input field containing the text "draw trump; run clubs". Below the input field are two sections: "MAKING" and "DOWN". The "MAKING" section contains radio buttons for numbers 1 through 7, with the button for "7" selected. The "DOWN" section contains radio buttons for numbers 1 through 13. At the bottom of the dialog are "OK" and "Cancel" buttons.

In the Explain box, you should enter a brief explanation of your line of play. You can specify your claim either in terms of the contract which you plan to make or the number of tricks which you plan to go down.

**Note:** *The number of tricks which you enter is the total number of tricks that you plan to make (or go down). It is not the number of remaining tricks that you are claiming.*

After you press the OK button, all four hands will be revealed to the defenders and they will be given a chance to respond to the claim. If they disagree with the claim, then play will continue. However, the declarer will now be at a disadvantage, because the defenders will have full knowledge of the hands and should be able to defend perfectly from that point forward.

When making a claim, you should be careful to count your tricks correctly. A conscientious defender will refuse a trick which she cannot possibly take, but there is no rule stating that defenders must be conscientious. Once it is accepted by both defenders, there is no way to go back and correct an erroneous claim.

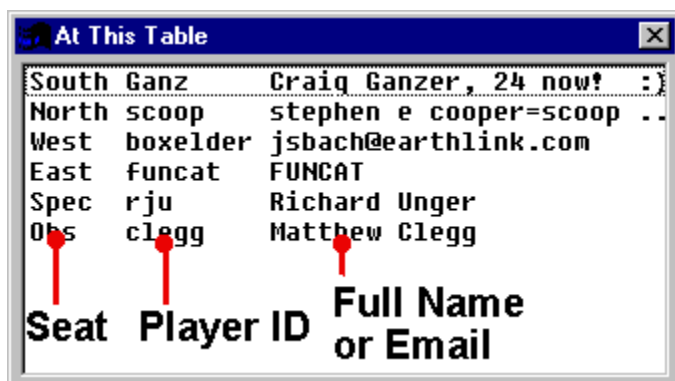
As noted in the next topic, though, if you discover the error in your claim soon enough, you may have a chance to cancel it.

## **Browse | List all players**

This message shows a list of all players currently logged in. Those who are actually playing have an asterisk (\*) next to their name. The list is sorted by table.

## Browse | Who's at this table

This option displays a window containing the names and seats of all of the players at the table where you are currently located. An example listing is shown below.



| Seat          | Player ID | Full Name or Email        |
|---------------|-----------|---------------------------|
| South Ganz    |           | Craig Ganzer, 24 now! :)  |
| North scoop   |           | stephen e cooper=scoop .. |
| West boxelder |           | jsbach@earthlink.com      |
| East funcat   |           | FUNCAT                    |
| Spec rju      |           | Richard Unger             |
| Obs clegg     |           | Matthew Clegg             |

If you click on a name in this box, the player's [stats](#) will be displayed.



## **Browse | Review Last Hand**

This menu item brings up a display of the last hand which was played at the table.

## **Browse | Year-to-date summary**

This window displays summary statistics for each of the last 52 weeks which you have played. The display shows, for each week, the number of boards played, the cumulative result, and your ranking among all participants in that week's weekly duplicate of the chosen score-type.

# Standard American Yellow Card

Revised and Expanded by Mark London (mrl@pfc.mit.edu)

## GENERAL APPROACH

Normally open five-card majors in all seats.

Open the higher of long suits of equal length: 5-5 or 6-6.

Normally open 1D with 4-4 in the minors.

Normally open 1C with 3-3 in the minors.

Notrump openings show a balanced hand and can be made with a five-card major or minor suit.

1NT = 15-17

2NT = 20-21

3NT = 25-27

Strong artificial 2C opening.

Weak two-bids in diamonds, hearts and spades.

## RESPONSES AND LATER BIDDING AFTER A 15-17 1NT OPENING

2C is “non-forcing” Stayman, meaning that the bidding can stop in two of a suit. Opener must rebid either 2D, 2H, or 2S. Usually responder has a minimum of 8 hcp. However, it can be used in cases where responder has little hcp and intends to pass any response, i.e. if responder has 4-4-4-1 shape and club singleton, any response can be passed and hopefully assured of a better contract. If opener has 4-4 in majors, opener bids 2H. If responder rebids three of either minor, it shows slam interest and at least a five-card suit. If responder instead bids other major, it shows 5 cards in that major (implying 4 in other), but is forcing to game only if bid at 3 level.

Jacoby transfers show a five-card suit and are used for the majors: 2D is a transfer to hearts, 2H is a transfer to spades. Opener MUST accept the transfer though he can jump to the three level with 17 points and four-card support for responder’s major. (Note: Do not use with exactly 4 cards in other major. In that case, use Stayman.) For example:

1NT -- 2D

2H = normal acceptance of the transfer

3H = 17 points and four-card heart support

If, after the transfer is accepted, responder bids a new suit, that is natural and game forcing (except for 1NT-2D-2H-2S which is not). Possible calls after the accepted transfer are:

1NT -- 2H -- 2S --

- Pass = content to play 2S.
- 2NT, 3S = invitational. Over 2NT opener can pass or return to 3S with a minimum hand; bid 3NT or 4S with a maximum.
- 3C, 3D, 3H = natural and game forcing. Shows 5 cards if other major. If minor, often slam try.
- 3NT = asking for a choice between 3NT and 4S.
- 4S = placing the contract, with a six-card or longer suit.

A 2S response requires the 1NT bidder to rebid 3C, which can be passed with a club bust, or responder can rebid 3D with a diamond bust.

Example:

1NT -- 2S

- 3C -- Pass = club bust.
- 3D = diamond bust (notrump opener passes).

Other responses to 1NT:

1NT --

- 3C, 3D = invitational to 3NT with a six-card or longer suit.
- 3H, 3S = At least a six-card suit and slam interest (otherwise responder uses a transfer bid).
- 4C = Gerber, asking for aces. 4C IS GERBER OVER ANY 1NT OR 2NT BID BY PARTNER INCLUDING A REBID OF 1NT or 2NT. Responses show the number of aces, by steps, just as over a Blackwood 4NT. (5C is used to ask for kings.)

1NT -- 4C --

- 4D = 0 or 4 aces
- 4H = 1 ace
- 4S = 2 aces
- 4NT = 3 aces

1NT -- 4C -- 4x -- 5C --

- 5D = 0 or 4 kings
- 5H = 1 king
- 5S = 2 kings
- 5NT = 3 kings

If the player using Gerber makes any bid other than 5C, that is to play (including 4NT).

A direct raise of 1NT to 4NT is natural and invites 6NT. 4NT is slam invitational only because 4C is available as Gerber.

## **INTERFERENCE AFTER 1NT OPENING BIDS**

If the opponents double, all conventional responses are "on." For example:

1NT -- (double) --

- 2C = (Stayman).
- 2D = (transfer to hearts)

If the opponents bid over your 1NT opener, Stayman and transfers are "off." Bids are natural except for a cuebid, which can be used with game force strength as a substitute for Stayman.

If Jacoby transfer is doubled, opener may pass, XX to show strong holding in doubled suit, complete transfer to

show 3+ trumps, or jump to 3 of suit. If opener passes or XX, responder may make normal bid, XX or pass to play, or bid 2 of major to signoff.

If transfer is overcalled, opener may bid 3 of major only with good supporting hand, X for penalty, or pass. If opener passes, responder may make normal bid, X to show strength, or pass.

If Stayman is doubled, opener may make normal rebid, pass with 4 clubs, or redouble with 5 clubs or 4 good clubs. If Stayman is overcalled, opener may bid a 4 card major at the 2 two-level, double for penalty with 4 cards in the opponent's suit, or pass. In any event, responder may continue with a normal rebid or double for penalty.

## RESPONSES TO A 2NT OR 3NT OPENING

Stayman and Jacoby transfers for the majors are used.

2NT --

- 3C = Stayman.
- 3D, 3H = Jacoby transfers to hearts and spades respectively.
- 4C = Gerber.
- 4NT = Inviting a slam in notrump.
- 3NT -- 4C = Stayman.
- 4D, 4H = Jacoby transfers to hearts and spades respectively.

## RESPONSES AND LATER BIDDING AFTER A 1H OR 1S OPENING

1H and 1S openings show a five-card or longer suit. Responses:

1H --

- 1S = at least four spades, 6 or more points. Tends to deny
- a heart fit.
- 1NT = 6-10 points, denies four spades or three hearts. NOT forcing.
- 2C, 2D = 11 points or more, promises at least four of the suit.
- 2H = three-card or longer heart support; 6-10 dummy points.
- 2NT = Game-forcing raise ("Jacoby 2NT"), 13+ dummy points.
- Asks opener to show a short suit to help responder evaluate slam prospects. (See below for other responses).
- 2S, 3C, 3D = strong jump shifts. Invite a slam.
- 3H = limit raise (10-12 dummy points with three or more hearts).
- It might be better, however, to bid 1NT with only 10 points, weak 3 card support, and a balanced hand).
- 3NT = 15-17 HCP, balanced hand with two-card support for partner.
- (since this bids crowds the auction, consider it only if hand is ideal for 3NT, i.e. no honors in partner's suit and/or lots of J and Qs rather than A and Ks)
- 4H = usually 5+ hearts, a singleton or void, and fewer than 10 HCP.

Opener's rebids are natural and standard.

Rebids with a minimum hand (13-16 points):

Rebidding notrump at the cheapest available level;

Raising responder's suit at the cheapest level (this can be done with good three-card support if desired);

Rebidding a new suit (but not reversing);  
Rebidding opener's suit at the lowest level.

Rebids with a medium hand (17-18) points:

Jump raise or jump rebid of opener's suit;  
Reverse in a new suit  
Non-reverse bid in a new suit (this has the wide range of 13-18 points).

With a maximum hand (19-21 or 22 points) opener must make a very strong rebid:

Jump in notrump;  
Double jump raise in responder's suit or double jump rebid of opener's suit;  
Jump shift in a new suit.  
If responder jumps to 2NT over a 1H or 1S opening, that is Jacoby 2NT, asking opener to show a singleton or void. If opener has no short suit, he shows his hand strength;

1H -- 2NT

- 3C, 3D, 3S = singleton or void in that suit. Other bids deny a short suit.
- 4H = minimum hand.
- 3NT = medium hand (15-17).
- 3H = maximum hand (18+).

Responder follows up by attempting to sign off in game, bidding 4NT Blackwood, or cuebidding if still interested in trying to cooperate with opener in making the slam decision.

## **SUBSEQUENT BIDDING BY RESPONDER**

If responder has bid a suit at the one level, he next determines whether he wishes to sign off in a partscore, invite game, sign off in game, or force to game and get more information about opener's hand. Having made his choice, he selects the best available bid.

Bids available for signoff in partscore: Pass, 1NT, 2 of a previously bid suit.

1H -- 1S

- 2C—Pass, 2H, 2S = 6-10 points, signoff in partscore. Bids available for inviting game:  
2NT, 3 of a previously bid suit.
- 2D -- 2NT, 3D, 3H, 3S = 11-12 points, inviting game.

Second-round forcing bids. A new suit response (other than after a 1NT rebid by opener) is a one-round force (but not forcing to game). If it is a fourth suit in the auction, it may be artificial (4th suit forcing, which is alertable).

(Exception is 1C-1D-1H-1S, which is natural).

1H -- 1S

- 2C -- 2D = one-round force, could be artificial.

.. but ...

1H -- 1S

- 1NT-- 2C, 2D = non-forcing. Responder must jump shift to 3C or 3D to force game.

After 4th suit forcing, opener should

- 1) bid responder's 1<sup>st</sup> suit with 3 cards, jump raise with more than minimum
- 2) Rebid 2<sup>nd</sup> suit shows weak hand (jump rebid shows extra values, very distributional) (Rebid 1<sup>st</sup> suit instead of 2<sup>nd</sup> if that bid is lower).
- 3) bid NT to show stopper in 4<sup>th</sup> suit and extra values (jump to game with exceptional strength)
- 4) raise 4<sup>th</sup> suit with 4 cards
- 5) rebid 1<sup>st</sup> suit with extra strength and length.

Second round forcing bids following a 1NT rebid by opener: A reverse or jump shift into a new suit is a game force.

### 1C -- 1H

- 1NT -- 2S or 3D = game force.  
Bids available for signing off in game:  
3NT, 4H, 4S, 5C, 5D.

If responder initially bids a new suit at the two level, the same rules apply EXCEPT that a subsequent jump raise of opener's first suit to the THREE LEVEL is game forcing (responder should make a limit raise directly over the opening with 10-12 points and at least three-card support):

### 1S -- 2C

- 2D = forcing one round. Responder can limit his hand by bidding 2S, 2NT, 3C, or 3D at this point. He should not pass, since opener could have 18 points (just short of a jump shift rebid).
- 2H -- 2NT, 3C, 3H = Invitational to game (11-12 points).
- 2S = Preference, not forcing. Responder has 11-12 points and a doubleton spade.
- 3D = Game force, could be artificial.
- 3S = Game force.

NOTE: Responder promises to bid again if he responded with a new suit at the two level unless opener's rebid is at the game level.

## RESPONSES TO A 1C or 1D OPENING

A 1D opener suggests a four-card or longer suit, since 1C is preferred on hands where a three-card minor suit must be opened. The exception is a hand with 4-4-3-2 shape: four spades, four hearts, three diamonds, and two clubs, which should be opened 1D.

Responses and later bidding generally follow the ideas set down in the previous section. Bidding at the one level is up-the-line in principle. Responder needs more trumps to raise (4 to raise 1D; 5 to raise 1C, though one less trump will do in a pinch in a competitive sequence). Responses of 2NT and 3NT are standard:

### 1C --

- 2NT = 13-15, game forcing
- 3NT = 16-17

There is no forcing minor-suit raise.

## A 2C OPENING, RESPONSES AND LATER BIDDING

A 2C opening shows at least 22+ points, or the playing equivalent.

Responses:

2C --

- 2D = artificial, could be “waiting” with a good hand not suited to a positive response.
- 2H, 2S, 3C, 3D = natural and game forcing. At least a five-card suit and 8 points.
- 2NT = a balanced 8 HCP.

If opener rebids 2NT after a 2D response (showing 22-24 points), the same responses are used as over a 2NT opening:

2C -- 2D

- 2NT -- 3C = Stayman.
- 3D, 3H = Jacoby transfers to hearts and spades respectively.
- 4C = Gerber.
- 4NT = Inviting a slam in notrump.

If opener rebids a suit over a 2D response, the bidding is forcing to 3 of opener’s major or 4 of opener’s minor. In most cases opener has at least 5 cards in the suit bid, unless opener has 4-4-4-1 shape, in which case the strongest suit should be bid.

2C -- 2D -- 2H -- 2S

- 3H = not forcing.

## SEQUENCE AFTER A WEAK TWO-BID OF 2D, 2H, OR 2S

Weak two-bids show a six-card suit of reasonable quality and 5-11 HCP. On rare occasions it may be a very good five-card suit. It is possible to open a weak two with a poor seven-card suit (not good enough to open with at the three level). It should normally not be used if hand also contains 4 cards (or more) in a major side suit.

Responses:

A 2NT response is forcing, showing game interest. (This applies also if the opponents intervene with a double or a bid.) Opener rebids his suit with a minimum weak two (5-8 points). With a maximum hand opener bids another suit to show a “feature” (ace or king in that suit); lacking a feature he raises to 3NT and lets responder place the contract. With a maximum hand and a side 4 or 5 card minor suit (headed at least by Q) opener should bid 4 of that minor suit.

Any raise of opener’s suit is to play and could be preemptive. A 3NT response is also to play.

“RONF” on the card means “Raise Only Non-Force.” A new suit response is forcing one round and shows at least a five-card suit. Opener should raise a major suit response with a three-card fit, or perhaps with a doubleton honor.

With no fit for responder’s suit, opener rebids:



With a minimum weak two-bid (5-8 points), rebid the suit at the cheapest level.

With a maximum weak two-bid, name a new suit or bid notrump.

## RESPONSES TO PREEMPTS HIGHER THAN 2

Any new suit (non-game) response to a preemptive opening bid of 3 or more is forcing.

## SLAM BIDDING

Blackwood 4NT is used to ask for aces. Responses show the number of aces by steps. 5NT is then used to ask for kings; 5NT guarantees the partnership holds all four aces.

4NT --

- 5C = 0 or 4 aces
- 5D = 1 ace
- 5H = 2 aces
- 5S = 3 aces

4NT -- 5x - 5NT --

- 6C = 0 or 4 kings
- 6D = 1 king
- 6H = 2 kings
- 6S = 3 kings

A jump to 5NT (and some 5NT bids when the auction is at the five level) is “Grand Slam Force”, asking partner to bid a grand slam with two of the three top trump honors;

5NT --

- 6 of the trump suit = fewer than two top trump honors (A, K, or Q).
- 7 of the trump suit = two of the three top trump honors.

If the Blackwood bidder wishes to sign off the bidding in 5NT (after realizing too many aces are missing), it can be done by bidding an “unplayable” suit, after which responder should bid 5NT, i.e. 1H-2D-3D-4NT-5D-5S.

Here are some general rules for cue bidding to find controls once a trump suit has been agreed on. A cue bid is a non-jump bid in an unbid suit (by your side) past 3 of the agreed trump suit. If the trump suit is a minor suit and there are more than one unbid suits, and the bid is below 3NT, it may not be a cue bid, but rather showing natural suit or a stopper for NT.

Rules for cue bids:

(1) Bid unbid suits first (by your side), and Aces before voids.

(2) Plan your cue bids. The cheapest cue bid may not be the best bid, as it may cause your next cue bid to be higher than if you reversed the order. I.e., 4C-4x-4S rather than 3S-4x-5C.

- (3) Cue aces first, kings second. On occasions, especially if you are known to be weak, it is necessary to cue a second round control before first round control in that suit has been shown or denied.
- (4) Below game, return a cue only if slam appears possible -- with a poor minimum return to the trump suit. If partner cues again, or cues above game you must return the cue if possible.
- (5) To cue above five of the trump suit is a try for seven.
- (6) If either partner is able to judge the correct final contract he should bid it as soon as possible.
- (7) If a cue bid is doubled, redouble shows second round control of that suit, to pass is neutral conveying some interest.
- (8) Avoid cue bidding singleton or voids in a suit bid naturally bid by your partner.

## DEFENSIVE BIDDING

Overcalls show 8-16 points (double and bid the long suit with a stronger hand). The only forcing response is a cuebid of opener's suit, asking the overcaller about the quality of his overcall:

- (1D) -- 1S -- (Pass) -- 2D -- (Pass) --
- 2S = minimum overcall.
  - other = extra strength (11 or 12 points minimum).

Responses to a 1 level overcall are as follows:

Raise: 3+ trumps, 6-11 points  
 Double Raise: 4+ trumps, 10-12 points  
 Game: Weak distribution hand, 4+ trumps 1NT: 9-12 points 2NT: 11-13 points non-jump, 13-15 Jump 3NT: 15-16 points  
 New suit: Not forcing, usually denies fit in overcaller's suit  
 Cue bid: Game forcing.

NOTE: After raising overcall, do not raise again in competitive auction.

A 1NT overcall shows 15-18 points and a balanced hand (preferably a stopper in opener's suit). No artificial responses are used to the 1NT overcall except 2C, which is Stayman.

A jump overcall of 2NT is Unusual NT and shows at least 5-5 in the lower two unbid suits. It can also be bid over a strong 2C opening, but not over a weak 2-bid, in which case 2NT shows 16-19 points. Responses to it are: Preference bid, jump preference bid (mostly preemptive), cue bid for game or slam try, new suit (not forcing), 3NT, or 4NT which is blackwood.

Jump overcalls are preemptive, showing the same values as an opening bid at the same level:

- (1D) --
- 2S = a hand that would open a weak two-bid in spades.
  - 3C = a hand that would open 3C.

Jump overcalls do not apply when in balancing position, over a non-forcing raise (i.e. 1H-P-2H-), after a 1NT opening, or after a preemptive bid.

A cuebid overcall when the opponents have bid two suits is natural in either suit.

A cuebid overcall, when the opponents have bid only one suit, is a “Michaels cuebid”, showing a 5-5 two-suiter (or more distributional). If the opening is in a minor suit, the cuebid shows the majors; if the opening is in a major, the cuebid shows the other major and an unspecified minor.

(1D) -- 2D = at least 5-5 in the majors, 8 points or more.

(1S) -- 2S = at least 5-5 in hearts and a minor; 10 points or more.

Responder can bid 2NT over a major suit cuebid to ask for partner’s minor.

(1H) -- 2H -- (Pass) -- 2NT (asks for the minor).

- (Pass) -- 3C = club suit.
- (Pass) -- 3D = diamond suit.

In a competitive auction, if 2NT is not available responder may bid 4C (not forcing) or 4NT (forcing) in order to locate minor. 3NT is always to play.

Reopening bids mean much the same as direct seat bids, though they can be lighter at the minimum end. A reopening 1NT after an opponent has opened and his partner passes, shows 10-15 points. This is a wide range but there will not usually be a game on for you. With a good suit and opening values, jump overcall. X followed by 2NT shows 16-17 points, a direct 2NT 18-20. A cuebid is a takeout double with a void in opener’s suit.

Doubles are for takeout over opening partscore bids (4 D or lower); penalty over opening game bids (4H or higher). A below-game jump response to a takeout double is invitational. To force, responder cuebids opener’s suit.

Versus opening preempts, overcalls in suits or notrump are natural; cuebids are Michaels.

## COMPETITIVE BIDDING

There is almost an endless variety of possible sequences, so it pays to have simple guidelines to prevent bidding misunderstandings:

Bids mean the same thing they meant without the intervening bid. It does not guarantee extra points. However it is sometimes necessary to pick a bid that would normally have been a second choice without the overcall:

1D -- (Pass) -- 1S -- (2C)

- 2S with S J43 H A875 D AQJ4 C J3 (rebid 1NT if RHO has passed).

Cuebidding RHO’s suit shows values for game without clear direction for the moment. This is often used to show a game-forcing raise:

1S -- (2C) -- 3C = game force; usually a raise.

Responses at the 1 level to opener after an overcall have the same meaning as without. Responder should stretch to raise partner with support for opener’s suit. New suit responses at the 2 level usually show at least 5 cards and 10 points. If at 3 level, it is game forcing.

Negative doubles are used through 2S promising four cards (at least) in one of the unbid major. Note: The exception is after 1C-1D, after which it promises both unbid majors. Bidding a major at the two level or higher shows 11 or more points and a five-card or longer suit.

1C -- (1D) -- Double = 4-4 or better in the majors.

1D -- (1H) -- Double = exactly four spades (1S promises five).

1D -- (1S) -- Double = four hearts and 6+ points or five hearts and 5-10 points.

Responses to negative doubles are:

- Minimum bid (below game) with < 16 points, not forcing
- Jump bid with 16-18 points, not forcing
- Cue bid of the opponent's suit 19+ points, forcing to game.
- Pass (rare) for penalties.

All rebids by negative doubler below game are not forcing except for cue bid of the opponent's suit.

With a negative double, partner is no longer able to double for penalties. Therefore, when an opponent's suit overcall is followed by two passes, opener should try to reopen with a double with 2 or less cards in the opponent suit, as partner might have passed with a good hand for penalties.

If RHO makes a takeout double:

1D -- (Double) --

- 1H, 1S = forcing, point count not limited.
- 2C = non-forcing (6-10 points, usually a six-card suit).
- 2NT = limit raise (at least 10 points) -- or better.
- Redouble = 10 points or more, but it is better to make a more descriptive bid of 1H, 1S, or 2NT with the appropriate hand.
- 3D = Preemptive, good trump support but fewer than 10 points.

A responder's jump shift after a double is to play:

1D -- (Double) --

- 2H, 2S, 3C = six-plus-card suit, like a weak two-bid or preemptive three-bid.

Responses to takeout double after opponent passes are:

(1D) -- Double -- (Pass) --

- minimum bid = 0-9 points
- 1NT = 6-10 points, balanced, stopper in opponent's suit
- Jump bid = 10-12 points, not forcing 2NT = 10-12 points, stopper in opponent's suit, no 4 card major
- Cue bid = 13+ points or 10-12 with two 4 card majors
- 3NT = 13-16 points Double jump = less than 10 points, 6 card suit, preemptive
- Pass (rare) = 5+ cards in opponent's suit (worth 3 tricks)

Rebid by takeout doubler after minimum response:

- Pass = 15 points or less

- Raise = 16-18 points and 4 card support, 18-20 points if raise is at 3 level in non-competitive auction.
- Jump raise = 18-20 points, 4 cards
- New suit = 18-20 points, 5+ cards (less points if also has 4 card unbid major)
- New jump suit = 6 card self sufficient suit, strong hand, not forcing
- 1NT = 18-20 points
- 2NT = 19-21 points if non-jump, 21-22 points if jump
- 3NT = shows 9 tricks
- Cue bid = 21+ points, slam interest

A direct double of 1NT opening is for penalty, with a hand as good as 1NT opener i.e. 17 points against strong 1NT, and 1 or 2 points less against weak 1NT. After a pass, responder should pass with balanced hand, or bid 2 of a suit with a weak distributional hand. A jump response shows a good distributional hand with 8+ points (6+ against weak 1NT), invitational to game. If responder to 1NT bids, the X responder can: X for penalty, forcing pass, cue bid for takeout in other suits, or bid normally.

Here are some guidelines as to when an X is penalty. Be wary of doubling the opponents for penalty on the strength of partner's overcall.

1. When the X is made late in the auction: i.e. 1S-P-2S-P-4S-X.
2. When the X's partner has accurately described both his strength and distribution.
3. When either partner has XX'ed earlier.
4. When either has earlier made a penalty X or a penalty pass of a takeout X.
5. When an artificial bid has been X'ed.
6. When the major suit response to a preempt has been X'ed.
7. In borderline cases, when the X'er is behind the original bidder.

A redouble can have one of three meanings:

1.) To play if your side is at the four level or higher or the opponents double an artificial bid:

4S -- (Double) -- Redouble = Penalty

1NT -- (Pass) -- 2D -- (Double)-- Redouble = Penalty. good diamond suit;

2.) A good hand if their double is for takeout:

1S -- (Double) -- Redouble = 10+ points;

3.) SOS, requesting a different suit, if your side is doubled for penalty in a trump suit at the three level or lower:

1D -- (Pass) -- Pass -- (Double) -- Pass -- (Pass) -- Redouble =

SOS, responder can support at least two of the unbid suits.

Unless otherwise noted elsewhere, any bid or double by the opponents cancels a convention intended for non-competitive sequences.

1H -- 1S -- 2NT = Natural (12-14 HCP).

2C -- Double -- 2D = Natural and Positive.

If the opponents use a convention (such as Michaels or the unusual notrump), you can double to show at least 10 points, or you can cuebid one of their shown suit(s) to force to game.

1S -- (2S) --

- 3H = game force.
- Double = at least 10 points, probably balanced.

A forcing pass is used when opponents are clearly competitively bidding for preemptive reasons and you are unsure if you should X or bid higher (usually past game). A pass forces partner to either X or bid.

## DEFENSIVE LEADS AND SIGNALS

This is the one area where choices are offered. The following are specified: Defensive signals when following suit or discarding are “high encourages, low discourages.” Leads are top of touching honors (with choices from AKx and interior sequences).

Pairs must choose from the following options. Where no card is pre-marked in bold italics, pairs must mark their leads.

- Which card is led from AKx.
- Which card is led from xxx, xxxx or xxxxx.
- Whether 4<sup>th</sup> best, or & 5<sup>th</sup> best leads are used. . Whether 3<sup>rd</sup> best is led from KJ10x, K109x, or Q109x, (and from AJ10x or A109x versus NT). Must be indicated by circling the card led.
- Whether or not frequent count signals are given.

It is Declarer's responsibility to look at opponents' carding agreements. In the absence of a circle, cards in bold italics are presumed to be the agreement.

## **Browse | Scoreboard**

This option displays the scoreboards on OKbridge. Two scoreboards are kept: a weekly scoreboard and a year-to-date scoreboard. To make it onto the top 10 of the weekly scoreboard, you must play a minimum of 26 boards in either the matchpoint or the IMP event. To make it onto the top 10 of the year-to-date scoreboard, you must play a minimum of 500 boards during the preceding 52 weeks.

## Command line interface

OKwin provides a command-line interface, which allows most of the menu options to be executed by typing in commands. These commands all begin with a slash '/'. They are not case sensitive.

The format of each command is given by the command name, possibly followed by the parameters to that command. Required parameters are listed in angle brackets <like this>, while optional parameters are listed in square brackets [like this].

In the following listing, a one-line explanation is given of each command. When appropriate, a link is given to the menu item which most closely resembles this command.

[/ACBL <information for the ACBL field in your stats>](#)  
Provides information about your ACBL membership status

[/ADDRESS <information for the address field in your stats>](#)  
Provides information about where you live

[/ALERT](#)  
Alerts your partner's last bid

[/BAROMETER <ON or OFF>](#)  
In a team game, controls whether or not you see results after each hand

[/BIDS](#)  
Reviews the bidding for this hand

[/CLAIM <number of additional tricks>](#)  
Claims a number of additional tricks

[/CUT](#)  
Cuts randomly for partners

[/DISCONNECT <player-name>](#)  
Disconnects a player from the table

[/DOWN <number of tricks below the level of your contract>](#)  
Claims a number of tricks below the level of the contract

[/EAST \[name of player who should be assigned to the East seat\]](#)  
Puts someone in the East seat, or sit East yourself if no name given.

[/FIND <player name>](#)  
Locates a player.

[/FORMAL \[ON or OFF\]](#)  
Controls whether or not formal playing mode is used.

[/FULLNAME <The full name which should be listed in your stats>](#)  
Provides information about who you are.

[/HISTORY](#)  
Provides a listing of the boards that you have played so far in this session.

[/INFO1 <Information to be listed in your stats>](#)



Provides information in your stats.

[/INFO2 <More information to be listed in your stats>](#)

Provides more information in your stats.

[/JOIN <Name of table that you would like to join>](#)

Takes you to a table.

[/KIBITZ <Name of player that you wish to kibitz>](#)

Kibitzes a player in a tournament.

[/LAST](#)

Reviews the last trick that was played.

[/LEVEL <Information about your playing level to be listed in your stats>](#)

Provides information about your playing level.

[/LHO <Message to your left-hand opponent>](#)

Sends a private message to your left-hand opponent.

[/LOCKOUT <Name of player to be excluded from your table>](#)

Disconnects a player and prevents him or her from re-joining.

[/LOGIN](#)

Logs into your account.

[/LSAY <Message to be transmitted to the Lobby>](#)

Sends a message to the people in the Lobby.

[/LURK](#)

Returns you to the Lobby.

[/MAKE \[Level of contract which you plan to make\]](#)

Claims for making your contract.

[/NORTH \[Name of player to be assigned to North seat\]](#)

Assigns someone to the North seat, or seats yourself if no name given.

[/OBSERVE \[Name of player to be made an observer\]](#)

Removes someone from their seat, or makes you an observer if no name given.

[/OPP <Message to be transmitted to your opponents>](#)

Sends a message which is seen by both of your opponents (and only them).

[/PARTNER \[Name of the partner that you wish to have\]](#)

Requests a partnership with someone, or displays your current partnership.

[/PASSWORD](#)

Changes your password

[/PING](#)

Measures network communication delays.

[/PLAYERS](#)

Lists all of the players currently on-line.

/PRACTICE [ON or OFF]

Changes the playing mode into or out of practice mode.

/PRIVATE [ON or OFF]

Removes a table from the Tables display, or puts it back.

/QUIT

Exits the program.

/REGISTER

Sets up a new guest account.

/RESULT [board-identifier]

Displays the results of play for a particular board.

/REVIEW

Reviews the record of play of the last board.

/RHO <Message to your right-hand opponent>

Sends a private message to your right hand opponent.

/SCOR [MP or IMP or Rubber]

Chooses a scoring mode.

/SCOREBOARD

Displays the scoreboard from the previous week.

/SEATING [OPEN or CLOSED]

Specifies whether or not players are allowed to choose their own seats.

/SERVE

Starts a new table.

/SKIP

Skips the current hand.

/SOUTH [Name of person to be assigned to the South seat]

Assigns a player to the South seat, or places you in South if no player specified.

/SPEC [ON or OFF]

Enters or leaves spectator mode.

/STATS [Name of person about whom you wish to have information]

Requests information about a player (or yourself if no player mentioned)

/TABLES

Provides a listing of the Tables.

/TEAM [Scoring mode to use for team play]

Creates the open room for a team game.

/TEAMJOIN <Name of open-room table>

Creates the closed room for a team game.

/TEAMQUIT

Finishes a team game.

/UNDO

Undoes the action of the person who just played.

/WAKEUP

Sends a wakeup message to everyone at the table.

/WBF [Information to be listed in the ACBL/WBF section of your stats]

Provides information about your WBF status.

/WEST [Name of person to be assigned to the West seat]

Assigns a player to the West seat, or places you in West if no player specified.

/WHO

Provides a listing of everyone at the table.

/WHOIS <Name of player>

Provides information about a specific player.

/YTD

Displays the year-to-date scoreboard.

/YTDHIST [MP or IMP]

Displays a week-by-week history of play in MP's or IMP's.

## Team game details

A team game is an event where two teams of four players compete against each other. A team game involves two tables. The members of a team play North-South at one table East-West at the other. Both tables play the same hands. The score which a team receives for a hand is based upon the difference between the score received by North-South at the table where they played North-South and the score received by North-South at the other table.

When establishing a Team Game, the following choices must be made:

### Scoring Mode.

IMPs -- International matchpoints.

Matchpoints -- Otherwise known as Board-A-Match. For each board played, a score of zero, one-half or one is assigned.

Victory Points -- The total IMP difference is converted to a victory point score.

**Barometer setting.** When the barometer is on, you are shown the results of play at the other table after each board before proceeding to the next board.

The two tables participating in a Team Game are known as the Open Room and the Closed Room. To initiate a team game, the captain of one team serves a table which will be the Open Room, and the captain of the other team serves a table which will be the Closed Room. The Open Room table must be established first.

Once the tables are established, they are linked together to set up the team game. This linkage is created by going to the Serving menu and selecting [Make a team table](#).

**The two captains must sit north at their respective tables and must play throughout the event.** The software uses the names of the captains in recording the scores. If either captain stops playing during the event, the scores will not be computed correctly.

After the players have taken their seats at the two tables, the cards will be dealt and play will commence. While the game is in progress, the participants can send messages which will be seen by everyone at both tables. To send such a message, select [Other table](#) from the Talk menu.

The team game lasts until one of the captains closes his or her table, or until one of the captains selects [End team game](#) from the Serving menu. If a non-barometer game was being played, the results of play are sent by email to all participants after the second table has finished playing.

Informally, the coordination required to set up a Team Game is accomplished by verbal communications along the lines of the following scenario:

- 1) Mary joins Joe's table and says "Hi everybody. Would your table like to join my foursome in a team game?"
- 2) The players at Joe's table banter back and forth and decide that would be nice, and so indicate verbally to Mary.
- 3) Joe initiates the Team Game and says to Mary "OK, we're in Team Mode now; please join us when ready".
- 4) Mary goes back to her table (or serves a new table); the Server at Mary's table joins to Joe's table in a Team Game.
- 5) When the Team Game has been initiated and joined, the participants take their seats and begin playing.

Play now proceeds at both tables until the match is over.

## **File | Update Software**

Select this option to download and install the latest version of OKwin. It takes about 15 minutes for the download and installation process to complete. During this time, you will not be able to play. After the download completes, you will be able to use the new version simply by double-clicking on the OKwin icon.

## Playing | Message Filter

The message filter is used to filter out chat messages which are not of interest to you. When you select this option, you will see a window which looks like the following:



The large window displays the phrases which are currently being filtered. Chat messages which contain phrases that are listed in the Message Filter will not be displayed. In the example, messages containing the words **quit** or **spectator** will be filtered out.

- To add a new word or phrase to the filter, type the word or phrase in the lower window and press the Add button.
- To remove a word or phrase from the filter, select it by clicking on it with the mouse and then press the Remove button.
- Press the Close button to close the Message Filter window.

## Tournament Concepts

OKbridge features on-line tournaments, where you can meet opponents of all skill levels in a format which resembles a single session event at a regional or national bridge tournament. The tournaments typically last about three hours and typically consist of 12 rounds. In each round, you and your partner will face different opponents.

The official launch of on-line tournaments as a regular part of OKbridge began with an ACBL-sponsored tournament for juniors. This event was held on Saturday, April 22., 1995. It was the first time that master points were ever awarded for play over computer networks.

On-line tournaments are now being held on a regular basis on OKbridge. Details about the schedule of upcoming events can be found in the opening screen of OKbridge. In general, there is at least one free tournament per week. Other tournaments may be available with premium level subscriptions.

There are three types of events which are held: individual events, pairs events and team events. Some of the events require pre-registration. These include all team events. Many events though will be open for anyone to enter up until the moment before the event begins.

To participate in an event, login to OKbridge about 5 or 10 minutes prior to the time at which the event is to begin. You will see a table named "Tourney" in the tables listing. Join this table.

If the event is an open pairs event, then you will need to [register your partnership](#) with the tournament server. Both you and your partner will need to be on-line in order to register. It is best to arrange your partnership informally before joining the tournament server, because it can be rather bewildering to carry on a conversation with 100 other people simultaneously.

### Setting up a partnership

The [partner](#) command is used for registering your partnership.

Suppose that Alice wishes to play with Bob. After joining the tournament server, Alice would use the partner command to request a partnership with Bob. Bob will then be informed that Alice has asked to be his partner. If Bob wishes to accept the invitation, then he responds affirmatively.

To change your partnership before game time, simply use the partner command to request a different partner.

At the time that the game begins, the tournament server will make a roster of all of the established partnerships and move them to their seats for the first board. Play will then commence.

Please note that once the tournament has begun, it is not possible to change your partnership. In particular, if your partner is late showing up for the tournament, it is a bad idea to play a few hands with a pick-up partner, because you will not be able to change your partnership midway through the event.

For most tournaments, it is possible to enter at any time during the first two or three rounds of play. Once you have established your partnership, you will be immediately moved to an open table to begin play.

### Playing in the tournament

As a participant, you will be seated automatically at a table with your partner and opponents. You should be able to see your hand and begin bidding.

When you are seated at your first table, you should take a moment to load your convention card. After you have loaded your card for the first time, it will travel with you to all of the subsequent tables at which you play. Thus, you will not need to reload it when you go to new tables.

Regarding restrictions on bidding conventions, OKBRIDGE PLACES NO RESTRICTIONS ON THE BIDDING SYSTEM WHICH YOU USE, PROVIDED THAT YOU SUPPLY YOUR OPPONENTS WITH FULL AND COMPLETE INFORMATION ON YOUR AGREEMENTS. We espouse the idea that players should be encouraged to experiment with systems of their choosing.

Any call which would normally be alertable in an ACBL- or WBF-sanctioned event should be alerted on OKbridge. Please use self-alerts and refrain from using partner-alerts. A [self-alert](#) is made by pressing the "OK+alert" button in the bidding box. Your opponents will see the alert, but your partner will not. Your opponents may then ask you privately about the meaning of your bid. You should explain your conventions to the fullest extent which is reasonable, given the limitations of the playing medium.

If you are disconnected during the play of the tournament, simply login again and rejoin the **tourney** table. You will be moved directly to your seat.

It is very important to reconnect as quickly as possible. If one of the players is absent from the game, then the partnership is taken out of the rotation during that player's absence. This means in particular that if you are disconnected and it takes you several minutes to reconnect, you may find that you and your partner have to sit out for a round. We all have unreliable network connections from time to time, and this step is necessary in order to assure a smoothly flowing game for those whose connections are reliable on a given evening.

The tournament is divided into a number of rounds. In each round, you play a set number of boards (usually 2 or 3) against a particular opposing pair. In many tournaments, there will be hospitality breaks every few rounds. These are announced about midway through the round just prior to the hospitality break.

There is a fixed time limit for each round. Typically it is set at 7 ½ minutes per board. Since the average length of time which it takes to play a board on OKbridge is currently slightly above 8 minutes, this means that you will need to play a bit faster than usual in order to complete your boards on time.

Each round is allowed to overlap with the next round. In other words, if you finish your boards early, then you may be moved to your table for the next round early. In this way, you may get a headstart of up to five minutes on your boards for the next round. Thus, in a session with 15 minute rounds, you may actually be able to play for up to 20 minutes by completing the boards from the preceding round sufficiently early.

Several warnings are displayed as the end of the round approaches. If you have not finished play by the end of a round, then you may be late for the next round. You will be allowed (in fact, required) to complete any board which you begin playing. No boards will be canceled or adjusted due to lateness.

However, if you are too slow in playing, then you find that you will not be allowed to play as many boards. If there are less than five minutes remaining in a round, then a table is not allowed to begin any new boards. Thus, if it takes you more than ten minutes to play the first board in a round, then you may find that your table is not allowed to play the next board.

### **Scoring**

In order to qualify for a winning ranking in the tournament, you must complete a certain number of boards. For 16 board tournaments, you must typically complete 12 boards. And for 24 board tournaments, you must typically complete 18 boards. These numbers are subject to change, so you should verify the actual minimum requirements at the time of the tournament.

Your score is computed as an average over the boards which you complete. Thus, boards which you do not have an opportunity to play will not affect your score.

The tournament server keeps a record of the playing time of each player, and this information will be available to the director. In highly egregious cases, the director may use this information in making adjustments. Each player is responsible for all delays affecting his or her play, including delays introduced by slow connections to the Internet.

The current movement structure is a modified-random movement. Initially, a random assignment of pairs to tables is generated. Then, the assignment is adjusted to ensure that no two pairs are matched against each other who have played previously in the tournament. Experience shows that this approach works well.

### **Director Calls**

At each table you will see a player named "Director". If you feel that you are in a situation which calls for special action, then you can request such an action by sending a private message to the Director. Each director is allowed to publish his or her own conditions of contest. We strive to find directors who represent a variety of different approaches, so all subscribers will be able to participate in events which suit their playing style.

Some events will have a barometer. In these events, each pair will be allowed to see their current scores for the event, subject to a one round lag. For non-barometer events, every player will see a score of zero for the duration of the event.

### **Kibitzing**

Spectators are welcome in most events. In each round, there will be one randomly chosen table which is designated the kibitzers table. All kibitzers are moved to this table and are allowed to watch the play there.

Alternatively, if there is a particular player whom you wish to kibitz, then you can do so by going to the Location



menu and selecting [Kibitz a player](#). This will cause you to be taken to each of the tables at which that person plays.

### **Checking your results**

After all rounds for an event have been completed, scores are computed and rankings are assigned. In order to receive a ranking, a participant must complete a certain minimum number of boards. For 16-board events, this number is typically 12 boards. And for 24 board events, this number is typically 18 boards. An email message is sent to each of the participants with a list of the rankings and a summary of the boards which they played.

Your results can also be found by check the OKbridge world wide web page at

<http://www.okbridge.com>

