



How to set up a team match on BBO

It is a good idea to add the other players as "friends" in your account, so you can see when they are online. You cannot start the match until everyone is online. (If someone has signed in as invisible, you may not be able to see them – send the other captain a private message to see if the player is online)

Go to Competitive – then Team Matches – Create Team Match:

'Identification' – Fill in the boxes: Title, Description ^{See Note}, Team1 and Team 2 (captains).

'Options' – DO NOT CREATE the match until all parameters are defined:

- Teams of 4: change number of boards to 20 from 8.
- Options:
 - uncheck allow kibitzers (for these 2 options, this is the default unless otherwise agreed with the other captain)
 - uncheck allow undos
 - uncheck barometer scoring

'Reserve seats'

- Now you can enter who is sitting where -- this is by team, so your complete team will be entered in Team 1 area, the other team will be in the Team 2 area.
When the match starts -- NS players from team 1 will be at the table with EW players from team 2. etc. Many people make the mistake of listing the names like they want them to be at the table, remember it's one complete team in Team 1 area and the other complete team in Team 2 area.
- Once you see all the players online, click on 'Create Team Match'. Invitations will be issued and all players will need to click on 'Accept'. If someone does not accept, you'll have to start over again.
And sometimes BBO is finicky and refuses to start – if so, try to invite again.

Note: In the description you can put the following:

+private+ +nokill+ +slow+

'+private+': prevents people from clicking on the empty seats to ask permission to sit.

'+nokill+': keeps the match pending until all seats are filled.

'+slow+': the match will not time out automatically after a while if it takes too long to complete.

[Setting up team matches on BBO - \(bridgebase.com\)](http://bridgebase.com)