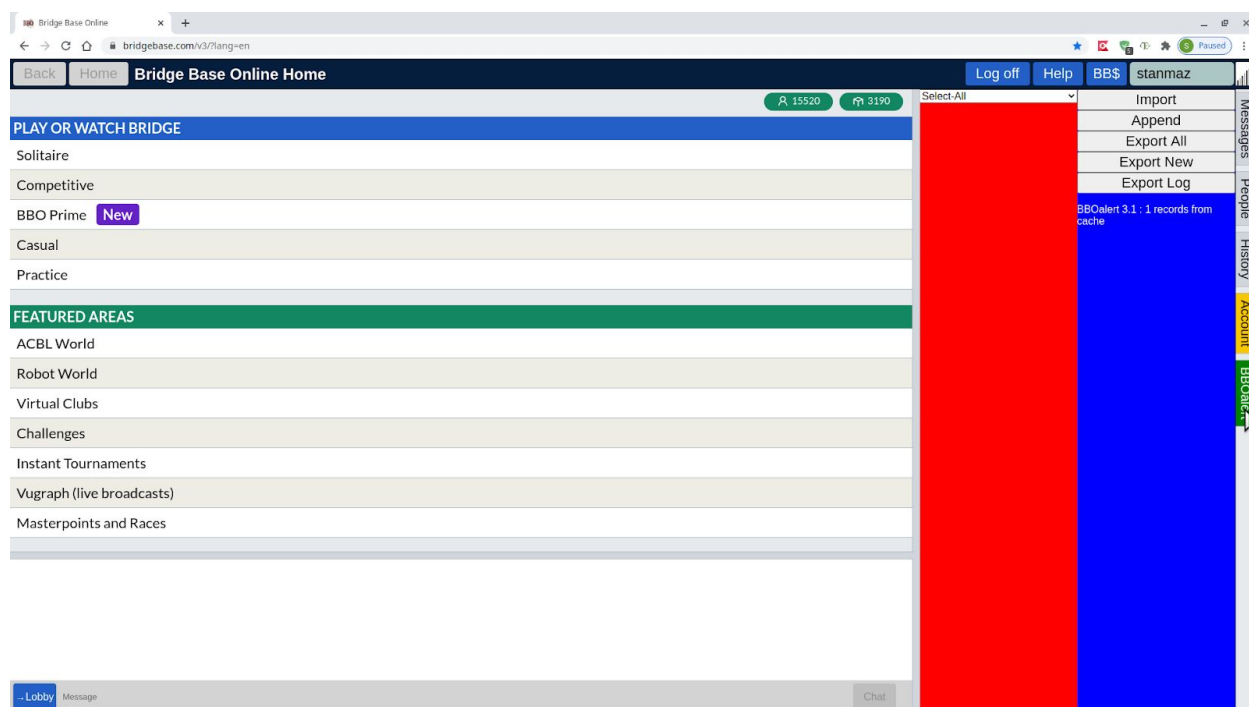


BBOalert - Tutorial

In this tutorial only basic features are explained. For advanced features, refer to the README file on the project page.

Introduction

After you have installed BBOalert, the screen should look like this :



If it doesn't, click at the BBOalert tab to the right side of the page. This tab toggles the display of the BBOalert panel.

The meaning of each control will be explained later in this tutorial.

The teaching table will be used to demonstrate the features of the program.

Make sure that the 'Confirm Bids' option is set (Account + Settings). It is not strictly required but recommended to be able to verify the explanation text before sending it to the opponents.

Alert recording

Each alerted bid is automatically recorded. Example from Precision system :

The screenshot shows the Bridge Base Online interface for a Precision system. The main window displays a hand with the following cards:

- North (N): K♠, Q♠, 2♠, A♥, 9♥, 8♥, 6♥, 4♥, 3♥, Q♣, 5♣
- West (W): J♠, 10♠, 9♠, 6♠, Q♥, A♣, K♣, J♣, 6♣, 2♣
- East (E): J♠, 7♥, 2♥, 9♣, 4♣, J♦, 10♦, 5♦, 3♦, 2♦
- South (S): 8♠, 7♠, 5♠, K♥, 10♥, 5♥, 10♣, 8♣, 7♣, 3♣, K♦, Q♦, 4♦

The hand is in the 1st deal. The alert box shows the bid 1♣ with the explanation "16+HCP any distribution". The alert is recorded in the BBAlert log on the right side of the interface.

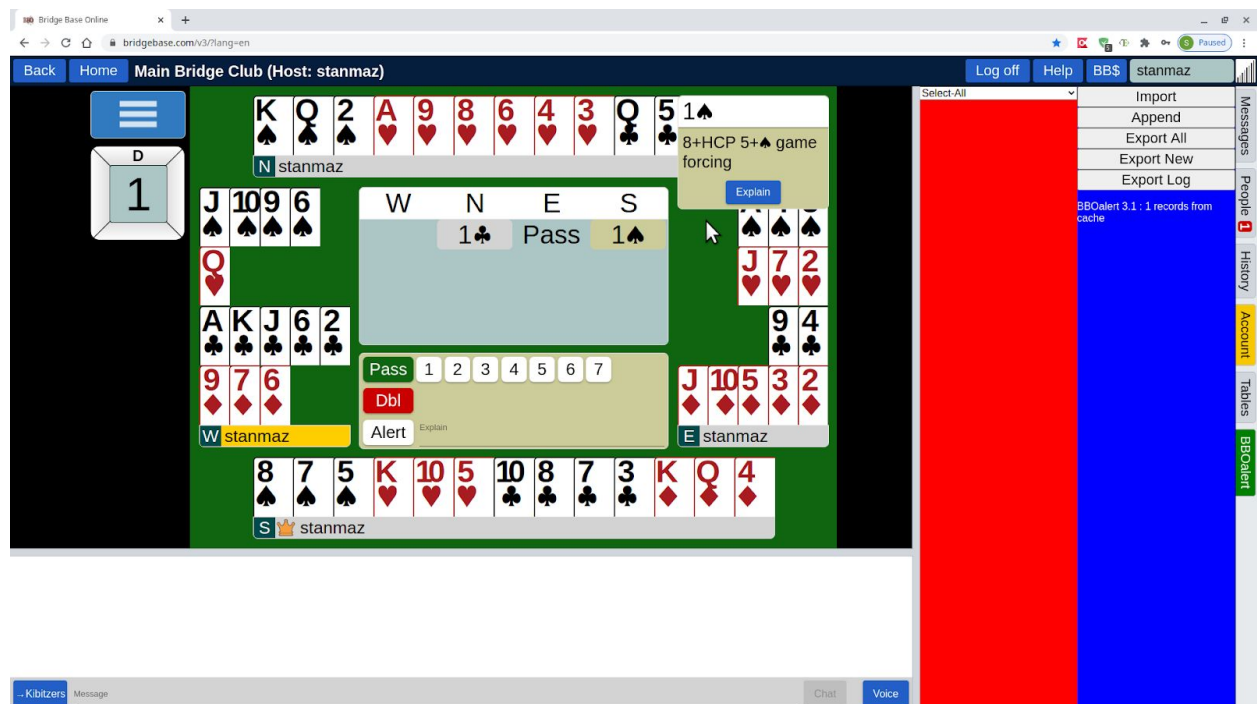
Next time that you open 1C, the recorded explanation will be automatically retrieved :

The screenshot shows the Bridge Base Online interface for a Precision system. The main window displays a hand with the following cards:

- North (N): K♠, Q♠, 2♠, A♥, 9♥, 8♥, 6♥, 4♥, 3♥, Q♣, 5♣, A♦, 8♦
- West (W): J♠, 10♠, 9♠, 6♠, Q♥, A♣, K♣, J♣, 6♣, 2♣
- East (E): A♠, 4♠, 3♠, J♥, 7♥, 2♥, 9♣, 4♣, J♦, 10♦, 5♦, 3♦, 2♦
- South (S): 8♠, 7♠, 5♠, K♥, 10♥, 5♥, 10♣, 8♣, 7♣, 3♣, K♦, Q♦, 4♦

The hand is in the 1st deal. The alert box shows the bid 1♣ with the explanation "16+HCP any distribution". The alert is recorded in the BBAlert log on the right side of the interface.

Let us assume you have alerted the 1S response :



Recorded alerts are stored in the browser cache. This data is then reloaded from the cache at the beginning of each BBO session. Cache by nature is a temporary storage, and will be cleared from time to time. In such a case the recorded alerts will be lost. To prevent this, the data should be exported and stored in a text file. To export data, press the “Export All” button. By doing this the data will be copied into the clipboard. Then you can paste it in the text editor and save as a file.

After data export your file will contain :

```
,1C,16+HCP any distribution,20200620_14:46 Deal 1
1C--,1S,8+HCP 5+!S game forcing,20200620_15:06 Deal 1
```

As you can see, the data is stored in CSV (Comma Separated Value) format according to the structure :

```
<context>,<call>,<explanation>,<comment>
```

Where :

<context> = bidding preceding your bid

<call> = your bid

<explanation> = explanation text

<comment> = optional text

Bids are expressed by :

- numbers 1..7 and letters C D H S N
- Db = Double
- Rd = Redouble
- -- = Pass

The bidding context is empty for the opening bid (there was no bid before you opened 1C). The 1S response was preceded by 1C and Pass.

The comment field of the recorded alerts contains a timestamp and the board number.

The exported data can be read back into BBOalert. To do it :

- At the beginning of the file, add one line of text containing the BBOalert keyword. It is a mandatory file header.
- Select all text and copy it to the clipboard. In most editors you will use two keystrokes : Ctrl-A and Ctrl-C
- Press the Import button on the BBOalert panel

Editing

In many cases, when playing a 'natural' system, recording of manually alerted bids may be sufficient. But it is more efficient to prepare the most frequently used bidding sequences in advance and import them. You can take the advantage of preparing the explanation text carefully without time pressure. For example all alertable openings and first responses :

```
BBOalert
,1C,16+HCP any distribution
1C--,1D,0-7HCP
1C--,1H,8+HCP 5!H
1C--,1S,8+HCP 5!S
,1D,11-15HCP no 5 card major
,1H,11-15HCP 5!H
,1S,11-15HCP 5!S
```

Important : comma may not be used in the explanation text because it is used as field separator

Outside of the data records any text may be used as comment. It will be ignored by the program.

Overcalls

The defensive bidding sequences are coded using the same principle. Example if you play DONT defense :

1N,Db,any 6 card suit
1NDb--,2C,pass or correct

Wildcards

Until now we assumed that the opponents would pass. If they don't we have to replace -- by their overcall. Example of bidding sequences with an overcall :

```
1CDb,1S,8+HCP 5!S  
1C1D,1S,8+HCP 5!S  
1C1H,1S,8+HCP 5!S
```

In this example the meaning of the 1S response remains the same, independently of the overcall. We used 3 lines of code to cope with all possible overcalls. Instead of enumerate all of them, we can use an underscore as wildcard matching one single character in the code :

```
1C__,1S,8+HCP 5!S
```

With the code

```
1C1_,1S,8+HCP 5!S
```

we cover overcalls 1D and 1H but not the double, which should be coded separately.

By using wildcards we can easily express general rules :

```
1C__,2S,weak 6!S
```

But what if the overcall is a natural 1S. 2S response will have totally different meaning. We can use the code :

```
1C__,2S,weak 6!S  
1C1S,2S,what the meaning might be
```

The order is important. BBOalert searches for matches from the beginning to the end of the file. Only the last match found is retained. The code :

```
1C1S,2S,what the meaning might be  
1C__,2S,weak 6!S
```

will not work.