

Online YL- Winter 2024 Entry Form

Please fill in the form below for the coming online league and send an email with the form attached to Mike Jackson and copy the email to Stuart Davies. Please return the form by 30th November 2023.

EMAIL FOR ENTRIES: MIKEFOURACES@OUTLOOK.COM

Copy of the email to be sent to:- stuart@svd1.uk

In order to assist with the compilation of the fixtures, will you please provide me with the information requested for each team that is entered. Please fill in the table on the third page of this form.

The entry fee is £16 per team. Payment to be made on or before the closing date for entries.

We are only able to accept payment by Bank Transfer to: Yorkshire Contract Bridge Association Sort Code 09-02-22, Account Number 10861509

Please mark reference OYLW24 on the payment, together with the name of the Club entering...

Notes on Filling out form.

- 1) One Captain needs to be nominated for each team who will be responsible for their own team, and you need to say whether your home matches will be played on BBO or RealBridge for each team entered. Captain's duties involve scheduling matches online, adding any additional players online to their team where changes need to be made during the season and entering the result of each match on EBULEAGUE once it has been played. Guidance and help will be given prior to the start of the first match.
If BBO is the chosen platform for home matches, then BBO do not allow players with fewer than 100 logins to set up team matches. If the team captain is not eligible, then another team or club member may do the set up instead. Each club should have a nominated club expert on how to set up matches on BBO to assist captains. In addition, YCBA Advisors will be available on each match day to advise and assist.
- 2) For each player in a team the name, EBU number and BBO username of the player need to be entered. For the initial league set up each team shall consist of 4 players none of whom can be listed for another team. After the initial setup team captains may amend the team roster by adding players without an upper limit, and players may be listed under more than one club team. If a team requires more than one Captain let me know and I can add the extra captain when setting up the teams. More information about this is given on the EBU website under <https://www.ebu.co.uk/member-wiki/lms:captains>
- 3) Please list teams in order of strength. i.e., Team A should be the strongest team, team B the second strongest etc. This will lead to more matches being competitive.
- 4) There is an option to enter a team name Suffix. You may be creative as you wish. If you wish you can leave your team as it is. e.g., Sheffield T or Malton M.
- 5) Either the word form or the PDF form can be used when replying. If using the PDF then to fill in the form, open it, go to tools (top left of screen) and then select fill and sign.

CLUB					
MATCH SECRETARY		TELEPHONE			
MATCH SECRETARY CONTACT EMAIL					
TEAM A NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM B NAME					
CAPTAIN'S CONTACT EMAIL					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM C NAME					
CAPTAIN'S CONTACT EMAIL					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM D NAME					
CAPTAIN'S CONTACT EMAIL					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM E NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM F NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	

PLAYER 4		EBU		BBO NAME	
TEAM G NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM H NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM I NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM J NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM K NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM L NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM M NAME					

PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM N NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM O NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	
TEAM P NAME					
PLATFORM FOR HOME MATCHES					
CAPTAIN'S CONTACT EMAIL					
CAPTAIN'S PHONE					
CAPTAIN		EBU		BBO NAME	
PLAYER 2		EBU		BBO NAME	
PLAYER 3		EBU		BBO NAME	
PLAYER 4		EBU		BBO NAME	