

Running a Vugraph event

How to set up an event, operate the tables and watch the broadcast live, step by step with screenshots.



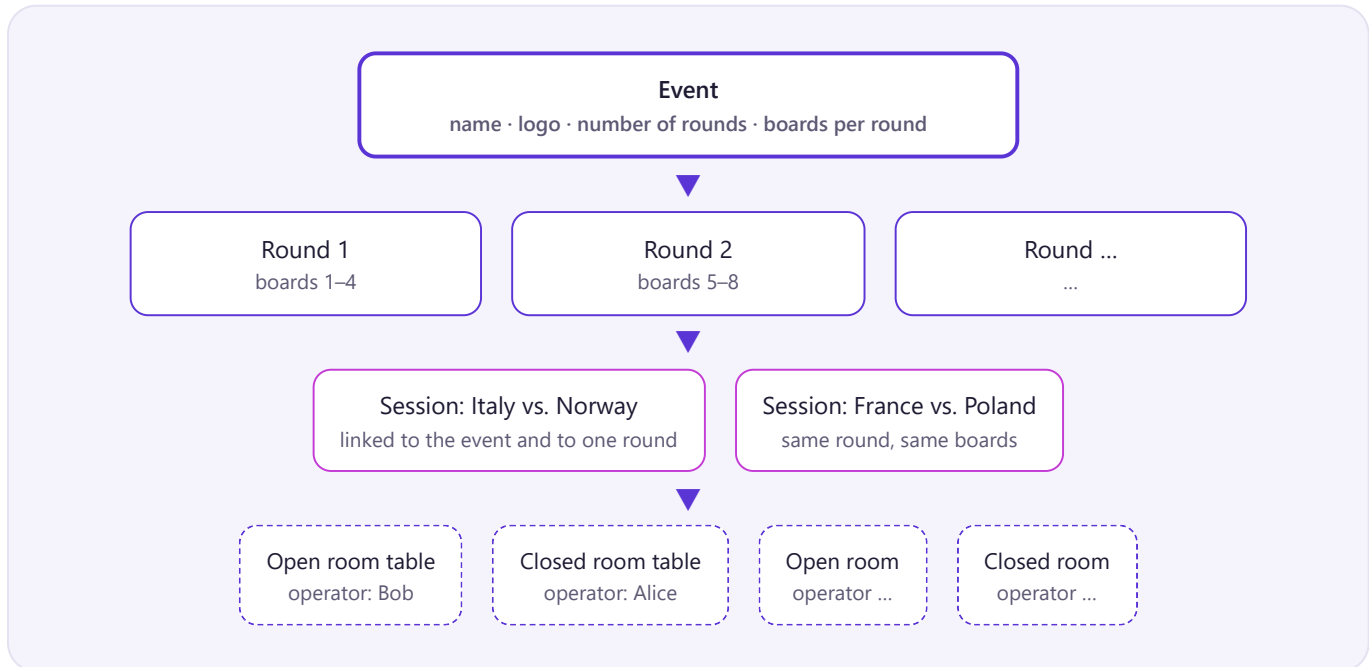
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Screens shown: Bridge Champ web app. The example event is "Bridge Champ Open Teams 2026", Italy vs. Norway, with Emily as Vugraph manager and tournament director, Bob and Alice as operators and Chuck as a kibitzer.

1. How a Vugraph event is organised

A Vugraph broadcast has three levels. The **event** is the tournament: its name, logo, number of rounds and boards per round. Each **round** has its own set of boards. A **session** is one match played in one round, for example Italy vs. Norway in round 1. Every session has two tables, the **open room** and the **closed room**, and each table has an operator who enters the bids and cards as they are played.



- One event can contain many sessions.
- Each session is linked to **one event and one round**.
- A round can have several sessions (several matches). All sessions of a round play **the same boards**, because the boards belong to the round.

Vugraph manager

Creates the events. Needs the Vugraph manager permission. Becomes the tournament director of the events they create, and can assign someone else as director.

Tournament director

Runs an event: uploads the boards, creates the sessions and assigns the operators, starts the event and each round. Usually the same person as the Vugraph manager.

Operator

One per table. Logs in with their own account and enters the auction and the play as it happens in the playing room.

Kibitzer

Any Bridge Champ user, on the web or the mobile app. Watches the whole table or one player, and follows both rooms.

Where to log in

Everyone (manager, director, operators and kibitzers) must be logged in on **beta.bridgechamp.com** to use Vugraph.

The typical order of work

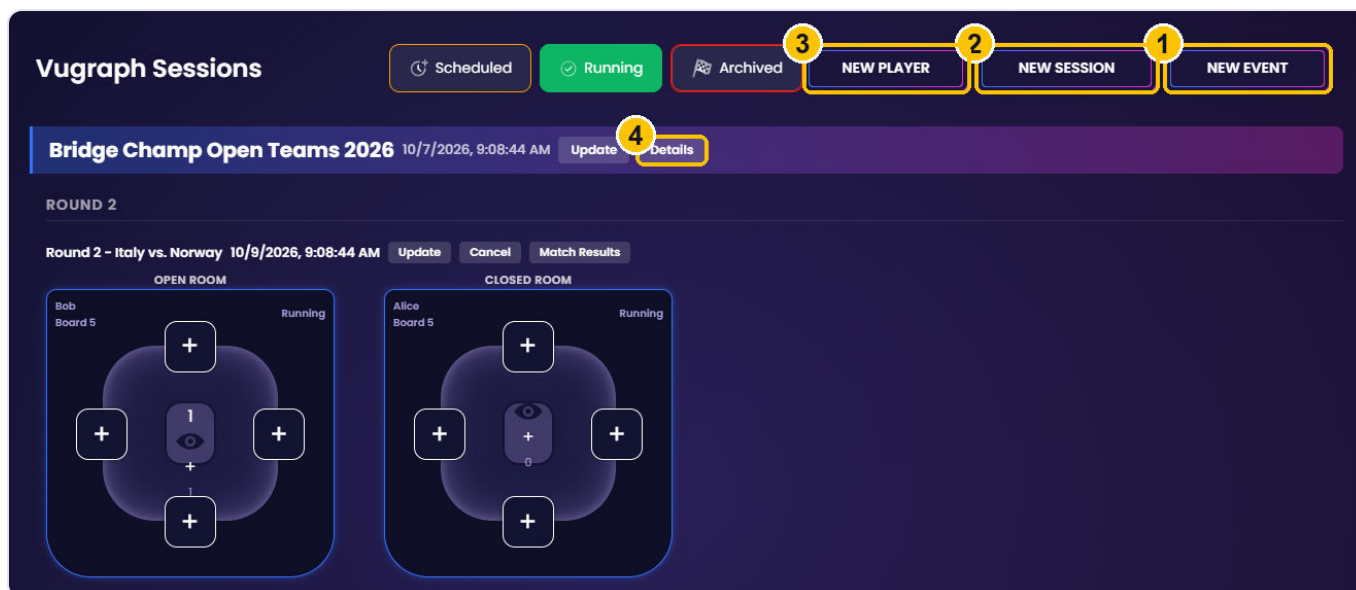
Prepare the boards → create the event → import the boards for round 1 → create the session(s) for round 1 with their operators → Open Lobby and Start Tournament → at the end of the round: End round, create the next session(s), import the next boards, Start round.

2. Vugraph manager and tournament director

To create Vugraph events, the account needs the **Vugraph manager** permission, granted by the Bridge Champ team. After that, the account can create as many events as it wants. Without the permission, creating an event fails with the message *"Incorrect 'flavour', not authorized"*.

Whoever creates an event becomes its **tournament director** (chief director). The director is the one who runs the event: boards, sessions, operators, starting the event and the rounds. The manager and the director are usually the same person, but the manager can make someone else the director of an event (section 5). In the rest of this guide, "director" means the tournament director of the event.

Log in on beta.bridgechamp.com. Everything starts from the **Vugraph** page in the left sidebar.

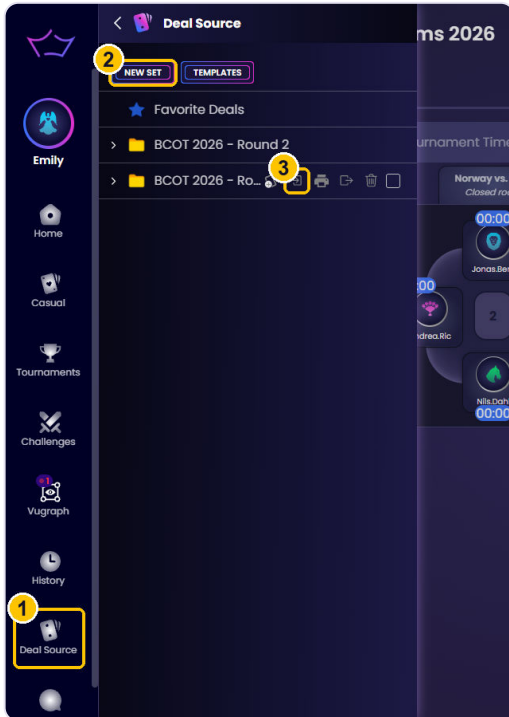


The Vugraph page. The filters on the left show Scheduled, Running and Archived sessions.

1 NEW EVENT creates an event (section 4). **2 NEW SESSION** creates a session (section 7). **3 NEW PLAYER** creates a player profile to show at the table (section 6). **4 Details**, next to the event name, opens the event dashboard (section 5).

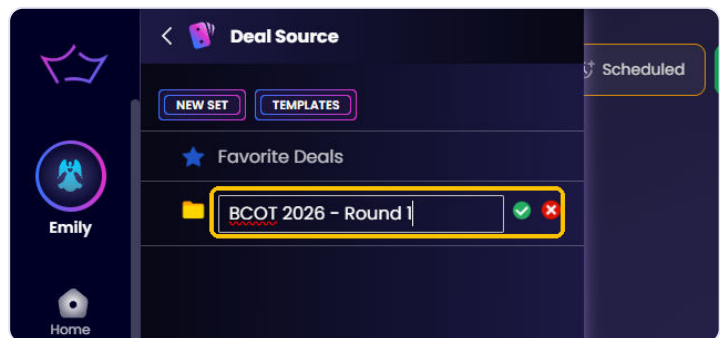
3. Prepare the boards (Deal Source)

Boards are uploaded into **Deal Source**, your personal library of deals, and then attached to the event. The usual formats are **PBN** (.pbn) and **LIN** (.lin). A simple way to stay organised is one folder per round.

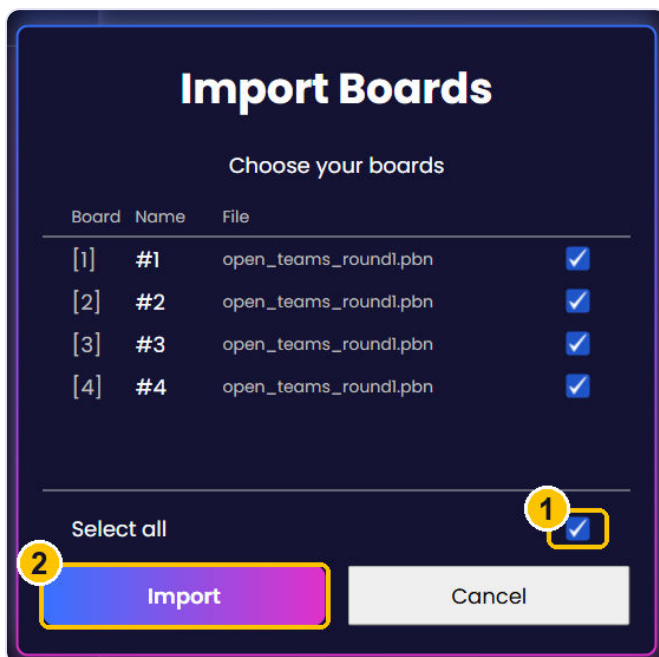


Deal Source with one folder per round.

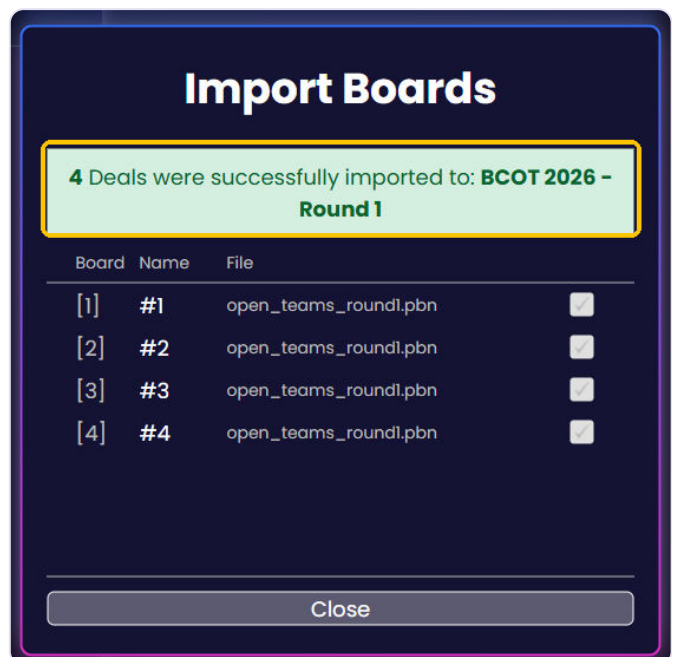
1. Open **Deal Source** in the sidebar.
2. Click **NEW SET**, type a folder name (e.g. "BCOT 2026 - Round 1") and confirm with the green tick.
3. Move the mouse over the folder and click the **Import** icon (the arrow into a box). Choose your PBN or LIN file.
4. In **Import Boards**, tick **Select all** (or only the boards you want) and click **Import**.



Naming a new folder.



- 1 Select all · 2 Import



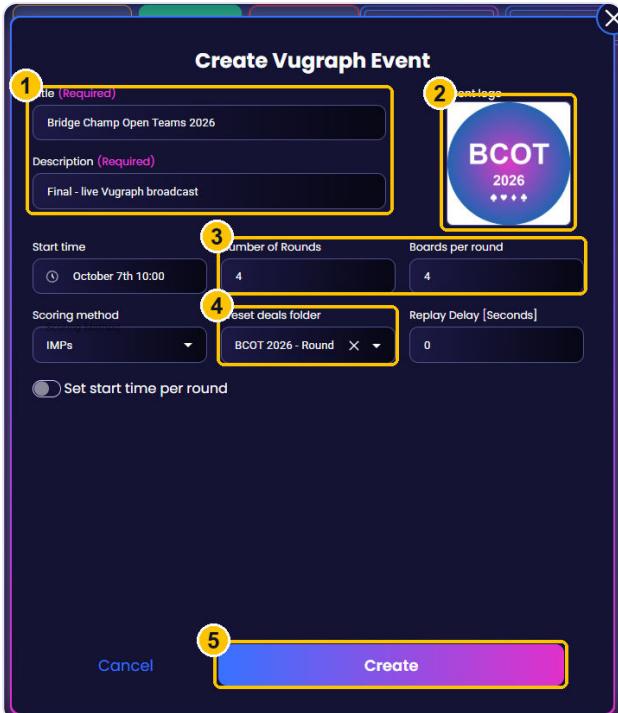
Confirmation: the boards are now in the folder.

You don't need every board in advance

You can upload the boards of a round just before that round starts, and they don't need to be uploaded in order: for example, a round can start from board 4.

4. Create the event

On the Vugraph page, click **NEW EVENT** in the top right corner.



The 'Create Vugraph Event' dialog is a dark-themed form with a close button (X) in the top right. It contains several fields and controls, numbered 1 through 5 for reference:

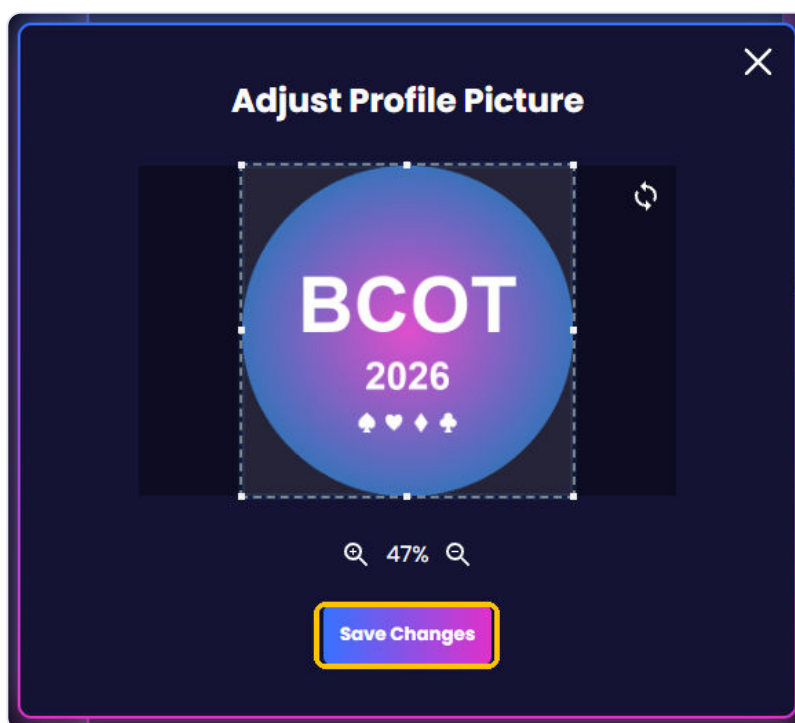
- 1 Title (Required):** A text input field containing 'Bridge Champ Open Teams 2026'.
- 2 Event logo:** A square image placeholder showing a circular logo with 'BCOT 2026' and four card symbols.
- 3 Number of Rounds:** A numeric input field set to '4'.
- 4 Preset deals folder:** A dropdown menu showing 'BCOT 2026 - Round' with a close button (X).
- 5 Create:** A large blue button at the bottom right.

Other visible fields include:

- Description (Required):** A text input field containing 'Final - live Vugraph broadcast'.
- Start time:** A date/time picker set to 'October 7th 10:00'.
- Boards per round:** A numeric input field set to '4'.
- Scoring method:** A dropdown menu set to 'IMPs'.
- Replay Delay [Seconds]:** A numeric input field set to '0'.
- Set start time per round:** An unchecked toggle switch.
- Cancel:** A small blue button at the bottom left.

The Create Vugraph Event dialog.

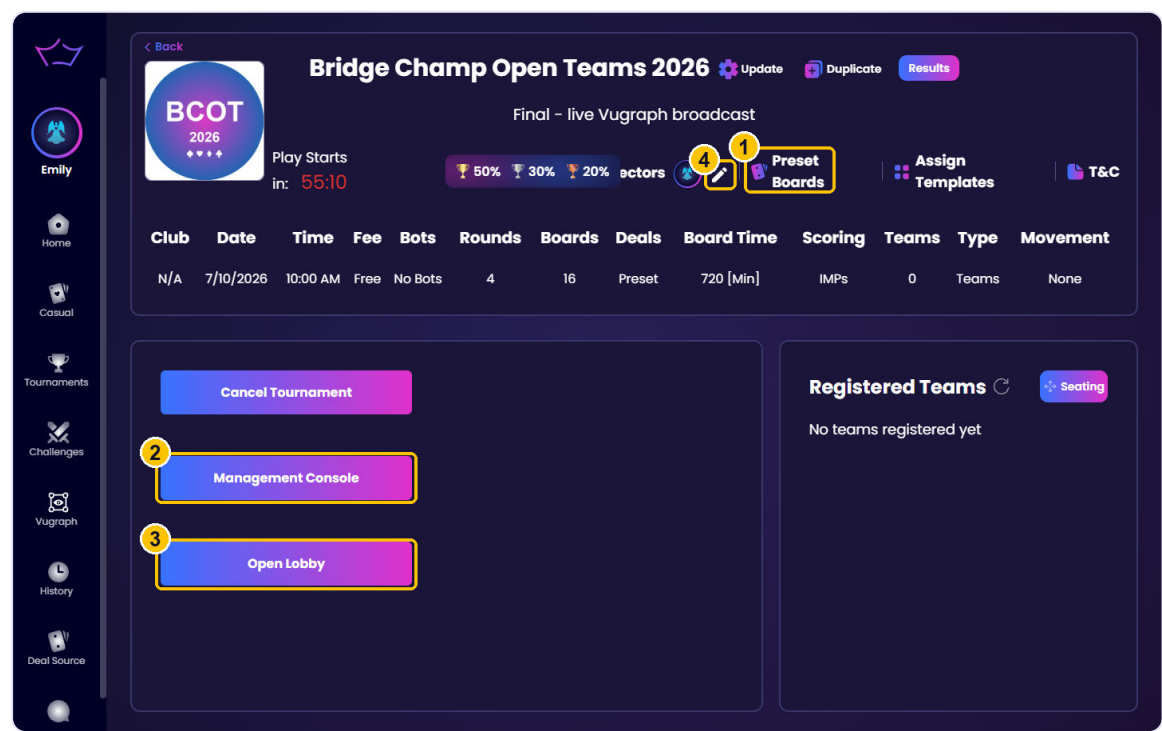
- 1 Title and Description** (both required). The title is the event name everyone will see.
 - 2 Event logo:** click the square to upload an image, then crop it and click **Save Changes**.
 - 3 Number of Rounds and Boards per round.**
 - 4 Preset deals folder** (optional): pick a Deal Source folder to attach boards right away. Leave it empty to import the boards later from the dashboard (section 5).
- Also available: **Start time**, **Scoring method** (IMPs by default), **Replay Delay** in seconds (to broadcast with a delay; 0 means live) and **Set start time per round**.
- 5 Click Create.** The message "Event Created" confirms it.



Cropping the logo after uploading it.

5. Event dashboard: directors and boards

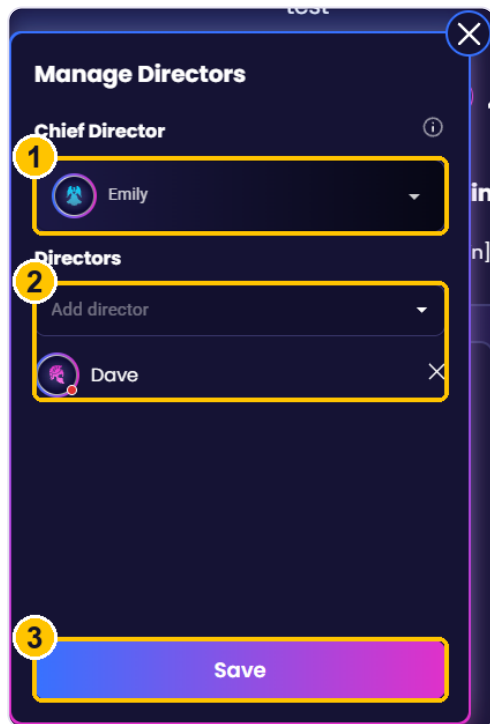
Open the dashboard with **Details** next to the event name on the Vugraph page, or by clicking the event in **Tournaments**.



The event dashboard.

1 **Preset Boards** shows and imports the boards of each round. 2 **Management Console** is used to run the rounds (section 9). 3 **Open Lobby** is the first step to start the event (section 8). 4 The pencil next to **Directors** manages the tournament directors.

Assigning a different tournament director



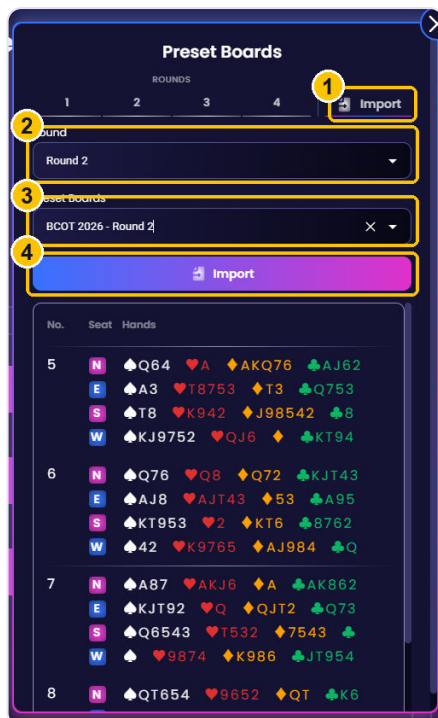
Manage Directors, opened with the pencil next to Directors.

The creator of the event is its **1 Chief Director**. To let someone else run the event:

1. Click the pencil next to **Directors** on the dashboard.
2. In **2 Directors**, type their username in **Add director** and pick them from the list.
3. To hand over the whole event, also choose them as **Chief Director**.
4. Click **3 Save**.

The **chief director** starts the event, starts and ends the rounds, imports the boards and manages the directors. Other directors can create and edit the sessions.

Importing boards for a round



The Import tab of Preset Boards.

1. Click **Preset Boards** on the dashboard.
2. Open the **1 Import** tab.
3. Choose the **2 Round**. Only rounds that have not started yet are listed.
4. Choose the Deal Source folder in **3 Preset Boards**. The boards are listed below. If the folder has more boards than a round needs, pick the ones to import.
5. Click **4 Import**, check the list in the Confirmation window and click **Import** again.

Repeat for each round, whenever you are ready: one round at a time, all at once, or just before each round starts.



Confirmation before the import.



The numbered Rounds tabs show the boards already set for each round.

Import the boards before a round starts

If no boards are preset for a round, the system assigns random boards when the round starts. Once a round has started, its boards can no longer be changed.

6. Add players (optional)

To show the real players' names at the table, create a profile for each of them with **NEW PLAYER** on the Vugraph page. These players don't need a Bridge Champ account and never log in: operators place them at the table (section 11).

1 First Name and Last Name are required. The username is generated automatically if left empty.

Country, city, birthdate, language and a short biography are optional and are shown in the player's profile.

2 Click **Create**.

New External Player.

Many players? Ask us to import them

Instead of creating players one by one, the Bridge Champ team can import a whole player database in one go, **profile pictures included**, for example the players of the HCL tournament. Spectators then see who is playing and recognize their faces. It is done quickly on our side and only needs to be done once: just contact the Bridge Champ team.

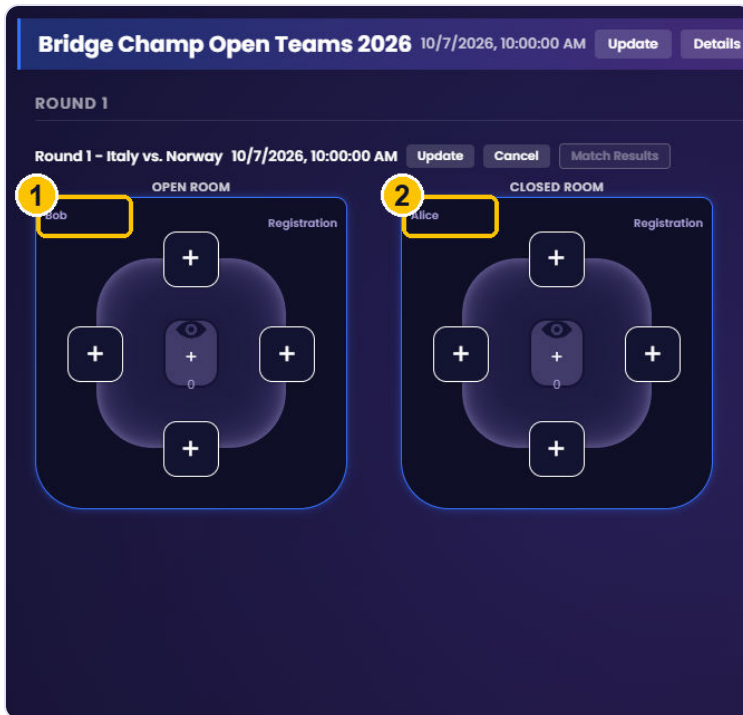
7. Create a session

Each match needs a session. The tournament director creates it: on the Vugraph page, click **NEW SESSION**.

New Vugraph Session, top part.

Bottom part: the operators.

Field	What to enter
1 Tournament	The event this session belongs to.
2 Round	The round this match is played in. The session plays that round's boards.
Start time / End time	When the session is scheduled.
3 First / Last Board No.	Filled in automatically from the round.
4 Home Team / Visitors Team	Team names (4 to 16 characters).
Home Team Carry / Visitors Team Carry	The carry-over : IMPs each team brings into this match, for example from an earlier segment or a previous match between the same teams. They are added to the match score from the start. Decimals are allowed (e.g. 3.50). Leave 0.00 if there is no carry-over.
Title	Filled in automatically, e.g. "Round 1 - Italy vs. Norway".
1 Open Room Operator	The usernames of the two operators (second screenshot). Then click 3 Create .
2 Closed Room Operator	



The new session on the Vugraph page (Scheduled).

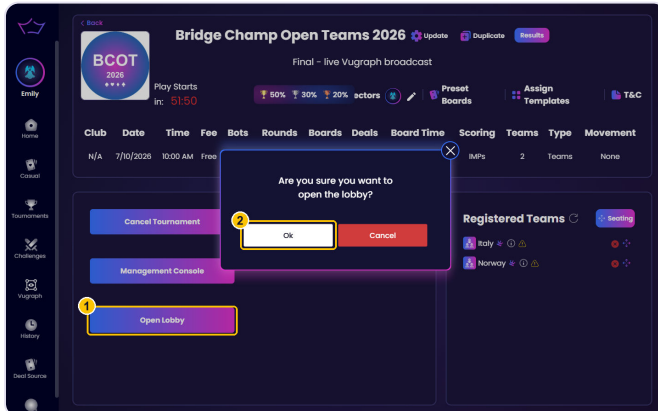
The session appears with its two tables. Each table shows its operator: **1** Bob in the open room and **2** Alice in the closed room.

That's all the operators need: they log in on beta.bridgechamp.com with their own profile and can operate the table assigned to them (section 10).

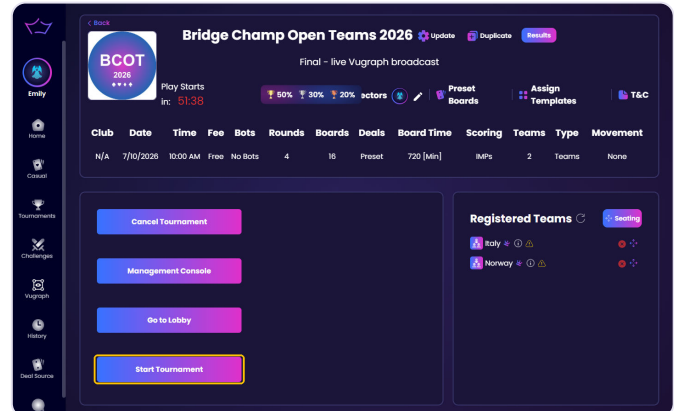
Use **Update** or **Cancel** next to the session title to change or delete it.

8. Start the event

The tournament director starts the event from the event dashboard, in two steps.



1 Open Lobby · **2** confirm with Ok



Then Start Tournament and confirm.

1. Click **Open Lobby** and confirm with **Ok**.
2. Check that the round 1 session(s) exist with their operators and that the round 1 boards are imported. Then click **Start Tournament** and confirm.

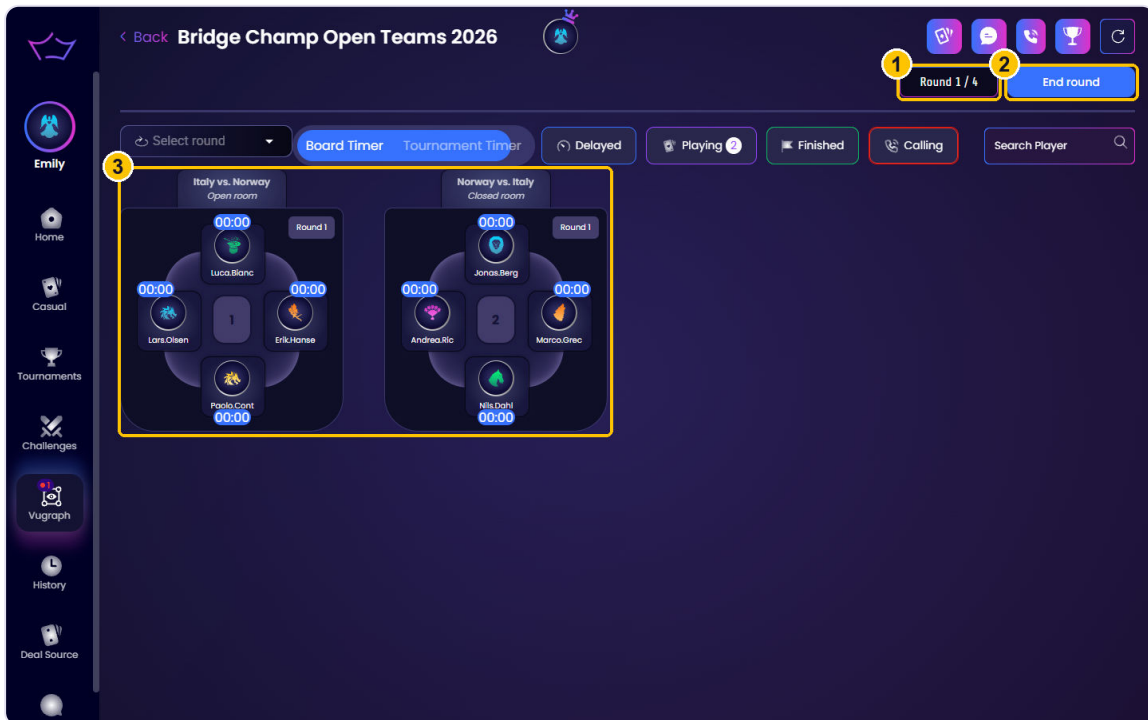
Round 1 is now running: the session moves to the **Running** list, the tables are dealt with the first board, and the operators can start entering the play.

When does a round start?

A round starts when the tournament director clicks **Start Tournament** (round 1) or **Start round** (the next round, in the Management Console), or at the start time of the round. Operators cannot start it: seating all four players at a table does not deal the first board.

9. Management Console: running the rounds

Open the [Management Console](#) from the event dashboard. It shows every table of the event and lets the tournament director control the rounds.



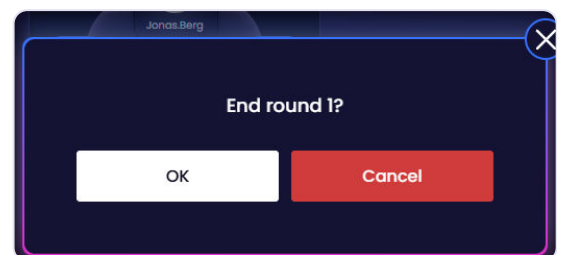
The Management Console during round 1.

1 The current round (e.g. "Round 1 / 4"). 2 The button that moves the event forward. 3 The tables of the round, with the players' names. The filters at the top (Delayed, Playing, Finished, Calling) help with many tables.

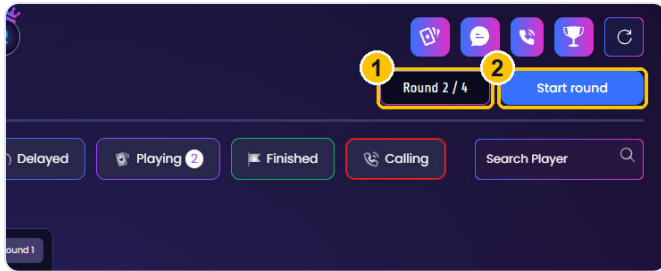
Moving to the next round

1. When the round is over, click [End round](#) and confirm with [OK](#).
2. The counter moves to the next round and the button counts down for a few seconds, then turns into [Start round](#).
3. Before starting the new round: create its session(s) with the operators (section 7) and import its boards (section 5).
4. Click [Start round](#) and confirm (or let the round start at its start time). The new tables appear in the console and the operators can open them from the Vugraph page.

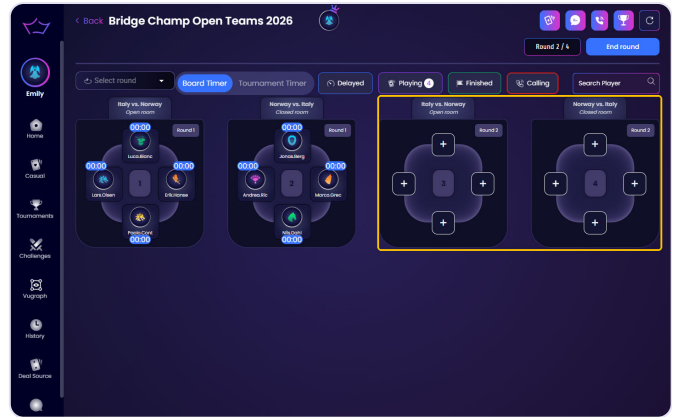
In the last round the button reads [End tournament](#).



Confirmation for End round.



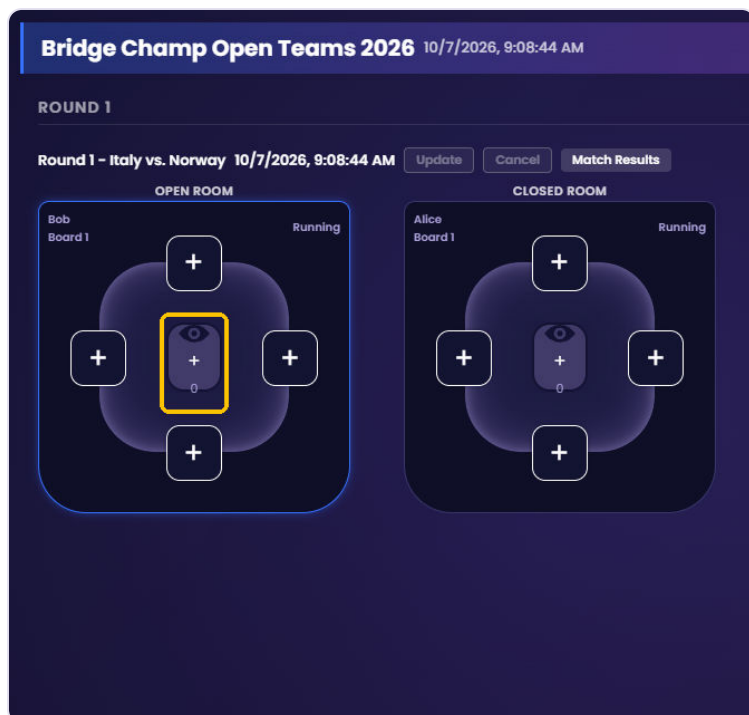
1 Round 2 / 4 · 2 Start round



Round 2 started: its tables (highlighted) appear next to round 1.

10. Open your table

1. Log in on beta.bridgechamp.com with **your own account** (the username the director entered as operator).
2. Open the [Vugraph](#) page. Your session is in the **Running** list once the round has started. The table you operate shows your username in its top left corner and is highlighted with a blue glow.
3. Click the **eye** in the middle of your table. Because you are its operator, the table opens with the controls to enter bids and cards.



Bob operates the open room: he clicks the eye in the middle of that table.

Where to sit

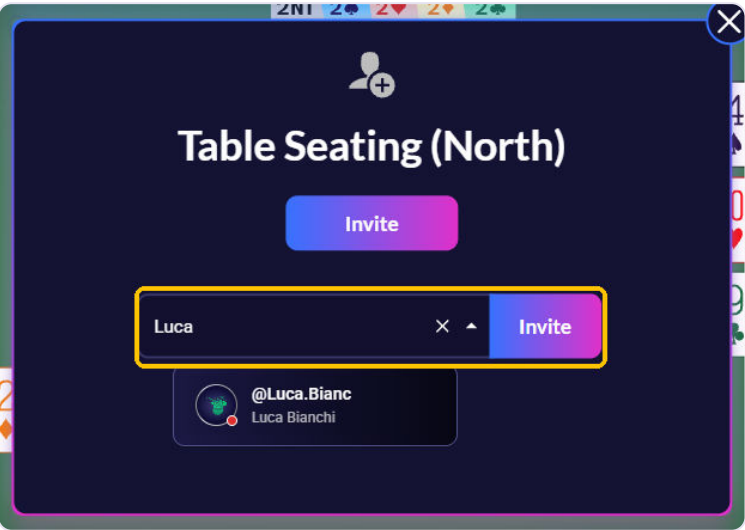
The table cannot be rotated: the operator's screen always shows **South at the bottom and East on the right**. Sit at the corner **between South and East**, so the screen matches the table in front of you.

11. Seat the players



The operator's screen at the start of a board.

1 **ADD PLAYER** on each seat: type the player's name, pick them from the list and click **Invite**. The players must have been created first (section 6). **2** The bidding box: click a bid to enter it. **3** **Claim** and **Undo**.



The mouse works for everything: click the bids in the bidding box and the cards in the hands. The keyboard is usually much faster, see the next page.

Table Seating (North): search the player and click Invite.

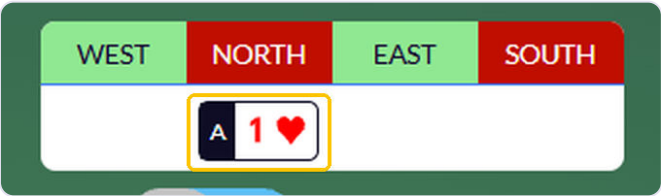
12. Keyboard shortcuts

Just type on the table screen; there is no box to click first. What you type appears in a small box at the bottom of the screen. It clears after a few seconds, or press Esc.

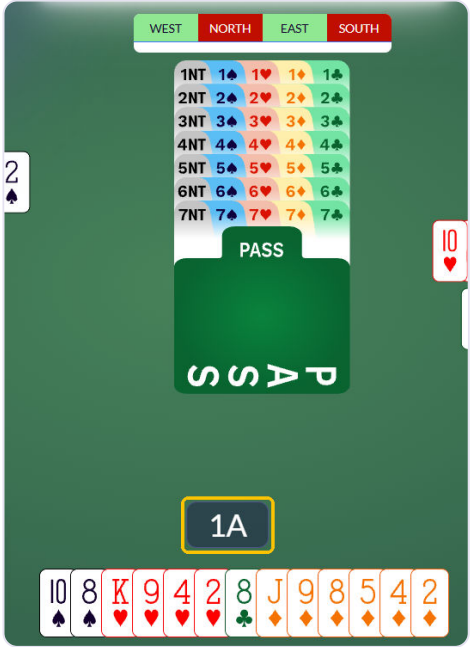
Bidding

Type	Result
1 H	1♥. Suits: C ♣ D ♦ H ♥ S ♠ N no trump (e.g. 3 N = 3NT)
1 A H or A 1 H	1♥ alerted
P	Pass
X or D	Double
R	Redouble
U	Undo the last bid

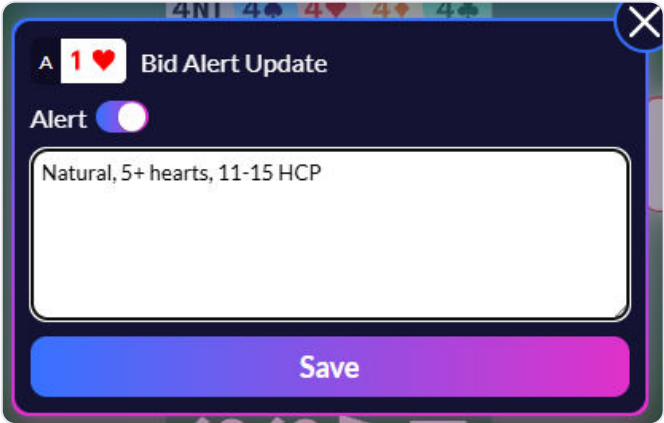
To add an explanation to an alert, click the alerted bid in the auction: the **Bid Alert Update** window opens. Type the explanation and click **Save**. To write suit symbols, type ! followed by the suit letter: ! h becomes ♥, and likewise ! s ♠, ! d ♦, ! c ♣. Capital letters work too (! H).



The alerted bid in the auction is marked with "A".



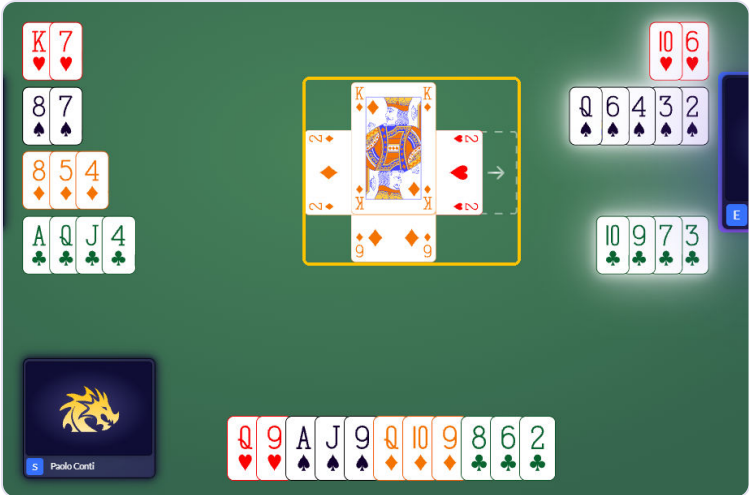
Typing 1 A ... the box at the bottom shows "1A".
H completes the alerted 1♥.



Click the bid to add the alert explanation.

Play

Type	Result
D7	Plays the ♠7: suit letter, then rank (A K Q J T for the 10, 9 ... 2).
A (rank only)	Enough when following suit. The system also remembers the suit of the previous trick : if clubs were played (K, 4, 5, 6), typing A on the next trick plays the ♣A.
↓ / ↑	Follow suit with the lowest / highest card.
Space	Ruff with the smallest trump , when the player can ruff.
(nothing)	Singletons are played automatically.
U	Undo the last card played.
Z + number	Claim: the total number of tricks for declarer (e.g. Z 1 0). The Claim button does the same.



A whole trick entered with three keys.

Example, 4♥ by North. Diamonds were played in the first trick and West won it.

- 2

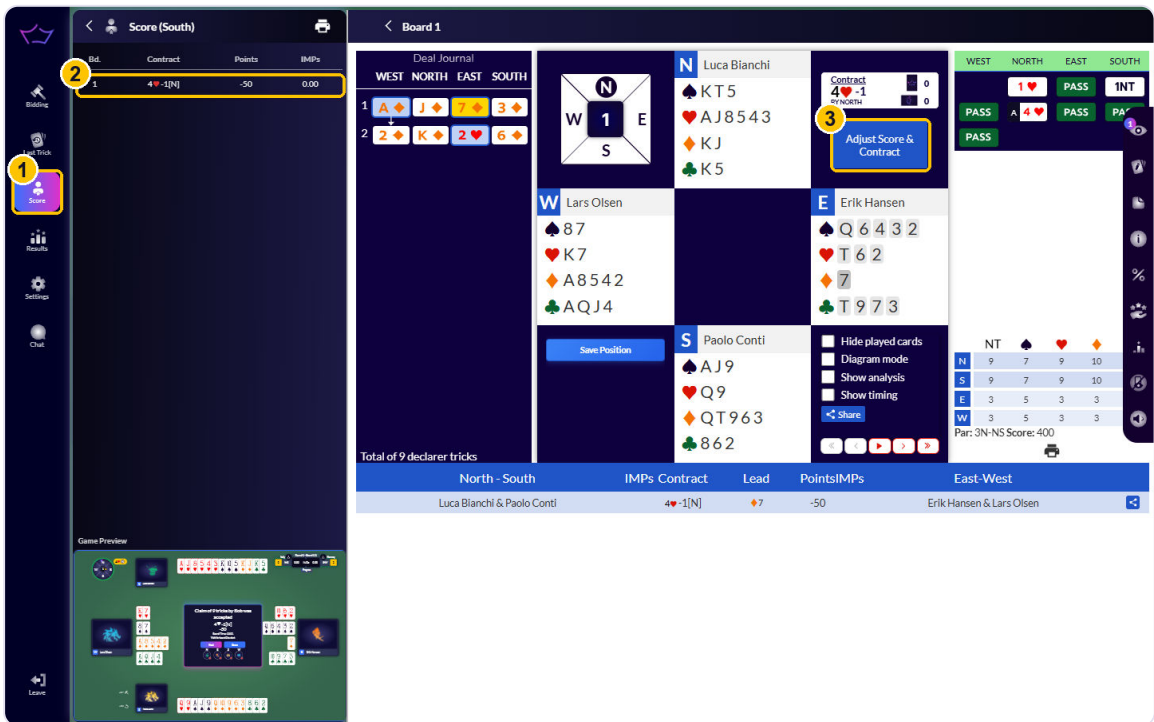
 : West leads the ♠2 (diamonds remembered).
- North has a singleton ♠K left: it is played automatically.
- Space

 : East has no diamonds and ruffs with the ♥2, the smallest trump.
- ↓

 : South follows with the lowest diamond.

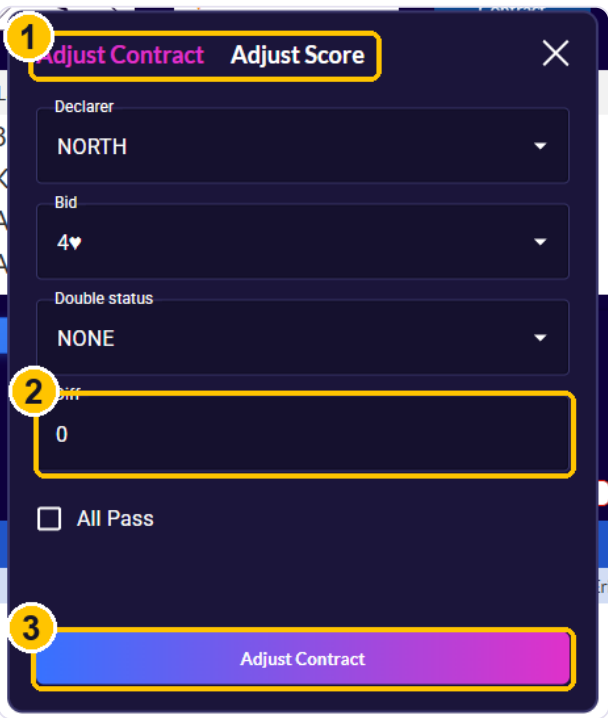
13. Correct a score or contract

If a board was entered wrongly (wrong claim, wrong contract, wrong number of tricks), the operator can correct the result.



The Score panel with board 1 open.

- 1. Click **1 Score** in the table's left menu.
- 2. Click the **2 board** you want to change.
- 3. Click **3 Adjust Score & Contract**.



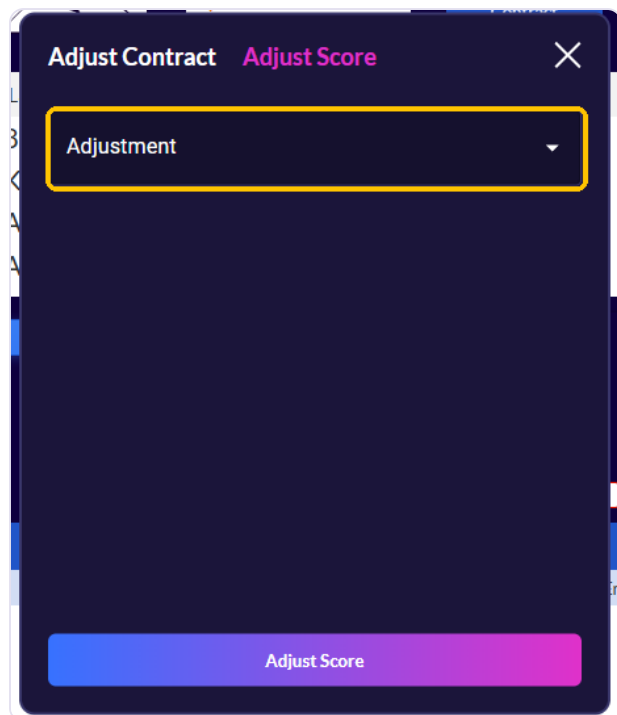
Adjust Contract tab.

- 1** Two tabs: **Adjust Contract** and **Adjust Score**.

In **Adjust Contract**, set the Declarer, the Bid and the Double status, then the result in **2 Diff**:

Diff	Meaning
0	Contract just made (=)
1, 2...	Made with overtricks (+1, +2...)
-1, -2...	Down 1, down 2...

Tick **All Pass** for a passed-out board. Click **3 Adjust Contract**; "Contract Adjusted Successfully" confirms it.



Adjust Score tab: assigns an adjusted score from the Adjustment list (e.g. averages) instead of a contract.

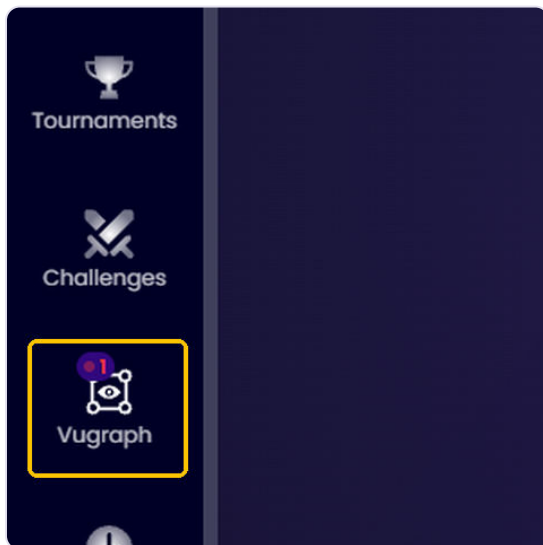
Reload the board to see the change

The board on screen keeps showing the old result. Go back to the score list and open the board again to see the correction.

North - South	IMPsContract	Lead	Points IMPs	East-West
Luca Bianchi & Paolo Conti	4♥ = [N]	7	420	Erik Hansen & Lars Olsen

After reopening the board: 4♥ -1 has become 4♥ =, 420.

14. Watching the broadcast

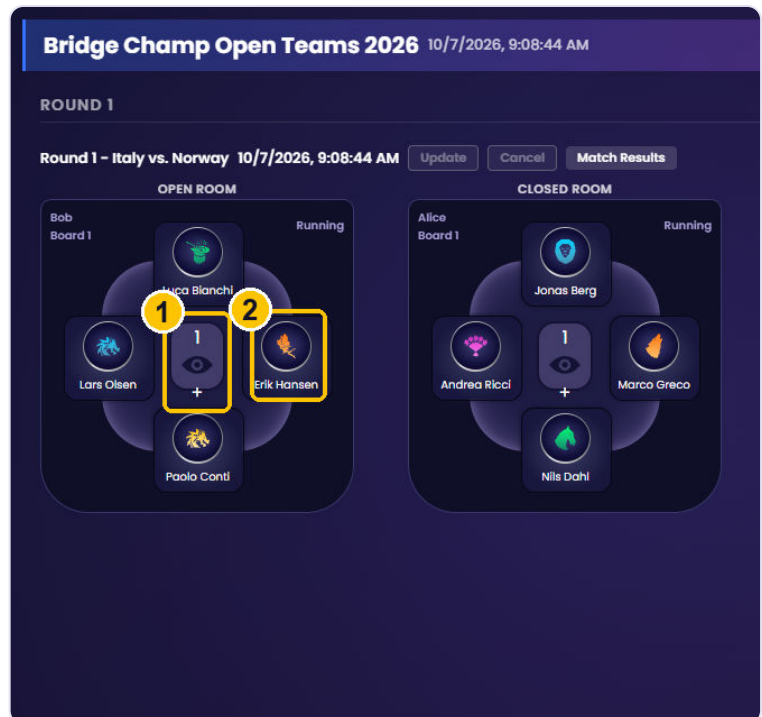


A live session: a blinking red dot with the number of running sessions.

Find a live session

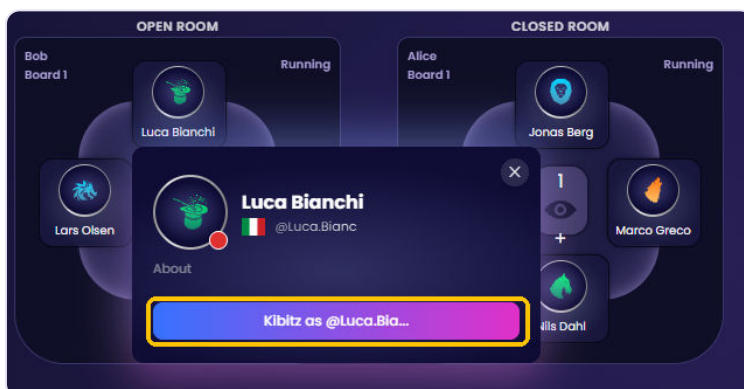
Log in on beta.bridgechamp.com. When a session is running, the **Vugraph** icon in the sidebar shows a **blinking red dot**. Click it to see the running sessions.

Join a table



Choose a table on the Vugraph page.

- 1 Click the **eye in the middle of a table** to watch the whole table.
- 2 Or click a **player**, then **Kibitz as ...**, to watch from that player's seat.



Kibitz as @Luca.Bianc: watch from Luca Bianchi's seat.

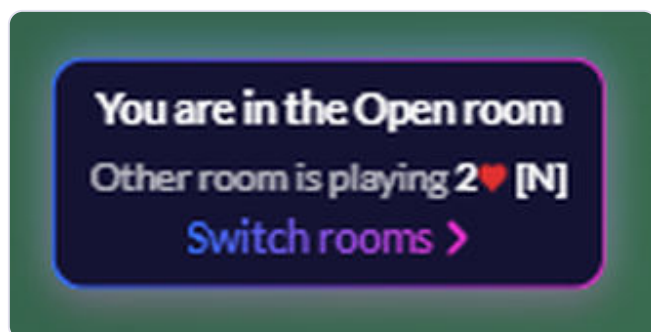
At the table



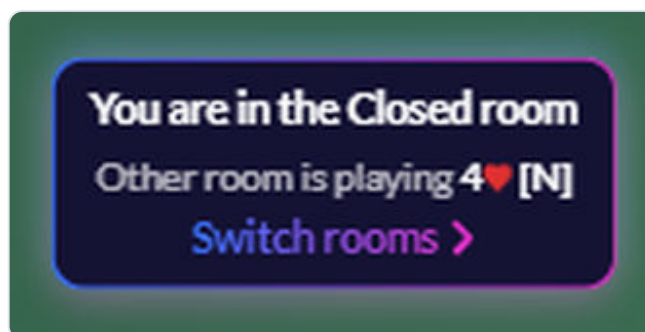
Chuck kibitzing the open room.

- 1 The box in the top left corner shows which room you are in and what is happening in the other room:
- **Other room is playing ...:** the contract being played on the same board in the other room.
 - **Other room played ...:** the other room is ahead and has already played this board; you see its final contract.
 - **Other room did not play this board.**

Click **Switch rooms** to go from the open room to the closed room and back.

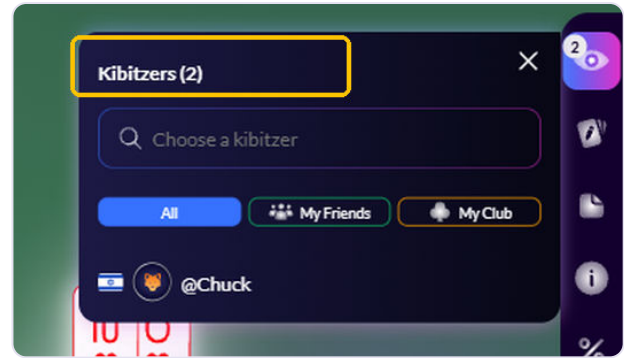


In the open room, watching the closed room's 2♥.



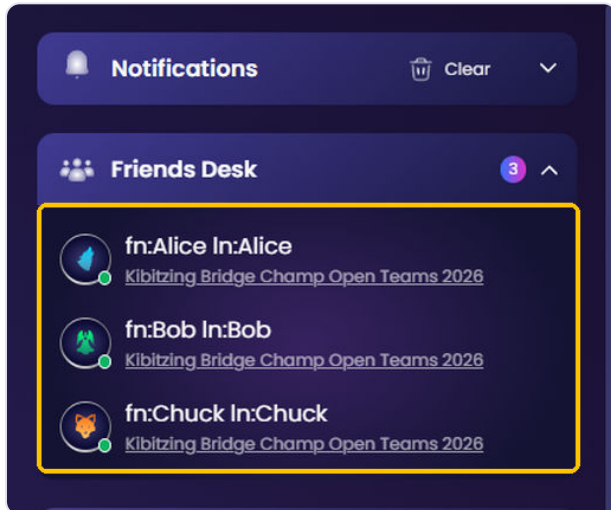
After Switch rooms: in the closed room, watching the open room's 4♥.

2 Number of kibitzers: on the web it is shown on the right-hand panel (the eye icon with a number). Click it to see who is watching. On mobile it is in the table menu.



Kibitzers panel on the web.

From the Friends Desk



The **Friends Desk** on the Home page shows the players you follow who are kibitzing the event ("Kibitzing Bridge Champ Open Teams 2026"). Clicking the link under a friend opens the event page; to sit at a table, use the [Vugraph](#) page as described above.

The Friends Desk on the Home page.

On the mobile app

Vugraph kibitzing is available in the Bridge Champ mobile app too: open the Vugraph tab, pick a session and a table as on the web. To go from one room to the other, tap the **switch** at the table. The number of kibitzers is in the menu.

15. Quick reference

Manager / director checklist

- ☐ Logged in on [beta.bridgechamp.com](#) with an account that has the Vugraph manager permission
- ☐ Another tournament director? Dashboard → pencil next to **Directors**
- ☐ Boards uploaded to Deal Source (one folder per round)
- ☐ Event created: [Vugraph](#) → [NEW EVENT](#)
- ☐ Boards imported for round 1: [Details](#) → [Preset Boards](#) → [Import](#)
- ☐ Players created (optional): [NEW PLAYER](#), or ask the Bridge Champ team to import your player database with photos
- ☐ Round 1 session(s) created with both operators: [NEW SESSION](#)
- ☐ [Open Lobby](#), then [Start Tournament](#)
- ☐ Each new round: [End round](#) → session(s) and boards for the next round → [Start round](#) (or the round's start time)
- ☐ Last round: [End tournament](#)

Operator reminders

- Log in on [beta.bridgechamp.com](#) with your own account, open [Vugraph](#) and click the eye of your table.
- Sit between South and East: the screen cannot be rotated.
- Seat the players with [ADD PLAYER](#).
- Corrections: [Score](#) → [board](#) → [Adjust Score & Contract](#), then reopen the board.

Operator keys

Bidding	
1H	1♥ (C D H S N)
1AH / A1H	1♥ alerted
P	Pass
X / D	Double
R	Redouble
U	Undo the last bid
Play	
SA	♠A (T = 10)
A	Ace of the suit led, or of the suit remembered from the previous trick
↓ / ↑	Lowest / highest card in the suit
Space	Ruff with the smallest trump
Z + n	Claim n tricks for declarer
U	Undo the last card
Esc	Clear what you typed
Singletons are played automatically.	