

ACBLScore Team Game Procedures (Windows Version)

TEAM GAME SETUP

(Specifically for a club GNT qualifying game but can be adapted for any team game)

1. Collect the entry forms.
2. Start ACBLScore for Windows..
3. If your default is not set to Club Mode, click on the Setup pull-down menu, select tournament/club mode and make sure the club mode box is checked.
4. Click on the Game pull-down menu.
5. If the date and time of day are correct, click OK, otherwise enter correct date and time of day. Game file names are of the form YYMMDD.AC_. Use M, A, E, or L in the blank space for Morning, Afternoon, Evening, or Late respectively. This will be the game file name (i.e., 090315.ACA for an afternoon game held on March 15, 2009).
6. Click the Section pull-down menu and select New Section (Add), or press F11 and select ADD, or use CNTL-A. There are 3 methods to add a new section.
7. Select Type of Game: 2. (Swiss, KO, Round Robin).
8. Select Section Letter for Event: A (or other letter of your choice).
9. Select Color: white (or other color of your choice).
10. Select Scoring Method: 2. Victory Points.
11. Select Pairing and Posting: 1. Swiss: Pairing by Computer.
12. Backup after each round: Yes.
13. Number of boards per match: 6 (or 7 if you prefer).
14. Number of matches: 4.
15. Maximum possible wins: 4.
16. Number of tables: enter table count
17. Starting team number: 1.
18. Select either Pairing Option:
 0. No initial pairings - means you will have to input the team pairings.
 1. Pair Round one – the computer will match teams 1 & 2, 3 & 4, 5 & 6, etc.
19. Select victory point scale: 20 VP ACBL.

ACBLScore Team Game Procedures (Windows Version)

20. Select event rating: 5. North American Pairs or Teams.
21. Further select event rating: 3. Grand National Teams—club level.
22. Select Club: select your club.
23. Select club session number: select or enter club weekly session number.
24. Select type of game: Open.
25. Select number of strata: 3 strata.
26. Total number of played sessions: 1.
27. Select upper masterpoint limit for Stratum A: None
28. Select upper masterpoint limit for Stratum B : 2000
29. Select upper masterpoint limit for Stratum C: NLM (note: all players must also be under 500 masterpoints.
30. Is this a flighted event: No.
31. Select qualifying field: 60% qualify to next level.
32. Qualify any team that wins at least 50% of the matches: Yes.
33. Tournament data: Enter GNT qualifying for event name. Also enter session, date, director, club number and name.

Entering Names

1. Click Edit pull-down menu and select: names; or just press F3.
2. Use Data Base: yes.
3. Enter player strata letter: yes.
4. Click F6 to begin entry.
5. Enter names for Team 1 (captain's name first) and click F9 when done.
6. Enter stratum letter: A, B or C.
7. Repeat steps 5 and 6 until all names of all team members and strata letters are entered.

ACBLScore Team Game Procedures (Windows Version)

Entering First Round Table Assignments

(This step is only needed if you selected option *0. No initial pairings* in step 18 above.)

1. Press F2 to select posting screen
2. Select 2. Pairing screen (round 1).
3. Press F6 to begin entry.
4. Enter opposing team for team 1 (usually team 2), and hit enter.
5. Enter the table number for this match, for example, assign team 1 to table 1, and hit enter. (Note that ACBLScore currently permits only one section letter and will assign teams 1 and 2 to the same table number (e.g., A1). You will have to manually assign one team to A1 and the other to B1, if that is how you have set up your tables.)
6. Enter the opposing team number for team 3 (usually team 4), and then hit enter. Enter 2 (or whatever table number you choose) in the table column. (Note that ACBLScore will assign team 4 to this table also. You will have to manually assign one team to A2 and other to B2 (or however you have your tables numbered).
7. Repeat for each head to head match.
8. For an odd number of teams, the last three teams will be in a round robin. Enter the first opposing team for the first of the three. (This should be the next higher team.) Hit enter. ACBLScore should fill in the rest of the competitive assignments for the round robin.
9. Assign a table number for the first of the three teams and hit enter. Note that ACBLScore will assign the same table number to all three teams. You will have to manually direct the second and third teams in the round robin to the correct table. For example, in a 7 table game, you may select table 5 for the first round robin team and assign the second and third round robin teams to tables 6 and 7. (However, be sure these three tables are not physically adjacent to one another.)

Entering Scores and Obtaining Next Round Table Assignments

(First make sure the round robin tables are entering the next round correctly before entering round 1 and round 3 results.)

1. Press F2 to bring up the posting screen dialog box.
2. Select posting screen: 1. Match Results Screen (round 1).
3. Press F6 to start if you have all results in hand. Otherwise, just highlight a team whose score ticket you have received and enter the rest when they come in.

ACBLScore Team Game Procedures (Windows Version)

4. Enter IMP results for the first result in first round head to head matches (entering the result for the winning team will result in the losing team result being automatically entered).
5. The next screen that automatically appears is labeled “Current Team Standing” and shows the IMP results for the two teams converted to Victory Points.
6. Hit the escape key to return to the scoring screen.
7. Repeat 4 through 6 until all first round head to head matches are recorded. (The first round robin results will not be entered until the end of round 2.)
8. After all first round matches are entered, a series of match screens appears with each one reporting which team will play which other team. Enter the table number you wish to assign that each match to and hit enter after each.
9. Select F5 to go to pairing screen. Select round 2 to see the round 2 pairings and table assignments displayed on the screen. **(Remember that the program assigns both teams in a match to the same table. You will have to tell the players or post manually on the assignment board the other table number for that match.)**
10. After round 2, repeat steps 1 through 9 to enter round two results and get round three pairings. After round two you will have both head to head and round robin match results to record.
11. Repeat again for next rounds, with round 3 being similar to round 1 (no round robin matches to record). Round 4 is similar to round 2, except that no table assignments are made, since that was the last round.
12. After round 4 – announce the winners!

[E N D]

(Thanks to Ed Parker)