

REPORTING INSTRUCTIONS

Use Club Mode for STaCs. In defining the specific parameters of your game:

- A. Choose Option (9) Sectional Tournaments at Clubs for game rating.
- B. Choose proper event restrictions.
- C. Choose the proper status (1=Championships)
- D. Make sure that ST0911049 appears whenever a sanction number is requested.
- E. Make sure you enter the EVENT CODE.

Hand records must be used. Only those players who enter the event are eligible for awards. **Non playing directors are encouraged but not required for Unit STaC games with six tables or less. Non-playing directors are required for Unit STaC games of 7 tables or more.** Games with less than 5 tables will be scored as a separate game.

Stratas for the games will be as follows:

STRATA: A – 1500+	NON MASTERS: A = 300-500
B - 500 – 1500	B = 100-300
C – 0-500	C = 0-100

At the end of your session, please e-mail your gamefile to me at poo@mpinet.net. **Please note that your club number must be included on the subject line of the e-mail.** If you have a session you ordered hand records for and do not hold that session, please let me know so I'm not waiting for your results.

Movements, rulings, whatever – can be quickly resolved by calling me. Please take pride and pay attention to detail in this service to our players.

Patty Johnson
Phone (863) 385-2795
Cell (863) 202-6728

EVENT CODES

	OPEN GAMES	NON MASTER	INVITATIONAL
Monday Morning	01OP	01NM	01IN
Monday Afternoon	02OP	02NM	02IN
Monday Evening	03OP	03NM	03IN
Tuesday Morning	04OP	04NM	04IN
Tuesday Afternoon	05OP	05NM	05IN
Tuesday Evening	06OP	06NM	06IN
Wednesday Morning	07OP	07NM	07IN
Wednesday Afternoon	08OP	08NM	08IN
Wednesday Evening	09OP	09NM	09IN
Thursday Morning	10OP	10NM	10IN
Thursday Afternoon	11OP	11NM	11IN
Thursday Evening	12OP	12NM	12IN
Friday Morning	13OP	13NM	13IN
Friday Afternoon	14OP	14NM	14IN
Friday Evening	15OP	15NM	15IN
Saturday Morning	16OP	16NM	16IN
Saturday Afternoon	17OP	17NM	17IN
Saturday Evening	18OP	18NM	18IN
Sunday Morning	19OP	19NM	19IN
Sunday Afternoon	20OP	20NM	20IN
Sunday Evening	21OP	21NM	21IN

For team games use T1 for one session or T2 for a two session game.

ADDITIONAL MOVEMENTS WITH HAND RECORDS

#TABLES	BDS PER ROUND	HOW TO START THE GAME
* 5	6	Move boards down 1 table & Move East/West up one table
6	5	Move boards down one table (Skip after round 3)
* 7	4	Move boards down one table & Move East/West up one table
8	4	Move boards down one table (Skip after round 4)
* 9	3	Move boards down one table & Move East/West up one table
10	3	Move boards down one table (Skip after round 5)
11	3	Move boards down two tables
12	3	Move boards down one table (Skip after round 6)
* 13	2	Move boards down one table & Move East/West up one table
14	2	Move boards down one table (Skip after round 7)
15	2	Move boards down two tables
16	2	Move boards down one table (Skip after round 8)
17	2	Move boards down two tables
18	2	Move boards down one table (Skip after round 9)

If you have a half table, run the movement you're most comfortable with. If you run a sitout, I prefer the sitout to be North-South so people are always at the table with the boards. As an example, if you have 14 ½ and run a sitout, the boards would move as if it were a 15 table game with 15 sets of boards in play. If you have any questions, please call me before starting the game so we don't have any problems.

If you expect 5 or less tables, you should make up your boards ahead of time so that they can play the optimum number of hands and opponents.

* These movements only allow you to play 24 boards.