

To: Club Managers
From: ACBL District 4
Re: Silverpoint Sectional (STAC),
Date: December 7-13, 2009
Participating districts/units: District 4
Sanction # ST **0912033**
Hand Records: Yes

STAC Conditions of Contest

IMPORTANT

Club Managers must pre-register at the ACBL website prior to conducting a Stac Game. The website will only accept the ACBL number of the club manager.

A. Types of Games Allowed

1. Stratified Open Pairs — combined for overall awards (must be stratified per the masterpoint limits below). Games must have five full tables to be included in the championship event. Games of less than five tables will be combined separately.

2. Stratified Swiss Teams — Swiss Team overall awards are based only on the entry at each individual site and may be stratified as desired.

3. Novice, 99er, 199er or 299er Games or any Intermediate Novice Game. Limited pair games must be stratified as follows so like limited games can be combined for overall awards:

299er: 300-100-50

199er: 200-100-50

99er: 100-50-20

49er: 50-20-10

4. Invitational Games – must use same limits as for open pairs(see below), and will be combined with other invitational games for overall ranking .

B. Participating Club Rules

1. Any club within the area of participation noted above may hold a STAC game in lieu of its regularly scheduled club game. Additional games may be held, as noted above.

2. The ACBL General Convention Chart will be used. Conventions and systems not allowed by the General Convention Chart will not be allowed.

3. Invitational games will be scored and ranked as sectionally rated Championship events with 1 restriction unless these games are opened to all players and advertised as such.

4. Limited masterpoint games will be scored and ranked alone unless a like limited masterpoint game is held at one or more other STAC sites. In this case, these games will be scored together for overall rankings and masterpoint awards.

5. Non-playing directors are encouraged but not required for games with no more than one section of 17 tables or less. **Non-playing directors are required in games larger than 17 tables or with two or more sections.**

6. Hand records will be used for all pairs sessions. These must be downloaded from ACBL's web site. Go into STaC Tournament Schedules and click on the link for the December District 4 STaC, then select hand records.

7. Each club must report its results to the DIC, **within 24** hours from the end of the game (12 hours for the final session).

NOTE: PLEASE READ THIS: Club games not reported within the 24 hour time limit will be scored, ranked, and issued masterpoints as a sectionally rated side game and will not be included in the Overall Awards. Any game not reported within 12 hours of the final session will be returned to the club to be rescored as a club game.

A club must post a copy of the recap for inspection at the end of each session.

Reporting will be by e-mail attachment of the game file. Arrangements may be made with the DIC to report by voice. Reporting procedures are as follows:

If you are using ACBLSCOR, copy your file to a disk or flash drive (stick) and email your results by paper clipping the file to your email to the director in charge.

Only send ACM, ACA, or ACE files.

No LZH , TXT. Or HTM files please.

Include your club number in the subject line

GAME SETUP

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

Set up as usual until you get to event rating.

Choose Option (9) the (1) Sectional Tournaments at Clubs for game rating.

Associate with club (y)

Number of strata (3) (use strat limits below)

Choose proper event restrictions.

Choose the proper status (1=Championships)

Played sessions (1) (unless setting up a two session swiss)

Enter strat limits (list below)

Multi site (Y) (unless swiss team event)

Enter tournament data

Use the sanction number above

Enter the EVENT CODE. From the list below

Strat Limits:

A=unlimited

B=2000

C=NLM (and less than 500)

Event Codes:

Morning (start prior to noon)

Afternoon (start prior to 6 PM)

Evening (start after 6 PM)

Day	Date	Event Code Morning	Event Code Afternoon	Event Code Evening
Mon	12/7	01OP	02OP	03OP
Tues	12/8	04OP	05OP	06OP
Wed	12/9	07OP	08OP	09OP
Thurs	12/10	10OP	11OP	12OP
Fri	12/11	13OP	14OP	15OP
Sat	12/12	16OP	17OP	18OP
Sun	12/13	19OP	20OP	21OP

Use the letters OP for open pairs, IP for invitational pairs, LP for limited pairs, T1 for a one session swiss and T2 for a two session swiss. Any other game use XX

Director in Charge: Jay Albright
Phone: 614-634-3014
E-mail: d4stacresults@yahoo.com

STaC Organizer: Tom Sakaguchi
Phone: 856-829-3327
E-mail: dotsak@verizon.net

The per table sanction fee of \$ 6.00 is to be remitted within 24 hours of the conclusion of the tournament to:

Name: Rick Rowland
Address: 1021 Oriente Ave
City/ST: Wilmington DE 19807-2260

MOVEMENTS WITH HAND RECORDS

#	TABLES	BDS PER RD	HOWTO START THE GAME
5	6		Move boards down one 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 two tables (Skip after round 7)
17	2		Move boards down two tables
18	2		Move boards down two tables (Skip after round 7)

* These asterisked movements only allow you to play 24 boards unless you prepare the boards ahead of time

ALWAYS PLAY YOUR NORMAL NUMBER OF BOARDS EXCEPT WHEN LIMITED BY THE NUMBER OF TABLES STARRED ABOVE IF YOU DUPLICATE YOUR BOARDS AHEAD OF TIME, YOU CAN RUN ANY MOVEMENT YOU WISH, MITCHELL OR HOWELL

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