

To: Club Managers

From: Dan Plato, Director in Charge

Re: Silverpoint Sectional (STAC),

Date: December 14-20, 2009

Participating district: District 12

**Sanction # ST0912052 (these are all zeroes, not the letter 'o')**

**Hand Records: Must be downloaded from the same site where you registered and used for all pair games.**

## **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 (see masterpoint limits below).
- 2. Stratified Swiss Teams** — Swiss Team overall awards are based only on the entry at each individual site. Clubs may stratify at their own discretion.
- 3. Novice, 99er, 199er or 299er Games** or any Intermediate/Novice Game.
- 4. Invitational Games (as in country club private games)** – use same stratification limits as for open pairs, will be combined with other invitational clubs 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. (Do not place 1 restriction on intermediate/novice games that are held at open clubs. The masterpoints are already reduced based upon the ceiling you place on the game.)
- 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 and when hand records are used, unless prior arrangements are made with the DIC.**

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

7. Overall results will be posted to the ACBL STaC site (where you registered), as well as the District 12 website. I will also try to e-mail results to the club directors who have reported their games to me.

**NOTE: PLEASE READ: Club games not reported within the 24 hour time limit will be scored, ranked, and issued masterpoints as a sectionally rated side game (65% of the points awarded) 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. Any scoring corrections must also be submitted within the 24 hour time limit. Please make sure your players are aware of this!**

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 and district 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) then (1) Sectional Tournaments at Clubs for game rating.

Associate with club (y)

Number of strata (3)

Choose proper event restrictions.

Choose the proper status (1=Championships)

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

Enter strat limits (see list below for all open pairs and invitational pairs games)

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 for Open Pairs and Invitational Games

**A= 1500+**

**B= 500-1500**

**C= 0-500**

**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	12/14	01OP	02OP	03OP
Tues	12/15	04OP	05OP	06OP
Wed	12/16	07OP	08OP	09OP
Thurs	12/17	10OP	11OP	12OP
Fri	12/18	13OP	14OP	15OP
Sat	12/19	16OP	17OP	18OP
Sun	12/20	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: Dan Plato  
Phone: 770-530-6914  
E-mail: boomboys@mindspring.com

STaC Organizer: Barry Lippitt  
Phone: 248-357-0002  
E-mail: [d12coordinator@earthlink.net](mailto:d12coordinator@earthlink.net)

Payment: The cost to each club is \$5.75 per table. Make checks to ACBL, District 12. Mail promptly to:

Barry Lippitt  
Treasurer  
29777 Telegraph Road Suite 2500  
Southfield, MI 48034

## Starting Games with Hand Records When Players Do the Duplicating

# of Tables	Run as....	Boards in Play	Bds per tbl	Skip?	Boards Played	Notes
2 ½ - 5		varies			varies	Run as Howell, Pre-duplicate boards
5 ½	6	30	5	after 3	25/20	Better to run as Howell with pre-dupes
6		30	5	after 3	25	To start, boards down one table Better to run as Howell with pre-dupes
6 ½	7	28	4		24/20	To start, boards down one table, E/W players up one, Or run as Howell with pre-dupes
7		28	4		24	To start, boards down one table, E/W players up one table
7 ½	8	32	4	after 4	28/24	To start, boards down one table
8		32	4	after 4	28 or 24	To start, boards down one table
8 ½	8 w/ bump	32	4	after 4	28/24	See instructions for 8 tables--Or pre-dupe and place 3 boards at each table
9		27	3		24	To start, boards down one table, E/W players up one
9 ½	10	30	3	after 5	27/24	To start, boards down one table
10		30	3	after 5		To start, boards down one table
10 ½	11	33	3		27/24	To start, boards down two tables
11		33	3		27 or 24	To start, boards down two tables
11 ½	12	36	3	after 5	27/24	To start, boards down two tables
12		36	3	after 5	27 or 24	To start, boards down two tables
12 ½	12 w/ bump	36	3	after 5	27/24	To start, boards down two tables Or pre-dupe and run as 13 tables
13		26	2		24	To start, boards down one table, E/W players up one table
13 ½	14	28	2	after 7	26/24	To start, boards down one table
14		28	2	after 7	26 or 24	To start, boards down one table
14 ½	15		2		26/24	To start, boards down two tables
15		30	2		26 or 24	To start, boards down two tables
15 ½	16	32	2	after 7	26/24	To start, boards down two tables
16		32	2	after 7	26 or 24	To start, boards down two tables
16 ½	17	34	2		26/24	To start, boards down two tables
17		34	2		26 or 24	To start, boards down two tables
17 ½	18	36	2	after 7	26/24	(or split into two sections)
18		36	2	after 7	26 or 24	To start, boards down two tables, (or split into two sections )