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.

3. Novice, 99er, 199er or 299er Games or any Intermediate Novice Game.

4. Invitational Games – use same limits as for open pairs, will be combined for overall ranking**.**

B. Participating Club Rules

1. Any club within Units 102, 219 and 243 may hold a STAC game in lieu of its regularly scheduled club game. Additional games may be held as allowed by ACBL club regulations and STaC conditions of contest.

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 (20% reduction) unless these games are opened to all players and advertised as such in advance.

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. **(New) If a director does play in a one section game with 17.0 tables or less, the director and partner will only be eligible for session, not overall, awards.**

6. (New) If a game for which you have registered is not held, please be sure to notify the ACBL director as soon as possible. Delaying notification will also delay processing the overalls for all other clubs.

7. Hand records must be downloaded from the ACBL website link for this STaC and used for all pair games.

8. Only games of 5.0 tables (10 pairs) or more will be combined for overalls in the championship event. Smaller games will be combined in a separate, fully sectional-rated open pair game.

IMPORTANT: Each club must report its results to the DIC **within 24** hours from the end of the game (12 hours for the final session). 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. **If you have a problem submitting your gamefile, contact the ACBL director immediately.**

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. In unusual circumstances, arrangements may be made with the DIC to report results another way. Using ACBLSCOR, copy or backup your gamefile to a disk or flash drive (stick) and email the gamefile by paper clipping the file to your email to the director.

Only send ACM, ACA, or ACE files.
No LZH , TXT, BWS or HTM files, please.
Include your club number in the subject line of your email message.

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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.

When setting up a gamefile you select invitational only if the game is restricted by other than masterpoints (members only, women only, etc.). Games that are open to any player with less than some upper masterpoint limit are reduced by the upper masterpoint limit only.

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 **ST1303049** for the Sanction Number.
Enter the EVENT CODE. From the list below.

Strat Limits:
A= 2000 +
B= 750 - 2000
C= 0 - 750

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	02/25	**01OP**	**02OP**	**03OP**
Tues	02/26	**04OP**	**05OP**	**06OP**
Wed	02/27	**07OP**	**08OP**	**09OP**
Thurs	02/28	**10OP**	**11OP**	**12OP**
Fri	03/01	**13OP**	**14OP**	**15OP**
Sat	03/02	**16OP**	**17OP**	**18OP**
Sun	03/03	**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: Peter Marcus
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E-mail: stacworld@att.net

STaC Organizer: T J Singer
Phone: 954-816-1850
E-mail: tsinger@mindspring.com

Table Fees

The table fee is $ 6.00 per table. Please make out your checks and mail them to the unit treasurer for your respective unit within 24 hours of the end of the STaC. Checks should be sent to

Unit 102 (make checks payable to ACBL Unit 102)

Sandra Fleischman
6818 74th Street Circle E
Bradenton FL 34203

Unit 219 (make checks payable to ACBL Unit 219)

Kay Huke
3339 Edgewater Drive
Gulf Breeze FL 32563

Unit 243 – The unit controller will send you a bill shortly after the STaC ends. Please send your payment after receipt of the bill.

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 If you want to play more than 24 boards, either pre-duplicate the boards or call the DIC for other, special movement instructions.

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