

2013 Great Western Summer STaC

August 19-25, 2013

Sanction # **ST1308008**

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This is the **only** e-mail address to use – any other submission may not get to me in a timely manner. Gamefile submissions to other addresses that do not reach me in time will be deemed late, and not included in the main event.

Cell Phone: (719) 660-6168

All email communications, whether a gamefile submission or not **must** have your club# in the subject line. I have over 300 clubs corresponding with me, and this is the only sure way I have of identifying who I'm corresponding with. Communications without the club number (including gamefile submissions) may get lost in the shuffle, causing you to not be answered or have your gamefile submission not be included in the main event.

ACBL REPORTING REQUIREMENTS WILL APPLY FOR ALL GAMEFILE SUBMISSIONS!

GAMEFILES AND ANY SCORING CORRECTIONS MUST BE RECEIVED BY THE FOLLOWING TIMES:

Morning games: 5:00 PM (MST) the following day.

Afternoon games: 10:00 PM (MST) the following day.

Evening games: Midnight (MST) the following day.

ALL Sunday games must be received by Noon (MST) on Monday.

Games MUST be submitted as the ACBLScore gamefile (ending in ".ACM", ".ACA", ".ACE", or ".ACL")

CALL me if you have a problem finding or attaching this file to your e-mail. Any other submission will not be processed – therefore will NOT be included in the main event. ".htm", ".txt", ".lzh", etc... are not gamefiles and will be summarily dismissed. An email will be sent to you stating that I have received the wrong file, and requesting the proper one. The proper gamefile must still be received by the above cutoff times.

Please note the new policy: Playing directors (and their partners) are ineligible for overall rankings or awards. Playing directors are eligible for section awards.

Please see page #5 for setup instructions to adjust eligibility.

Sanction fees must be sent in within 48 hours of your final game. Please print out and use the reporting form on page #8 with your payment submission. Thank you.

Download the instructions and hand records from <http://www.acbl.org/tournament-calendar/stac/> after you register.. If you have any problems, let me know. **YOUR HAND RECORDS WILL NOT BE EMAILED TO YOU.**

Swiss team events are allowed in any session. You may stratify them as you wish. Overall awards for team events will be for that site.

All Gamefile submissions **must** be submitted to stacman592@yahoo.com by the cutoff times listed on page 1. If I do not have your gamefile by the appropriate cutoff time, **it will not be included in the main event!** Per our conditions of contest, any such games will be combined in a separate *side game rated* event, and awards will be based on this much smaller award calculation. **If you attempt to submit your gamefile, and have a problem, please CALL me, and let me know that something's wrong. Have the information for your game in front of you when you call me.** I will acknowledge, by e-mail, all gamefile submissions, as quickly as possible, definitely within 4 hours of receipt (for evening games; by 9:00AM M.S.T the next day), as long as you have included your club# in the subject line. If you don't get this acknowledgement, please CALL me to verify receipt of your gamefile.

Gamefile submissions must be the ACBLScore gamefile. This is the file that ends with .ACM for morning games, .ACA for afternoon games, or .ACE for evening games. If you don't change the ACBLScore defaults, the rest of the gamefile name will be based on the date: YYMMDD.AC?. If you need help retrieving and emailing this file, I will be available for the entire tournament and can help step you through it on the phone. (You may try calling 24 hours/day – If I'm unavailable, please leave a message. If it's a late call, please tell me when I may call you – i.e. until 2:00am, after 9:00 am, your local time, etc., or I will assume that 9:00AM-9:00PM is the acceptable call time range). Please be in front of your computer when you call me for this, or any other computer related questions. Do not send files that end with ".htm", ".txt", ".lzh", or any other extension. These are not gamefiles and cannot be processed, **nor do they constitute submission within the 24 hour period.**

Score corrections have the same cutoff time as gamefile submissions. Name corrections will be accepted until 6:00 PM the Monday evening following the end of the STaC tournament. Strats for overall ranking will only be raised, not lowered, for a player name correction submitted after the cutoff time. Local section awards will be recalculated using the corrected strat. (If your original name made the pair a strat "A", or "B" pair, and the correction makes the pair a strat "C" pair, the pair will remain strat "A" for overall awards, unless the name change was submitted before the original cutoff time.)

Score corrections should be submitted in the following manner: Note the correction in an email to me. The email should have your club # in the subject line, and note, either in the subject line, or in the body of the email the session and the correction. (e.g. Board #9 N/S 6 vs E/W 3 should be N/S +200 instead of E/W +200). Name changes should be submitted the same way.

If you do not use ACBLScore, please call me at the conclusion of your game to handle reporting instructions. Do not email anything to me until/unless I advise you so to do.

All games are to be stratified by average. There will be a consistent stratification breakdown for all top masterpoint limited games (including open). The event codes have been expanded to reflect these common game limits and are outlined on the next page. If you wish to run a limited game with a different top limit than indicated, it will be a standalone game, so overall awards will only be awarded based on the tables at your own site. You may stratify this type of game with any breaks you wish. **If it is your actual intent to run a standalone game with a limited top strat game, then two additional things need to be done by you.**

*1 - When you are setting up your gamefile, answer "no" to the question about whether this is a multi-site event. **This is only for special standalone pairs games, and all Swiss Team games – all other games answer “yes” to the multi-site question.***

2 - add a note to me in the gamefile. In DOS, the command is "NOTE", in windows, use the command list (<F11> or "Alt-L" and select the command "NOTE". Just say something like "This is intentionally a standalone game". If this is the case, the overall awards will only be calculated on your local table counts

.
If you fail to include this note, I will assume a mistake was made, and re-stratify your game when I receive it.

Sanction fees are to be mailed within 48 hours of the completion of your last session. Please be prompt and remember to print and include the STaC report form on the last page of this guide.

Any conditions not addressed in this guide will be determined by the official Western Conference STaC CofC, and by the general ACBL STaC CofC.

Event Codes (note: these are expanded from prior STaCs)

Replace the "XX" listed below with the session number. Session numbers are:

01 - Monday Morning	02 - Monday Afternoon	03 - Monday Evening
04 - Tuesday Morning	05 - Tuesday Afternoon	06 - Tuesday Evening
07 - Wednesday Morning	08 - Wednesday Afternoon	09 - Wednesday Evening
10 - Thursday Morning	11 - Thursday Afternoon	12 - Thursday Evening
13 - Friday Morning	14 - Friday Afternoon	15 - Friday Evening
16 - Saturday Morning	17 - Saturday Afternoon	18 - Saturday Evening
19 - Sunday Morning	20 - Sunday Afternoon	21 - Sunday Evening

XX01 - Open Pairs. Strats are +/-2000/750

XX02 - 749er pairs 750/300/100

XX03 - All 499er, 299er, and NLM 500/200/100

XX04 - All 199er pairs. 200/100/50

XX05 - 99er pairs. 100/50/20

XX06 - 49er pairs. 50/20/10

XX07 - Newcomer pairs. 20/10/5

(example: A Thursday Afternoon 499er game would be event code: 1103)

XX21 - Auxiliary pairs. +/-2000/750. **These are open games with less than 10 pairs.**

To be eligible for the Open Pairs (XX01), there must be a minimum of 10 pairs in the game. If your game is an open game with less than 10 pairs, your event code will be XX21.

XX11 - Any Invitational Pairs*. (If you have more than one invitational pairs events at the same time, keep adding 1, so a second event will be XX12, etc...)

XX99 Any team game. (If you run more than one team game at the same time, count down from 99, so a second team game will have the event code of XX98, etc..)

XX50 - For any games not listed above (keep adding 1 if you have more than one event that's not listed above - 51, 52, etc...)

* Invitational games are limited by age, address, or other restriction. Games that allow anybody to play in them, except for people with more than a specified number of masterpoints, are not invitational, but are "limited", (749er, or non-life master e.g.).

If you have any questions, or problems determining your event code, please call me before or during your game, and I'll be happy to help. Bill (719) 660-6168.

Game Setup Instructions

Start setting up your gamefile normally. When you select that it is a stac game (option #9 in the event rating segment), there will be a few different questions than for a normal club game.

Select option #1 "Sectional Tournament at Clubs".

Then, "yes" to the question Associate the STAC game with a club.

Select the 5th option for number of strata "three strata - average of both players"

Then, "Championship Rating"

All pairs games are 1 session, team games may be held as a 2 session event

Select the appropriate masterpoint rating - the open game will be "no limit", 2000, 750.

When the computer asks if this is a multi-site event, **for pairs games the answer is "YES"**.

For team games, or games that are intentionally not participating in the big events, the answer is "NO".

When the tournament information box pops up, fill in the blanks.

The sanction number is the entire sanction number, *including the letters*; "ST1305012".

Select your event code from the list on the previous page. All four digits are important - make sure you select the proper session number when you enter the event code. Example: an open pairs game run on Wednesday afternoon will have the event code of: "0801".

Games with a standardized top masterpoint holding (including unlimited) will be re-stratified automatically by me. Therefore, it behooves you to enter my standardized strats from the outset, as your section awards will then match what is ultimately submitted to ACBL.

For games with playing directors

!MAKE SURE YOU LIST THE ACTUAL DIRECTOR'S NAME IN THE "DIRECTOR" BOX – THIS WILL BE THE OFFICIAL PLAYER WHO WILL BE MARKED INELIGIBLE!

To mark a pair as ineligible for overall awards:

In the main game screen OF THE SECTION THE DIRECTOR IS PLAYING IN, press the <F9> button.

Select option #4 - Qualification/Eligibility.

In the next menu, again select option #4 – Specify Overall and Session rank ineligibility.

This will bring up a list of players.

Find the Director's pair number (and direction for a Mitchell/Web).

Change the eligibility from "Y" to "S". This allows section awards, while eliminating this pair from the overall listing.

Helpful Errata - from questions I've had in the past.

"Limited" means a game that is restricted only by masterpoint holding.

"Invitational" means a game that is restricted by gender, address, age, or some other restriction that bars specific people from playing, regardless of how many masterpoints they hold.

"Auxiliary Pairs" are otherwise open pairs games that have less than 10 pairs in the game. This is a separate championship event that will have the overall awards based on the total number of tables from open games with less than 5 full tables.

Section awards are awards that are paid to players who sit in the same direction in the same section. This would be all pairs in a one-winner movement. If you have more than one section, and you combine the rankings between the multiple sections, there will only be one section 1st awarded; won by the highest ranking pair in each direction of all combined sections. These awards are calculated locally - based on the number of pairs in your own game - irregardless of what anybody else's game has. Because of this, your players may, with a good game and a lot of pairs in their strat, achieve a higher section award than overall award. In all cases, the final award to your players will be the highest of all awards won. Your players may see pairs who ranked lower in the overalls earn a higher award. This is pretty much always because the pair earned a higher section award than the overall award would have been. Don't hesitate to drop me a line to double check that everything is on track, if this occurs.

Overall awards are awards that are paid after all gamefiles are processed for a specific event. These are ranked based on the percentage score of all pairs, sitting any direction. The awards are calculated based on the total number of tables from all submitting clubs. Because of this, the overall awards will take awhile to be calculated, and will be changing until finalized. Finalized results will be noted as final on the WC website – they will not be specifically noted on the ACBL website, but when the WC site reflects “final”, the ACBL website will also be final. After a session is listed as “final”, there will be no corrections of any nature allowed for the open games, including adding non-reported games, scoring corrections, etc... with the exception of player name changes as listed above, or errors on my part.

If you hold games with more than one section, it is more likely that your players will have a higher score if you do not score across the field. It is your choice whether you score across the field. The decision of whether or not to score across sections must be made in advance of the scoring, and is not to be changed after scores are known. My recommendation is that you score and rank within sections.

MOVEMENTS WITH HAND RECORDS

# of Tables	Bds/ Rnd	# of Played Rds.	How to start after duplication
5*	6	4	Boards down 1 table & E/W players up 1 table
6	5	5	Boards down 1 table, skip after 3 rounds
7*	4	6	Boards down 1 table & E/W players up 1 table
8	4	7	Boards down 1 table, skip after 4 rounds
9*	3	8	Boards down 1 table & E/W players up 1 table
10	3	9	Boards down 1 table, skip after 5 rounds
11	3	9	Boards down 1 table
12	3	9	Boards down 1 table, skip after 6 rounds
13*	2	12	Boards down 1 table & E/W players up 1 table
14	2	13	Boards down 1 table, skip after 7 rounds
15	2	13	Boards down 2 tables
16	2	13	Boards down 2 tables, skip after 7 rounds
17	2	13	Boards down 2 tables
18	2	13	Boards down 2 tables, skip after 9 rounds Alternatively, run 2 9-table sections*

*Asterisked movements will result in 24 board movements, unless you preduplicate the boards.

ALWAYS PLAY YOUR NORMAL NUMBER OF BOARDS, UNLESS LIMITED BY THE ASTERISKED MOVEMENTS ABOVE. IF YOU PREDUPLICATE YOUR BOARDS, YOU CAN PLAY ANY MOVEMENT NORMALLY, HOWELL OR MITCHELL.

If you expect a Howell movement, you should make up the boards in advance, so your players can play the optimum number of boards and opponents.

Non-limited games require a minimum of a 20 board movement

If you have any questions or problems, please call me.

Bill Michael (719) 660-6168

