

DISTRICTS 14/15 STaC CONDITIONS OF CONTEST

SANCTION NUMBER **ST1404030**

April 7 – 13, 2014

1). STaC's are primarily pair games. All games will be stratified by **Pair Average**. Strata's are:

A – 2000+

B – 750 - 2000

C – 0 – 750

If you are running an Open Game with no upper limit, and use different strata levels for B & C, I will change them to the above listed strata breaks.

Strata for NLM games are at the discretion of the local club manager. NLM games at different clubs having the same strata will be scored as the same event as in the open games. Keep in mind that if you are conducting a limited game that no player with more than the upper master point limit can play in that event and be eligible for any award. Ex. Running a 499er pair game. No one player can have more than 499.99 master points.

2). Clubs may hold a ONE or TWO SESSION SWISS TEAM EVENT and may, at the local director's discretion, use the above strata or adjust the strata to achieve three teams in the lowest strata. SWISS TEAMS ARE NOT DISTRICT WIDE EVENTS.

3). GAMES MUST HAVE THREE (TWO AND ONE-HALF ROUNDED UP) TABLES FOR OVERALL RANKING.

4). PLAYERS MAY PLAY IN ONLY ONE GAME THAT WILL BE SCORED IN THE SAME SESSION.

5). District wide hand records **will not** be used.

6). I encourage invitational games to open their sessions for this event. Restricted games will be scored as side games. We also encourage clubs to add sessions at any time during the STaC that do not conflict with established games in the area.

7). STaC GAME SETUP.

a. Set up as usual until you get to Event Rating.

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

- c. Associate with a club by putting in your club number.
- d. Enter the number of strata for your game (3) and enter the strata limits for the tournament.
- e. Choose proper event restrictions. For the open games, the correct number will be 0.
- f. Enter the number of sessions. This will be one unless you are playing a two-session swiss.
- g. Designate this event as a Multi-Site event. (Except for teams)
- h. Enter the tournament Data.
- i. Use the sanction number above.
- j. Enter the Event Code from the list below.

The Event Codes you are to use are as follows:

DAY	MORNING	AFTERNOON	EVENING
Monday	01PO	02PO	03PO
Tuesday	04PO	05OPO	06OPO
Wednesday	07PO	08PO	09PO
Thursday	10PO	11PO	12PO
Friday	13PO	14PO	15PO
Saturday	16PO	17PO	18PO
Sunday	19PO	20PO	21PO

The first two digits are the numbers of the session in which your club is sanctioned. Clubs holding additional games, use the event code for that session. The last two characters OP (O not zero) for clubs entered in the stratified open pairs. If your game is a limited or invitational game then, for the last two digits, enter IP for invitational events, LP for events with an upper masterpoint limit, T1 for a one session swiss, and T2 for a two session swiss. If you are running any other types of games, enter XX for the last two digits. In cases of doubt, feel free to call the DIC.

NOTE: If you are running more than one event, example an open and a limited game, and you do not intend to have the limited game as part of the STaC, either remove it from the file to be sent to the DIC, or indicated in the email that it is not to be included. If you don't, it will be included and you will be required to pay the sanction fee.

8). E-mail results to the Director in Charge, Larry Brobst, lbmax10stac@gmail.com, (515)570-5130 within **24 hours** of game end. Put the following information in the subject line of your e-mail: ST1404030, your club number and the file name. For example: ST1311040, 123456, 111304.xxx. This will greatly assist the DIC to put your game in the

proper STaC session and speed the process of posting and accuracy of the results. **Failure to report within the 24 hour time frame will result in your game being ranked separately as a side game and reduced masterpoint awards for your players.** After your game is completed, use the BACK command to back up your game file. Save it to a memory stick or your root directory(c:\). The file will have a filename of 1306xx.acm, 1306xx.aca or 1306xx.ace for the games. xx will be the date of your game. **Do not send a file with an .LZH extension.** Attach it to the email and send to the DIC. If do not have internet access, you may call the DIC with your results. Make sure you have a copy of the short press in front of you so that you can give him all the necessary information. This includes the ACBL number for all participants in your game and their percentage score.

He will also need names of all non-members participating. Results and schedule will be posted on the WEB at the following address: www.acbl.org/tournament-calendar/stac/. Click on the D14/15 link.

9). **Do not** DBADD the game. All masterpoints will be awarded by the ACBL.

10). If you need to cancel any games, please call or e-mail the DIC. This will reduce posting times and help with tracking participation.

11). A payment of \$7.00 per table is due within 24 hours of the conclusion of the last session in which your club participates. Failure to remit the fees in a timely basis may result in ACBL action on your sanction. Send a check for \$7 per table/\$1.75 per person made out to District 15, and mail it to the following address:

Marti Malcolm, 2725 SW Bluestem DR, Topeka, KS 66614-6095

Marti will forward payments due to the ACBL. Please do not send them any money.

If you have any questions, contact Marti Malcolm, telephone (785) 478-3494.

Please note: Your game file is to be sent to the DIC within 24 hours of the game ending time; 12:00 noon the next day for a morning game, 6:00 pm for an afternoon game an 12:00 midnight for an evening game. I will respond to the receipt of all files. Game files received after the above listed times will be included as a side game for the registered session at a 60% rating. They will still be silver points.