

Game Hacks Available to e-Clubs

<p>Hacks go in the description field, and each must be surrounded by + signs. NO HACK is case-sensitive; they all work both UPPERCASE & lowercase.</p> <p>You may “string” the hacks, or list them separately.</p> <p>+allavail+mplimit=300+SECTIONSIZE=17+ <i>is read by BBO the same as below:</i> +allavail+ +mplimit=300+ +SECTIONSIZE=17+ (Spaces between don’t matter.)</p>	
<p>+allavail+</p> <p><i>Applies to all e-Club games.</i></p>	<p>This hack in any game will delay the start of the Tournament until all players are online. This allows you to chase down MIA players. At game time, it checks for players about every 12 seconds. When all your players become available, the tournament will start soon. <u>This is a hard stop if players are missing.</u> If you decide not to wait any longer, click “Unregister Offline Teams” in the Tournament drop-down menu. (In case this doesn’t work, if you need to start the tournament anyway, remove the +allavail+ and modify, and the tournament will start. This can also happen if your players are online, but currently playing another tournament.)</p>
<p>+bduration=nn+</p> <p><i>Applies to all e-Club games.</i></p>	<p>+break1+ +bduration=10+ This hack creates a break after the first round, and the break will be 10 minutes. Once the game begins anew after 10 minutes, you can edit and change the +break1+ to +break4+ (for example), and modify, and there will be a 10-minute break after round 4 next. If you wanted to shorten the break, simply edit the game and remove the break hack, and modify. It will restart shortly.</p>
<p>+breakX+</p> <p><i>Applies to all e-Club games.</i></p>	<p>To add a break after round X, use +breakX+, and modify. This adds a 60-minute break after round X. If you are ready to resume prior to 60-minutes, edit the game, change +breakX+ to +breakX-1+ and modify. The game will restart in a minute.</p> <p>Example: If you want a short break after the first round, add +break1+. This will provide a 60-minute break. To shorten the break, wait until the desired amount of break time has elapsed (5-10 minutes). Edit the tournament to change +break1+ to +break0+ and modify. The game will move to next round. For another break after round 2, add +break2+ to the description field and modify. Once the second round is done, the break starts. Editing and changing it back one to +break1+ (and modifying) will end the break and move to the next round.</p>
<p>+gnt+</p> <p><i>Applies only to Swiss teams run 9/1 – 2/29.</i></p>	<p>If you use +gnt+ September 1 through February 28, it will convert your team game to a club-level Grand National Teams qualifier. It will award double points, half red and half black. This hack is NOT case-sensitive. When Virtual Clubs are having a platform-wide special event, the +gnt+ will fail. For example, if all Virtual Clubs are running Silver Linings week, your game will default to the Silver Linings rating, and will ignore any +gnt+ hack. For further instructions on this hack, please see this link.</p>

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<p>+hd+</p>	<p>When you allow players to register with robots as partners, you may force the human to declare. The system will move the human to the robot seat if robot wins the contract, and will return the human to their own seat after completion of the hand. (This mimics the way that the BBO robot tournaments work.) This applies to any robots that you seat once the game begins, <u>so long as the robot is seated before the auction ends</u>. Without using this hack, when the robot wins the auction, the robot will be the declarer.</p>
<p>+hm18+ <i>Applies only to pair games only with the +howell+ hack</i></p>	<p>If you have 3-5 tables, and you want the system to run an 18-board movement automatically, use this hack in the description field alongside the +howell+ hack above. When you have 5 tables, this will create a revenge round. If you don't wish to have a revenge round, then specify the movement you want, instead of asking BBO to automatically run +hm18+ (See more in the Howell document.)</p>
<p>+howell+ <i>Applies only to pair games.</i></p>	<p>This hack tells the system that you wish to play a Howell movement. By itself, it will try to run a full Howell. You must ensure that you have loaded enough boards on your format tab to accommodate the rounds you want, and you must tell it how many boards per round. It will do the math. See extensive information on the Howell document.</p> <p><i>(If you want to control every aspect of your Howell game, you should use the +roundsN+ hack in addition. Take it from those who have erred before: if you are not very careful about every aspect of a Howell, you could wind up with a 12-table game that has 20 boards loaded, and plays 23 1-board rounds!)</i></p>
<p>+mplimit=nnn+ <i>Applies to all e-Club games.</i></p>	<p>This creates a game that is limited by masterpoints. (ACBL#s will be required for all limited-game registrants. Without the ACBL number, BBO is unable to determine eligibility, and will refuse the player entry.) Replace the <i>nnn</i> with the upper masterpoint® limit of your game. Up to 4 digits can be used in the limit field. Example: +mplimit=2000+ (No player with more than 2000 masterpoints will be admitted.)</p> <p>IF YOU WANT TO ADMIT PLAYERS WITHOUT PLAYER NUMBERS, (or players who are over the limit but you need them to fill out a table), click edit, remove the hack, and modify the game. Once they are registered then edit the tournament again, reinsert the proper hack, and modify again. Be sure that this hack is added, so the game limits the masterpoints to match the field.</p> <p>You can still add this hack – even after the game completes, if you forget. Remember that you have the tournament for a 20-minute correction period once it ends. But you should always double-check midway through your game that all hacks are in place!</p>

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<p>+LT=nn+ <i>Applies only to pair games at this time.</i></p>	<p>Open tables can get credit for concurrent limited games (that begin within 60 minutes on either side of the open game). The two games can be on different platforms, (in-person or virtual), so long as they're run by the same club number.</p> <p>Open virtual games may use LT hacks for concurrent limited games, and face-to-face open games may claim concurrent limited tables in their ACBLScore files.</p> <p>To add limited tables to virtual open games, place this +LT=nn+ hack in the description field of the Open game, alongside your +allavail+ and other game hacks. Replace <i>nn</i> with the total number of concurrent limited tables. (NOTE: this is for pair games only. At this time, +LT=nn+ does not work for concurrent Swiss games.) Example: you have 7 tables in your Open game, and 12 tables in the 0-200 concurrent game. In the description field of the Open, enter +LT=12+ Make sure you modify! The added tables will affect the award in the top stratum of the open only.</p> <p>Limited games can also get credit for concurrent 0-20 games beneath them. Place the +LT=nn+ in the description field of limited games, and replace the <i>nn</i> with the number of 0-20 tables. (<u>Only 0-20 games</u> will count towards other limited games. A 499er cannot claim the tables for a concurrent 99er.)</p>
<p>+optin+</p>	<p>Effective 1/14/2025, this hack allows e-Clubs to OPT IN to an e-Club special event. Previously all these events were global, offering no remedy for small clubs to opt-out. Now, most games are OPTED OUT unless they contains this hack. It is not case-sensitive, and goes in the description field of your tournament with the other game hacks.</p> <p>+optin+ will both (1) apply the upgraded points for your players, and (2) apply any fee-add applicable to the event. Without the hack, players will be awarded at regular club masterpoint level, and the club will not be charged a table fee-add.</p>
<p>+pbf+</p>	<p>Using this hack will create a robot-partners-only game.</p> <ul style="list-style-type: none"> • Humans will <u>only</u> be able to register with robots. • Players are paired with "pro" bots -- the advanced ones not basic ones. • Bots for these games are FREE to your players.
<p>+roundsN+ <i>Applies only to pair games with Howells.</i></p>	<p>Used in conjunction with the +howell+ hack, and STRONGLY suggested, this tells the system how many rounds you would like to play. Make sure you have specified the correct number of boards in the format tab, along with enough boards to make it work! Change <i>N</i> to rounds. Example: +howell+rounds9+</p> <p>IMPORTANT: The +roundsN+ hack will only <u>limit</u> the number of rounds played</p>

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	<p>in a Howell. It will never add more rounds than what would run if it were a full Howell. It only knows how to truncate!</p>
<p>+SECTIONSIZE=X+ (see below for questions about scoring sections)</p>	<p>(Caution: DO NOT use +howell+ where you want a +SECTIONSIZE=x+ to work. The +howell+ hack ignores the SECTIONSIZE hack, and renders it useless.)</p> <p>The default value for SECTIONSIZE is 15.</p> <ul style="list-style-type: none"> • The smallest value allowed is 8. Anything smaller will revert back to the default of 15. • The maximum value allowed is 50. Anything larger will drop back to 50. • The value SECTIONSIZE+1 is the MAXIMUM allowable section. <p>The formula for determining how many sections your game will have is TABLES/(SECTIONSIZE +1) (this number is then rounded down and they add 1 to it). Once the number of sections is calculated, the system will create that number of sections and make them as even as possible.</p> <p>Example:</p> <p>+SECTIONSIZE=9+ with 9 tables or less will give you one section.</p> <ul style="list-style-type: none"> • With 10 to 19 tables, it will create two sections. • With 20 to 29 tables you'll have 3 sections, etc. <p>So just to be clear, if you were to set this to 9, and you had 9½ tables (19 pairs) it would create two 5-table sections.</p>
<p>SCORING and SECTIONSIZE F.A.Q.</p>	<p>NOTE: If there is more than one section, players' percentages can change as more sections finish a round. If there are two sections, and section A finishes first and moves to the next round, the players can look at their results and see their percentages at that moment. However, the results are eventually matchpointed across all sections, so the percentages are likely to change as the game progresses.</p> <ol style="list-style-type: none"> 1. When a game is split into multiple sections, are there section awards AND overall awards? (As usual, a player would receive whichever is the larger award.) YES, as long as there are at least 16 total tables. 2. If there are overall awards, how does ACBL determine the number and level of awards in the overalls? (For example, for a field of 16 tables divided into two 8 table sections, are overall awards based on the 16 table awards or is there some other methodology used?) OVERALLS would be based on 16 tables. See the ACBL Masterpoint® Book for more information and formulae. 3. When the game is split, does a second game setup appear under Pending [in the director's screen]? This would give the director the ability to adjust the total boards to be played and the boards per round in each section, and it would allow Show Tables for

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	<p>each section. (If a second game setup does not appear, how can the same parameters be adjusted?) It's really one game with 2 sections (or more), and there is only one pending game. If it splits into 2 or more sections, you would click SHOW TABLES, and you will be able to see all of them – numbered sequentially. You can see the section number at the top of the screen when you go to a table. Adjusting and directing does not change with multiple sections.</p> <p>4. Do each of the sections use the total field's stratification, or does each section have its own stratification? It's one game, and the strats are based on the entire field.</p> <p><i>Thanks to Alex Bealles for his contributions to this section!</i></p>
<p>+swiss+</p>	<p>If you create a Swiss Pairs tournament with +swiss+ in the description field, the BBO system will attempt to avoid playbacks, starting from the top. It is still possible that low scoring pairs meet each other more than once, but at the top, we'll avoid replays.</p> <p>This change does not affect Swiss Teams or other types of tournaments. In Swiss Teams there exists a formula that avoids replays.</p>
<p>+video+ <i>Applies to all VACB games.</i></p>	<p>Including this hack in the description field does the very same action as using the video chat checkbox on the Options tab of the tournament. There is no difference. The good thing about this is you can program it in the scheduler, whereas you cannot program the checkbox in there.</p>