Creating and running Swiss for ACBL Virtual Clubs on BBO *

Highlighting Swiss game setup differences only, for more experienced VACB directors.

IMPORTANT: at this time, a Swiss team on BBO is limited to 4 people,
and players may not switch partners (or directions).

THE TOURNAMENT TAB
• You may use +MPLIMIT=*nnn*+ if you wish, and it will limit the registrants. However, at this time, *+allavail+
and +LT=n+ do not work for teams.*
• Under Format, choose Swiss Team

THE FORMAT TAB
• Add the number of boards the game will play, and the boards per round. Make sure the total is divisible by
boards per round, so you will have no surprises. Please also make sure to have your rounds AT LEAST ONE
ROUND LESS than your number of CURRENTLY REGISTERED teams. *(If you have 4.5 teams, you can now
set it for 4 rounds. The system sees that extra pair as another team, so it knows you have 5 teams. Same for
6.5 teams, which the system will see as already 7 teams registered. For more possible configurations, please
see the Teams document.)* You may need to closely monitor your set-up close to game time, and change it
according to registration.

If your game looks like it will be small,
pay close attention to this:

If you have 6 rounds, you need at least 7 teams to start (6.5).
If you have 5 rounds, you need at least 6 teams to start (5.5).
If you have 4 rounds, you need at least 5 teams to start (4.5).

#Teams = #Rounds + at least 1

• In the scoring field, choose the Victory Point scale: either VP20 or VP30
• Movement will default to Clocked – note that this is correct

THE OPTIONS TAB, ENTRIES TAB – nothing different for Swiss in the set-up on these tabs,
but you might find it useful to use the Maximum number field, especially as game time closes in.

NOTE: **Maximum number on the Swiss entry tab is NOT teams – it is PAIRS.**
This image shows the entries capped at 3 teams (6 pairs):

When players click to view the tournament, there are now 5 tabs:
– Register – Details – Entries – Partnership Desk – Select Teammates (new)

As players register with their partners, the pair will be added to Select Teammates screen.
What BBO doesn't tell you is that once a pair registers, the system will move the pair back out into the Lobby area, looking at the pending tournaments, and your game (for which they just registered) will be highlighted. You will need to guide the pair back into the registration area of your game, so that they can take the next step to create the 2-pair team.

The pair needs to look in Select Teammates for the other pair on their team. When they find them, they must click on the pair to select them:

• IMPORTANT – only the <u>inviter</u> of a pair is the one who can click to choose the teammates.
• IMPORTANT – only the <u>inviter</u> of the second pair gets the invitation to join the team.
Once the invitation is successful, the entire team will move as a unit to the Entries screen.

• IMPORTANT – if a player is not online, when the game begins it will not include that pair. Remember, +allavail+ does not yet function in Swiss games. The remaining pair from the team that is online will be seated, and the system will seat 2 sit-outs as their teammates. (Please replace the sit-outs as you do for pair games.)

If there is a stray pair that registers without teammates, then when the game begins that pair will be added to the game as half of a team. A pair of sit-outs will become the other half at the other table.

If there are multiple pairs remaining in the select teammates screen, at game time BBO will arbitrarily pair them as teammates.

If you have an uneven number of teams at game time, BBO will create a team of sit-outs. You will have the option to add robots, or add subs, or have a sit-out round. (This is not recommended when you have many boards per round. But it's your choice.)

IMPORTANT NOTE: The Swiss games are not yet processed through the ACBL Masterpoint® Engine. As such ROBOTS WILL STEAL POINTS! If you add a robot team, and the robots win, you will have unhappy players. If you choose to add them, you may wish to adjust all robot scores down so they do not win.

The Director does not have the ability to assign the matches. The team matches are at consecutive tables. So, each round the matches are taking place at tables 1-2, 3-4, 5-6, etc.

How BBO matches the first round seems to be the strongest plays next strongest, down the line according to masterpoints®. Each subsequent match appears to be done fairly well by VPs won. There is a BIG difference in BBO's team matching strategy, as compared with what we are used to having. BBO will allow replays, (Danish Swiss movement), but only for teams not in contention. It does this to preserve good matches for the teams that are at or near the top of the standings.

To view the next round, you will have to close the "Show Tables" and reopen it. There is no "Refresh" at the bottom of the table view window like there is in a pairs game.

SCORING

This portion of the VACB teams is still under construction. ACBL is working with BBO to make this easier to read and understand. But given the excitement among the VACBs to be able to run team games, we're all going into this realizing that we're going to have to explain the scoring difficulties for now, and ask our players to understand.

Players will be able to see their scores, but not until the end of the round.
BBO uses "WE" and "THEY" in this view, and it's confusing.

If a team wins a board:
 • The E/W pair will see the +IMPs in "They" column
 • The N/S pair will see the +IMPs in the "We" column

Board	Result	We	They	We	They
14	3♣W-1		50		2
15	1NTN+4		210	2	

A display quirk: if a player falls offline and then returns, the scoring for them will have disappeared. When the round changes next, their scoring will be restored.

The rest of the scoring functions are the same as pairs. If a pair doesn't play a board, the board does not get "thrown out," as would happen at a face-to-face tournament. It's scored as an AVE if the Director does nothing to it. If the table doesn't start a board with 3 minutes to go in the round, they will not be able to start it – just like in pairs – and A/A will be assigned. So, if you wish to add time to allow a table to finish a board, you must add the time before they hit the 3-minute mark (as in pairs).

STRATIFICATON FOR SWISS IS NOT YET FUNCTIONING
(and BBO is working on it)

* This document will be edited as BBO upgrades its server with new features/fixes, and as VACBs submit their comments/experiences/corrections. Please email those to vacb@acbl.org. Thank you.