

STaC “Cheat Sheet” – Really Important Stuff

Please read and post near the scoring computer for the directors to use during STaC week.

Sanction Number: ST1801037

Participating Districts/Units: District 11

Strata to use for the STaC (must(!) be used by all open and invitational pair games):

A: 2000+

B: 750-2000 **Stratified by the average of the two players**

C: 0-750

Event codes: The event code is a 4-character code. The first two characters are the session number of the game. The next two characters indicate the type of game being played.

Open Pair Game event codes (check the appropriate column based on when your game starts)

Games before noon:

Monday Morning: 01OP

Tuesday Morning: 04OP

Wednesday Morning: 07OP

Thursday Morning: 10OP

Friday Morning: 13OP

Saturday Morning: 16OP

Sunday Morning: 19OP

Games from noon to 4:00PM:

Monday Afternoon: 02OP

Tuesday Afternoon: 05OP

Wednesday Afternoon: 08OP

Thursday Afternoon: 11OP

Friday Afternoon: 14OP

Saturday Afternoon: 17OP

Sunday Afternoon: 20OP

Games after 4:00PM:

Monday Evening: 03OP

Tuesday Evening: 06OP

Wednesday Evening: 09OP

Thursday Evening: 12OP

Friday Evening: 15OP

Saturday Evening: 18OP

Sunday Evening: 21OP

For Invitational games, replace the last two characters with “IP”

For Masterpoint Limited games, replace the last two characters with “LP”

For one-session open Swiss Teams games, replace the last two characters with “T1”

For two-session open Swiss Team games, replace the last two characters with “T2”

Playing directors may win session awards at their local club may win overall awards when combined with other clubs. This applies only to games of 17.0 tables or less and only one section. Larger games, more than 17.0 tables or 2 or more sections, require a non-playing director. Also, no one may play who has participated in making copies of the hands or duplicating the boards by hand. Duplication by machine does not disqualify someone from playing in the STaC. To enforce this rule, **it is mandatory that the director put his/her full name into the ACBLscore setup for the game.** Failure to follow all these rules may jeopardize your inclusion in the STaC and prevent your players from receiving silver points.

Director in Charge: Mike Roberts

Phone: 614-531-5201

E-mail: mike.roberts@acbl.org

STaC Organizer: William Sentman

Phone: 304-757-9233

E-mail: wjsmt@yahoo.com

More Important STaC Information

All directors should also read this info, it is important too!!

All open games, no matter how many tables (minimum 2.5 tables), will be combined into the main event.

Hand records have been provided for this STaC and must be used by all games that wish to participate in the STaC and award silver points.

All open pair games (minimum 2.5 tables), no matter how many tables, are scored as open championships with STaC rating (about 82% of sectional rating) and pay silver points.

Invitational games are scored as open championship games with one (1) restriction, awarding silver points at 80% of the points of an open STaC game. Invitational pair games in the same session will be combined for higher overall awards.

Masterpoint limited pair games are set up as championship events with the appropriate upper masterpoint limit and strata as determined by the club. Multiple games with the same upper limit will be combined for higher overalls. **In such cases, lower strata may be changed by the ACBL director to allow combination with games from other clubs.** All points will be silver.

All Swiss team events are set up as championship events and are stand-alone at each club. Strata for Swiss team events are set at the discretion of the club. Swiss Team events pay silver points.

If you have registered for a game but do not hold it, you MUST notify the ACBL STaC director (Mike Roberts) immediately. Failure to do so will delay results for other clubs and potentially affect your participation in future STaCs.

All games must be reported to the ACBL STaC director within a maximum of 24 hours after the game ends. Reporting earlier will allow the results to be posted for everyone sooner, so please do not hold up reporting your results. **On the last day of the STaC, reporting is required within 12 hours of the end of the game.** Late reporting may jeopardize your game's participation in the STaC and lose the opportunity for your players to win silver points.

Report your game to Mike Roberts via email to mike.roberts@acbl.org. The only file you should send is the ACBLscore gamefile. The file name will end with .ACM (for a morning game), .ACA (for afternoon) or .ACE (for evening). In particular, **do not send any file that ends with .LZH, .TXT, .BWS, or .HTM.** They are useless and will not stop the 24-hour reporting clock from continuing to countdown.

Include your club number, event code and sanction number in the subject line of your email message.

The per table sanction fee is **\$6.00**. Please send the check, made out to Unit 227, to

Jim Olson

1541 Quarrier St

Charleston, WV 25311-2407

STaC Boilerplate

(Reading this can't hurt you and you may need to refer to it during the STaC, so keep it handy)

Types of Games Allowed

1. Open Pairs — combined for overall awards (see masterpoint strata limits above)
2. 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 or Limited Game, combined if possible.
4. Invitational Games – use same strata limits open pairs, will be combined for overall ranking.

The ACBL General Convention Chart will be used. Conventions and systems not allowed by the General Convention Chart will not be allowed.

A club must post a copy of the recap for inspection at the end of each session. The correction period for STaCs is the same as most other tournaments, 24 hours after the game ends.

(New in 2016) A club that is sanctioned and regularly holds an invitational or masterpoint-limited game may participate in the STaC, but may not run their STaC game as an open game. Only games that are regularly run as open games during non-STaC times may run as an open game during the STaC.

ACBLScore Instructions for setting up STaC games:

Use Club Mode for STaCs. In defining the specific parameters of your game:

Set up as usual until you get to event rating.

Choose rating (9) - Sectional Tournaments at Clubs (STaC) or Progressive Sectional

Choose option (1) – Sectional Tournament at Clubs

Associate with a club: “Y”

Chose club number running the game and then session number

Select number of strata – one of the following choices (based on limits and stratification method shown above)

the middle option (3 strata), if stratifying by higher player

the bottom option (three strata – average of both players), if stratifying by average

Choose option (1) – Championship rating, for all(!) STaC games

Chose number of played sessions (always 1 unless setting up a two-session Swiss Team game)

Choose proper event restrictions (1 restriction for invitational games, none for all other games)

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.

Enter strat limits (for open or invitational games, see limits on first page)

After entering the stratum A limit, **ALWAYS(!)** answer “Y” to Multi-site event (except for Swiss Teams)

Enter tournament data, including full name of director.

MOVEMENTS WITH HAND RECORDS

# TABLES	BDS PER RD	HOW TO START THE GAME
* 5	6	Move boards down one table & Move East/West up one table
6	5	Move bds down one table. Skip after 3
* 7	4	Move boards down one table & Move East/West up one table
8	4	Move bds down one table. Skip after 4.
* 9	3	Move boards down one table & Move East/West up one table
10	3	Move bds down one table. Skip after 5.
11	3	Move boards down two tables
12	3	Move bds down one table. Skip after 6.
* 13	2	Move boards down one table & Move East/West up one table
14	2	Move bds down one table. Skip after 7.
15	2	Move boards down two tables
16	2	Move bds down one table. Skip after 7.
17	2	Move boards down two tables
18	2	Move bds down one table. Skip after 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 you can play the optimum number of hands and opponents.