



CBF Winter STaC
{All CBF Clubs - Silver Points}
February 17 - 23, 2025
ST2502510

We now send automatically generated emails to club managers if there are mistakes in the game files submitted to Live for Clubs. We expect that the mistakes will be fixed in the game file by the club and uploaded again to Live for Clubs. It is in everyone's interest that they be correctly set up the first time. Accurate results will be available to the players more quickly, and you will not have to go back to the club to fix the mistakes.

Finance Procedures - Clubs that participate in STaCs will be billed for these games through Live for Clubs in the same way that they are billed for other games. Be sure to look at the new Payment Instructions section below.

If you are having issues with uploading your game to Live for Clubs, please let us know. Contact information is provided at the bottom of every page.

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Registering Your Events

Please register in advance for your STaC events, even if you are not sure you will be able to run them. It is better for all of us if you register and then let us know that you did not run the games, rather than not registering and then running the game.

Any Club within the CBF may hold a STaC game in lieu of its regularly scheduled club game. Additional games may be held if there is no conflict with any club within a 25-mile radius at the time in question.


If you run multiple events during the same session, please register for each event, even if you aren't sure that all of them will have enough tables to play a separate event. Again, it is better for all of us if you register and then let us know that you did not run a particular event, rather than not registering for it and then running the separate section.


Open pair games of less than 5 tables will be scored in a separate pool for overall awards. Games must be at least 2.5 tables to qualify. Only pair games and team games are permitted.

Only face-to-face clubs can participate in the STaC. Virtual games are not eligible.

Please register for your games by Friday, February 14, 2025. Once you have logged into your MyACBL account as the club manager, you can click on this link to navigate to the STaC administration page - <https://tinyurl.com/STAC2502510>. Once there, you can click on "Registration Form". If this takes you back to the MyACBL login page, please login again, and it will take you to the registration form. Put your club number in the field provided and click "Update". If you have not yet registered for any sessions, you will see a screen that looks like this:

Session Information

 Please list ALL sessions that you wish to register for below.
Any previously submitted registration forms will be overwritten by the information you enter here.

Day	STaC Session	Category	Type	
Monday ▾	Morning ▾	Pair ▾	Open ▾	 Remove

Add a Session

Submit
Cancel

You will see one entry in the table for Monday morning. You can edit this line if you don't have a Monday morning session or leave it if you do have one. Once you've filled in the entry for your first session, you can click the green "Add a Session" button to

register for additional games in that session or for additional sessions. When you finish listing your sessions, the table might look something like this:

Day	STaC Session	Category	Type	
Monday	Afternoon	Pair	Open	✘ Remove
Monday	Afternoon	Pair	Limited	✘ Remove
			Upper Limit:	500
Wednesday	Afternoon	Pair	Open	✘ Remove
Wednesday	Afternoon	Pair	Limited	✘ Remove
			Upper Limit:	500
Sunday	Afternoon	1-Session Team	Open	✘ Remove
Sunday	Afternoon	1-Session Team	Limited	✘ Remove
			Upper Limit:	500

Add a Session

Submit
Cancel

You can still edit any of these fields or remove a session by clicking on the red X on the far right for the session that does not belong. Once you are finished, click on the blue “Submit” button to finalize the registration. **Please don't forget to click Submit; your work will be lost if you fail to click it.** Please print out your registration list and make sure to notify us right away if you need to cancel a game or session or wish to add something after the deadline.

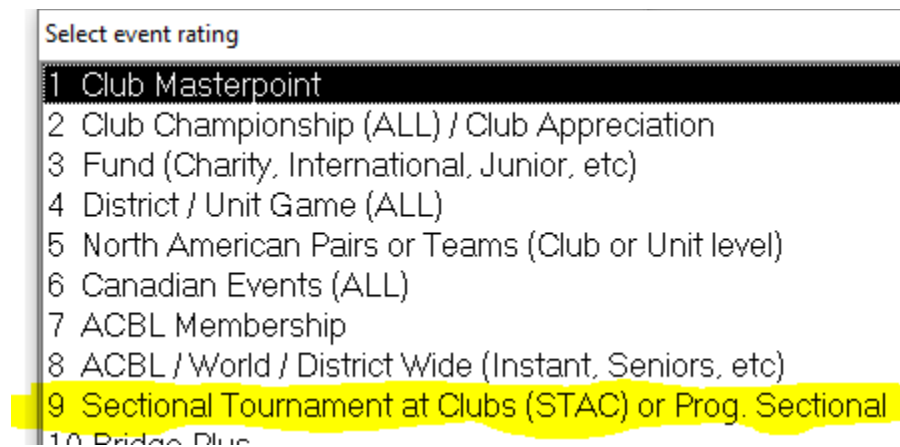
Once you have registered, please download the hand records you need from our website. The Hand Records link is on the same administration page as the registration form. You must use these hand records; you cannot use Common Game hands or shuffled hands if you are participating in a pair game in this STaC.

Please take precautions to ensure that boards duplicated for the STaC are used for the correct STaC session!!!

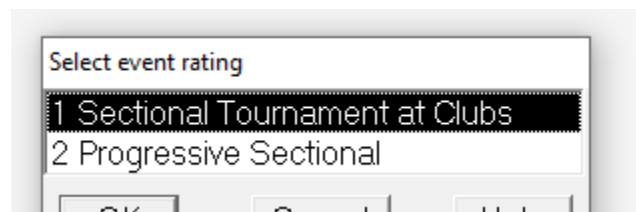
Setting up your Game File

Following the instructions below will prevent you from having to go back to the club, correcting mistakes, and uploading the game files again to Live for Clubs. It will also keep your players from thinking they have won more master points than they will be awarded. Please keep these instructions near the game computer.

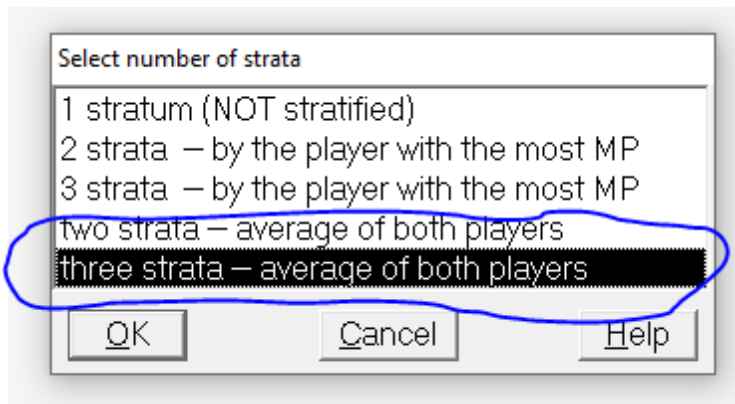
Your movement **MUST** have at least 18 boards. Otherwise, you will not be able to rate the game as a STaC. Otherwise, choose whatever movement you would normally run at your club based on the number of tables you have. When you are asked to select your event rating, choose option 9.



Then choose option 1.



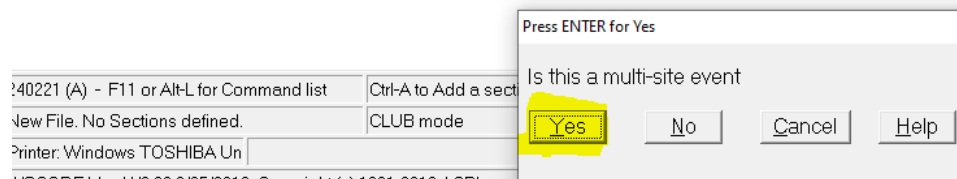
You are next asked to Associate the STAC game with a club. Answer YES, then select the club and the number of the session (you can refer to the table further down for session numbers). Remember, during a STaC, you can run a session at a day and time that your club does not ordinarily run games. You are next asked to Select number of strata. Some of the options are based on the higher player, and some are based on the average. **For this STaC, you MUST choose by average.**



If you fail to select by AVERAGE, you will get an email after you have uploaded your game file to L4C asking you to correct the mistake (you will need to re stratify after fixing this). After selecting strata by average, you will click on option 1 for Championship rating. Next, total number of played sessions is 1. Following that, you will begin entering the master point limits for strata A, B and C.

After you select the strata limit for the top stratum, you will immediately be asked whether this is a multi-site event.

Championship rating
Total number of played sessions 1
UPPER MP limit for strat A : None



You must answer YES. If you don't, you will get an email after you have uploaded your game file to L4C asking you to correct the mistake. When you answer this question wrongly, master points will be posted to L4C that are often higher than the number the players will be awarded.

Once you have answered the multi-site question, you will be prompted to enter the strata limits for strata B and C. For this STaC, ALL Open sessions MUST choose None/1500/500. Invitational games MUST choose None/1500/500. For each session, all the Open games (and separately, all the invitational games) are combined to form one large pool for bigger overall awards. If you pick the wrong strata limits, you will get an email asking you to correct the mistake (you will need to re stratify after fixing this).

If you have a limited master point game, you are free to choose the limits for strata B and C. However, if there is more than one club holding a game with the same upper limit, all such games will be combined to create a larger pool for overall awards, and the limits for strata B and C will be chosen to match the defaults in the table that can be

found below (see page 7). If you know for certain that more than one club will be running a game with the same upper master point limit as your game, you should stratify based on the default strata limits.

After entering the strata limits, the Tournament Data screen will appear.

Tournament data for event number 1

Event name Wed Aft Open Pairs

Session Wednesday Aft

Date February 21, 2024

Director Robert Maier

Club No. 100644

Sanction ST2404504

Club name Permian BC

Event code (9999 if unknown) 08OP

ESC or F9 = done

OK Cancel

Please make sure you type in the name of the director. If this field is automatically populated, please change it to the correct name if a different director is working that day. Do not change the name of the director to whomever got the worst score; we will figure it out. For this STaC, the sanction number is **ST2502510**. The picture above will likely show a different number. For the event code, the first two digits correspond to the session number (see the table on the next page), and the last two characters correspond to the type of game (see the table on the next page). DO NOT use the same event code for multiple sections; if necessary, use 9999, 9998, etc.

Your game file is now ready to go. **CHECK THE BOARDS BEFORE YOU HAND THEM OUT!**

Event Codes

Day	Morning	Afternoon	Evening		Game Type	
Monday	01	02	03		Open Pairs	OP
Tuesday	04	05	06		Invitational Pairs	IP
Wednesday	07	08	09		Open Teams	OT
Thursday	10	11	12		Invitational Teams	IT
Friday	13	14	15		Limited Pairs	LP
Saturday	16	17	18		Limited Teams	LT
Sunday	19	20	21			

The first two characters should be the number corresponding to the session. The second two characters should correspond to the game type.

Default Strata for Open, Invitational and Limited Games

Upper Limit	Stratum A	Stratum B	Stratum C
Open	none	1500	500
Invitational	none	1500	500
5000	5000	1500	500
2000	2000	750	300
1500	1500	750	300
1000	1000	500	200
750	750	300	200
500	500	300	100
300	300	100	50
200	200	100	50
100	100	50	20
50	50	20	10
20	20	10	5

IMPORTANT – PLAYING DIRECTORS

If someone duplicates all the boards by hand, they must not be permitted to play. This does not include using a duplicating machine to make the boards; you are permitted to play if you used a Duplimate or Dealer4 or similar device.

A non-playing director is REQUIRED if there are more than 18 tables WITHOUT electronic scoring or more than 24 tables WITH electronic scoring. In this STaC, playing directors and their partners are eligible for overall awards. They must still make sure their name appears in the game file in the appropriate spot (see screenshot above).

Reporting Instructions

All games must be uploaded to Live for Clubs. Games are no longer processed after being sent via email; they are only processed from the upload to Live for Clubs.

After your game has been uploaded, it will be automatically analyzed. If there are mistakes in the setup of the game file, an email will be sent to the contact email that the club has on file. This email address MUST be monitored while the STaC is in progress. It is the club's responsibility to follow the set-up instructions or to fix mistakes that they will be notified about.

Have a list of the games you have registered for available to refer to. If you do not hold a game that you have registered for, or if you hold a game that you have not registered for, please email us at the address at the bottom of this page. Discrepancies will delay the posting of results.

If you have any changes to your game, either in the scoring or in the participants, make the changes in your game file and upload it (along with BWS, PBN, PDF, etc. files) again. DO NOT email the changes to us. Your changes will be picked up automatically when the adjusted files are uploaded. Changes will be accepted via Live for Clubs until noon the second day after the STaC ends.

Finding Final Results

Provisional results for your events will be available 48 hours (about 2 days) after the end of each session. Go to <https://tinyurl.com/RES2502510> and click on the session with the results you wish to see. Each session link has a listing of everyone who placed in the overalls for each event, and a complete list of awards at the bottom which is searchable by player name and club name.

Two days after the final session of the STaC, all results for the week become final. If there are scoring changes for your game, correct your game file and upload the corrected files to Live for Clubs. All changes will be automatically processed.

Payment Instructions

CLUBS ARE AUTOMATICALLY BILLED – There is no longer any need to send a check to the sponsor of your STaC. The table fee for all STaCs is now \$7.50 (US) per table. \$2.30 (US) per table is returned as a lump sum to the sponsor of the STaC. Your club will be billed for these games via the Live for Clubs upload process in the same way as it is billed for all its other games.

MOVEMENTS WITH HAND RECORDS — This section only applies if you need help starting your game after making the boards at the table. There is no need to use these movements if you don't need them.

<u># TABLES</u>	<u>BDS PER RD</u>	<u>HOW TO START THE GAME</u>
* 5	6	Move boards down one table & Move East/West up one table
6	5	Move boards down one table – Skip after round 3
* 7	4	Move boards down one table & Move East/West up one table
8	4	Move boards down one table – Skip after round 4
* 9	3	Move boards down one table & Move East/West up one table
10	3	Move boards down one table – Skip after round 5
11	3	Move boards down two tables
12	3	Move boards down one table – Skip after round 6
* 13	2	Move boards down one table & Move East/West up one table
14	2	Move boards down one table – Skip after round 7
15	2	Move boards down two tables
16	2	Move boards down two tables – Skip after round 7
17	2	Move boards down two tables
18	2	Move boards down two tables – Skip after round 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.

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.