

Farnborough (Kent) Bridge Club

Burton-Pryor Knockout Teams Schedule for Directors Using Bridgemates

NO PAPER TRAVELLERS USED, scorecards maintained.

„VIEW RESULTS?“ not available on Bridgemates.

Quarterfinal

8 tables, 4 matches

Tables setup

Match 1 (Qual 1v8)

Team/Table 1 Team 1 NS vs Team 2 EW

Team/Table 2 Team 2 NS vs Team 1 EW

Match 2 (Qual 2v7)

Team/Table 3 Team 3 NS vs Team 4 EW

Team/Table 4 Team 4 NS vs Team 3 EW

Match 3 (Qual 3v6)

Team/Table 5 Team 5 NS vs Team 6 EW

Team/Table 6 Team 6 NS vs Team 5 EW

Match 4 (Qual 4v5)

Team/Table 7 Team 7 NS vs Team 8 EW

Team/Table 8 Team 8 NS vs Team 7 EW

24 boards are played in each match.

Round 1 –

Boards 1-12 on tables 1-4, 3 boards per table, shared, circulating clockwise in sequence

Boards 13-24 on tables 5-8, 3 boards per table, shared, circulating clockwise in sequence

Make sure that **the correct board number** is entered on Bridgemates.

At the end of Round 1 check scores against scorecards and Bridgemates (function key SCORES).

Teams score up.

Round 2 –

NS and EW **swap** for **EVEN** teams (2,4,6,8)

Boards 13-24 on tables 1-4, 3 boards per table, shared, circulating clockwise in sequence

Boards 1-12 on tables 5-8, 3 boards per table, shared, circulating clockwise in sequence

At the end of Round 2 check scores against scorecards and Bridgemates (function key SCORES).

Semifinal

4 tables, 2 matches

Tables setup

Match 1

Team/Table 1	Team 1 NS vs Team 2 EW
Team/Table 2	Team 2 NS vs Team 1 EW

Match 2

Team/Table 3	Team 3 NS vs Team 4 EW
Team/Table 4	Team 4 NS vs Team 3 EW

24 boards are played in each match.

Round 1 –

Boards 1-12 on tables 1-2, 6 boards per table, shared

Boards 13-24 on tables 3-4, 6 boards per table, shared

Make sure that **the correct board number** is entered on Bridgemates.

At the end of Round 1 check scores against scorecards and Bridgemates (function key SCORES).

Teams score up.

Round 2 –

NS and EW **swap** for **EVEN** teams (2,4)

Boards 13-24 on tables 1-2, 6 boards per table, shared

Boards 1-12 on tables 3-4, 6 boards per table, shared

At the end of Round 2 check scores against scorecards and Bridgemates (function key SCORES).

Final

2 tables, 1 match

Tables setup

Match 1

Team/Table 1	Team 1 NS vs Team 2 EW
Team/Table 2	Team 2 NS vs Team 1 EW

24 boards are played in each match.

Round 1 –

Boards 1-12 on tables 1-2, 6 boards per table, shared

Make sure that **the correct board number** is entered on Bridgemates.

At the end of Round 1 check scores against scorecards and Bridgemates (function key SCORES).
Teams score up.

Round 2 –

NS and EW **swap** for **EVEN** team (team 2)

Boards 13-24 on tables 1-2, 6 boards per table, shared

At the end of Round 2 check scores against scorecards and Bridgemates (function key SCORES).

Positioning tables

The tables won't necessarily be physically placed in sequence, as people playing in the same match shouldn't sit next to each other. However boards should be placed and played in sequence (as much as possible), as once first board number is entered on Bridgemate, they continue in sequence... This minimises chances of mistake. E.g. (arrows show that boards circulate clockwise)

