American
Contract
Bridge League

Directing 101: ACBL Score

Everything you need to know, and some things you don't!

John Taylor

Normal Operation

These slides will walk you through what happens every time you run a game.

Each screenshot is a subsequent click or menu selection.

Home Screen

We will talk about these later

Click on
“Game”

Don’t use
these tabs.
Ever.

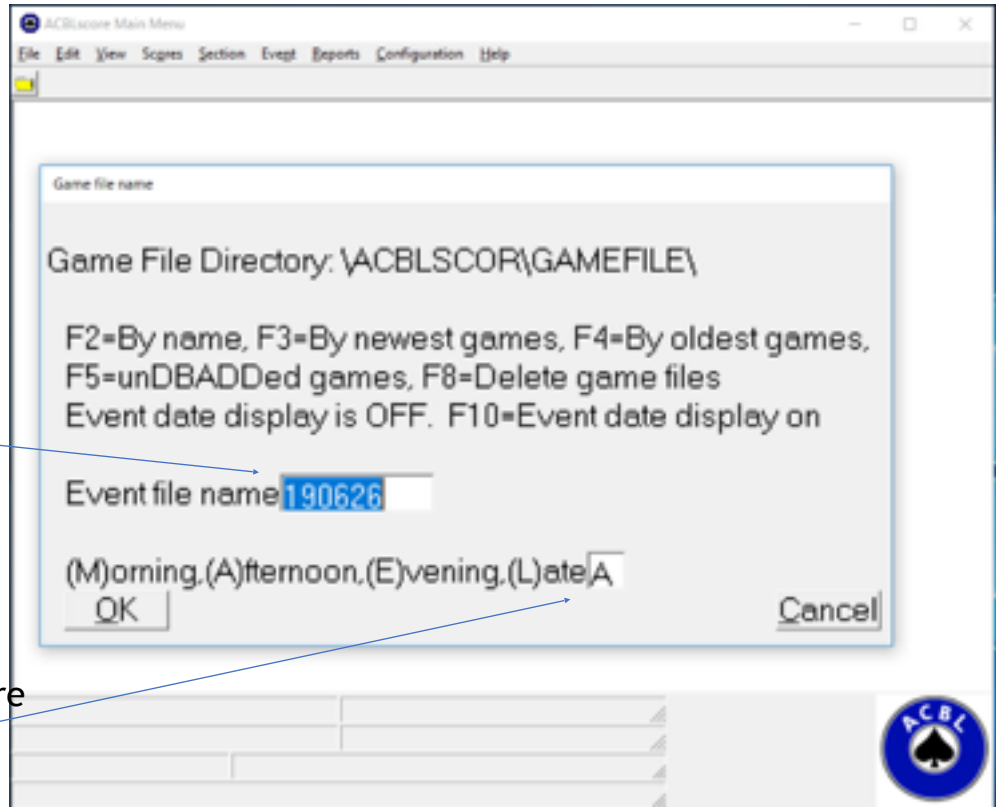
Note: Whenever you have something open in ACBLscore and close it, this screen will always pop back up. If you want to get back to this screen, close your tab!

Also note: ACBLscore is designed to be closed! The computer can basically catch on fire and the game will be safe. So if the program quits, machine shuts down/ updates, don’t worry!

File System

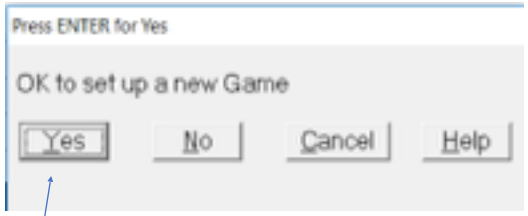
The only thing that needs to SOMETIMES be changed is the game time (if directing Wednesday night and opening game before 6). Otherwise everything should be good.

ACBLscore automatically saves so you can close/open game files without issue. Hitting the yellow folder brings up the game file directory pop up screen. Only use this button if you need to make a score correction from an old game and already have a different game running.

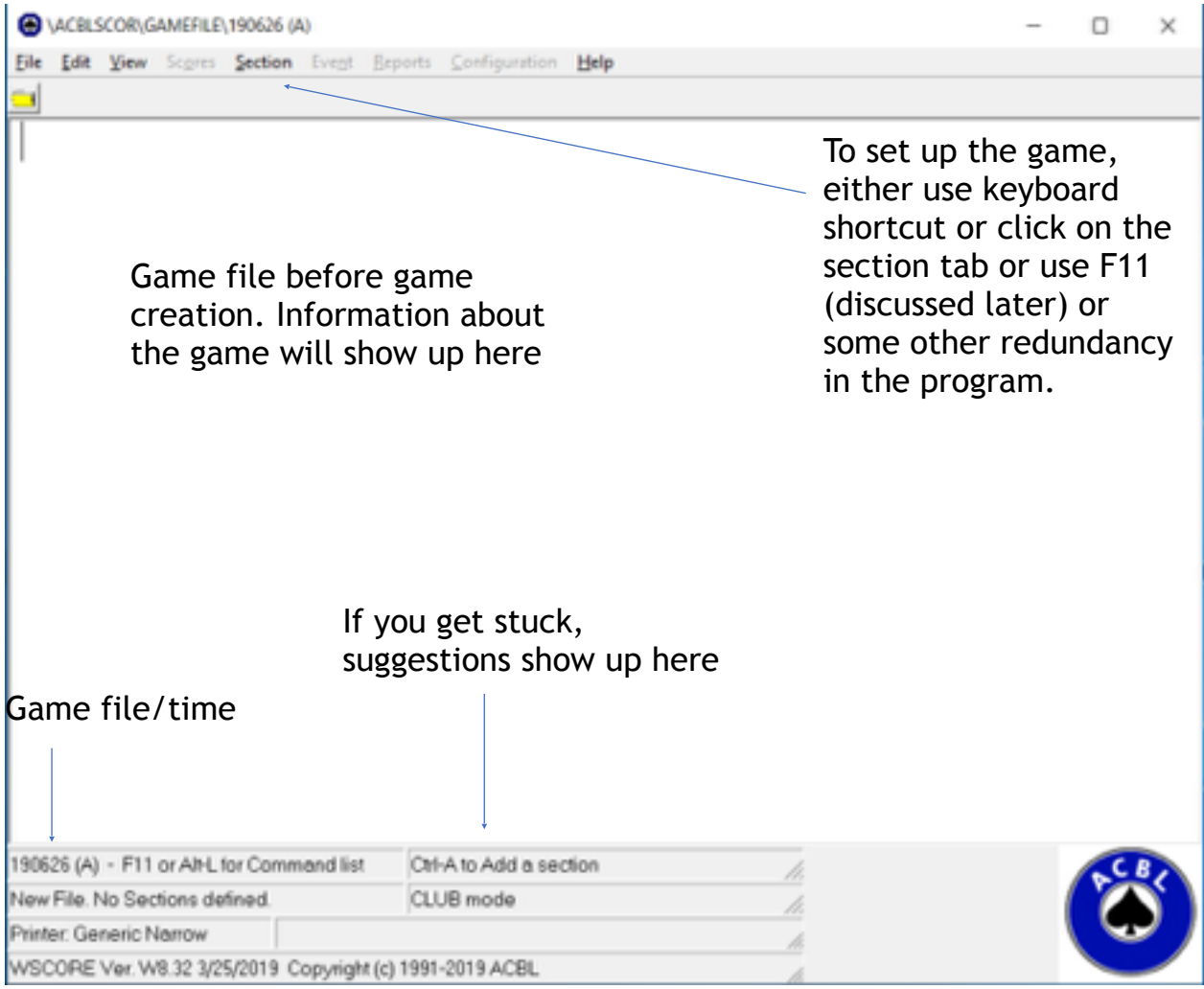


This should be the date of the game file you want to create: yy/mm/dd

Sounds self explanatory, but make sure this matches the game time.
M: Before Noon A: Before 6pm
E: Before 11pm L: After 11pm



Self explanatory



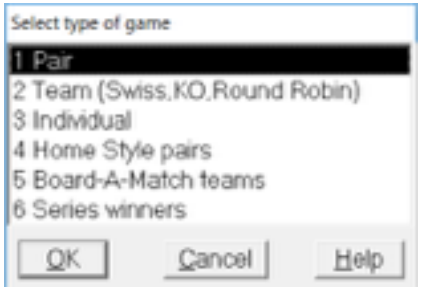
To set up the game, either use keyboard shortcut or click on the section tab or use F11 (discussed later) or some other redundancy in the program.

Game file before game creation. Information about the game will show up here

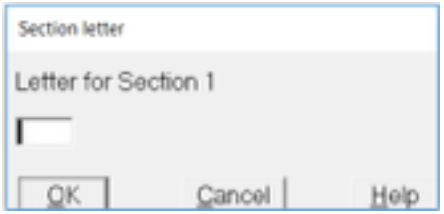
If you get stuck, suggestions show up here

Game file/time

Setting up the section



You'll almost always select 1,2, or 5.



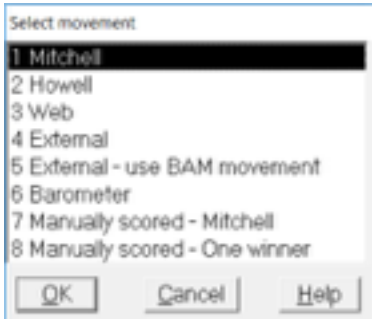
Need to select A (and B) for the BridgeMates to function properly

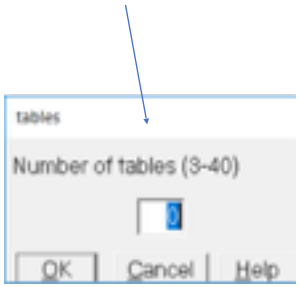
Pick your favorite color or gray if you're lazy

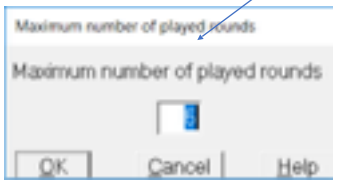
Setting up the game

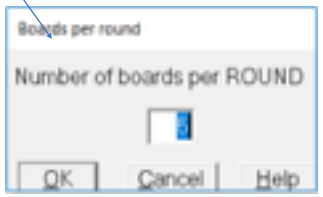
Make sure rounds x boards per round = 24-28 boards. Important for Howells so that the guide cards match the movement file. Now is not the time to cut the last round: ACBLscore will sneak in a gross movement that you do not want. Then players whine because the guide cards say that you set up the movement wrong. Old people like to gripe.

Count or look at sheet. Sounds easy but you have to get it right.









Mitchell: Any 8+ table game and any 5,6, or 7 table EXACT game (players will hate you for having a 5 board sit out if you run a 5 table Mitchell with 4.5 tables. You get the idea.).

Running a 5,6, or 7 table Mitchell:
Super clean movement, but fewer masterpoints are awarded. Only do it if you need a stationary pair at every table.

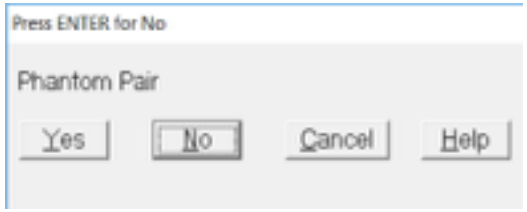
Howell: Any 3-7 table game and any 8+ table game where stationary positions aren't an issue. Scoring is more fair and more masterpoints awarded. But 90% of the room needs to be mobile.

External: Use this for "fun" movements. H8 Rover for 7.5 tables, Criss Cross Mitchell for 8 tables, Scrambled Mitchells, etc. Browse to your heart's content.

Web: 26 or 27 board Mitchell where the same boards are played by everyone. Multiple board sets needed.
Barometer: everyone plays the same boards at the same time for instant results

Setting up the movement

Is there a half table?



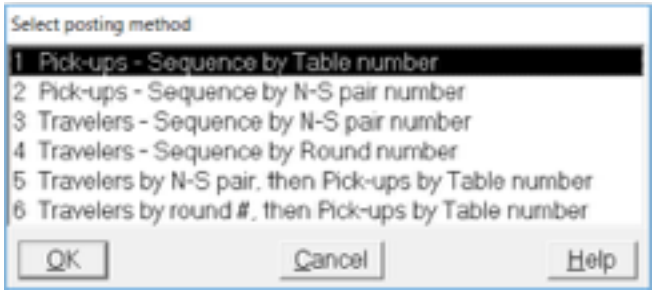
Select 1 (boards are made ahead of time, we play normal movements)

Standard: Vanilla Mitchell movement. Normal. Skips occur with even number of tables, T, after T/2 rounds.
Rover: "Bump" Pair. Really good for 10.5 tables. Set up as 1 pair less (so set up as 10 table rover Mitchell) and print out a guide card for the bumpers (discussed later). Also a good idea to warn pairs before they get bumped. Saves you trouble later (fixing the trouble is also discussed later).
Bye-Stand (relay): boards are shared between two tables (relay) and boards sit out 180 degrees later (bye-stand).
Rover Bye-Stand: both
Appendix: Complicated. Multiple relays. Only consider this option with a half table. Then find a different movement.

Random BAM note: If odd number of tables, you would select internal BAM movement on these screens. If even tables, you select external movement (instead of picking a version of a Mitchell movement). BAM EW teammates normally move down 2 tables every round (but even table BAMs have some deviations to this)

Setting up the scoring

Select 1 so that BridgeMates are compatible

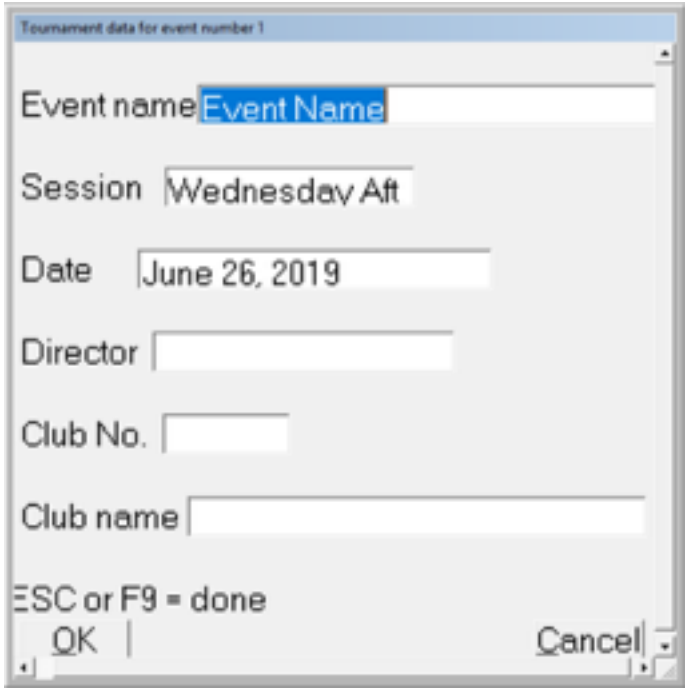


Whatever the sheet on the right door of the director's cabinet says. Use either 1-5 or 7-9 because we aren't in Canada.
Depending on which option is chosen, there may be subsequent menus (differentiation among the fund games, masterpoint ratings, etc.)

No Bridge+ games being held (ever). If NLM game is being held (Wednesday night), click yes on "Is this a flighted event?" Then say how many tables are being included in a lower event. 8 tables total - 5 open and 3 limited - will still give masterpoints to the open game in the overalls like there were 8 tables.

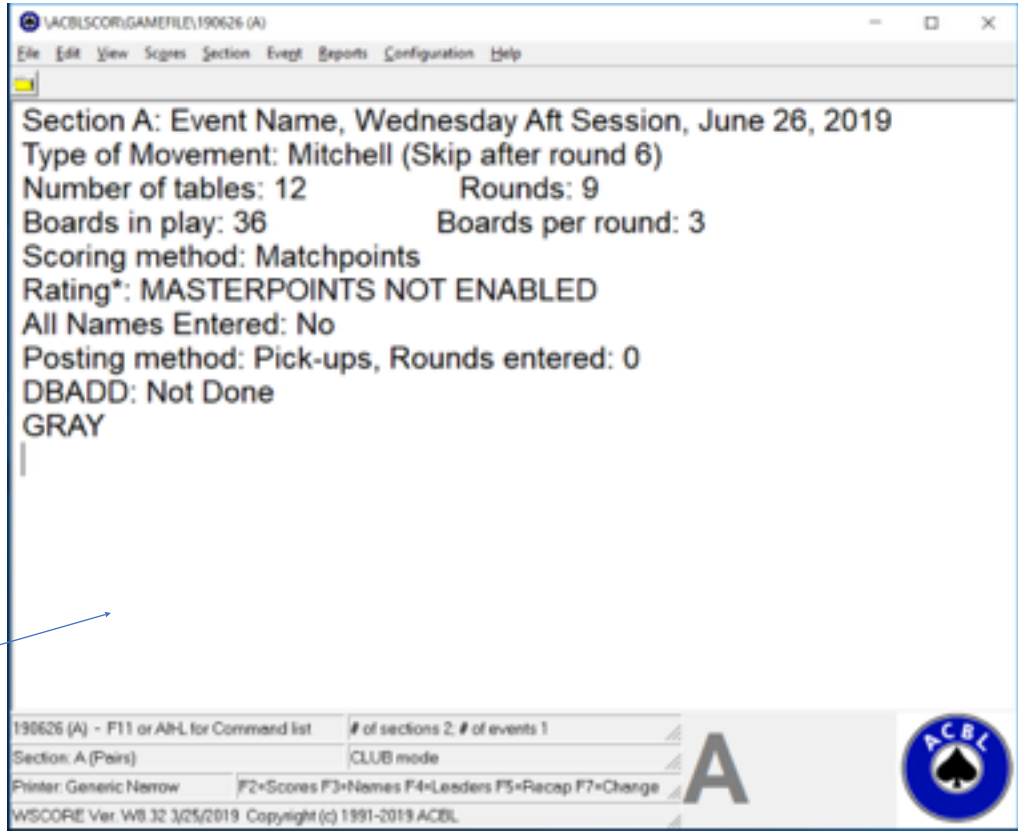
Setting up the event

Only change these boxes, but some games might require an event sanction number that would also show up on this screen (ACBL wide, STaC, unit wide, etc.)



Setting up the BridgeMates

At this point, the screen should look like this



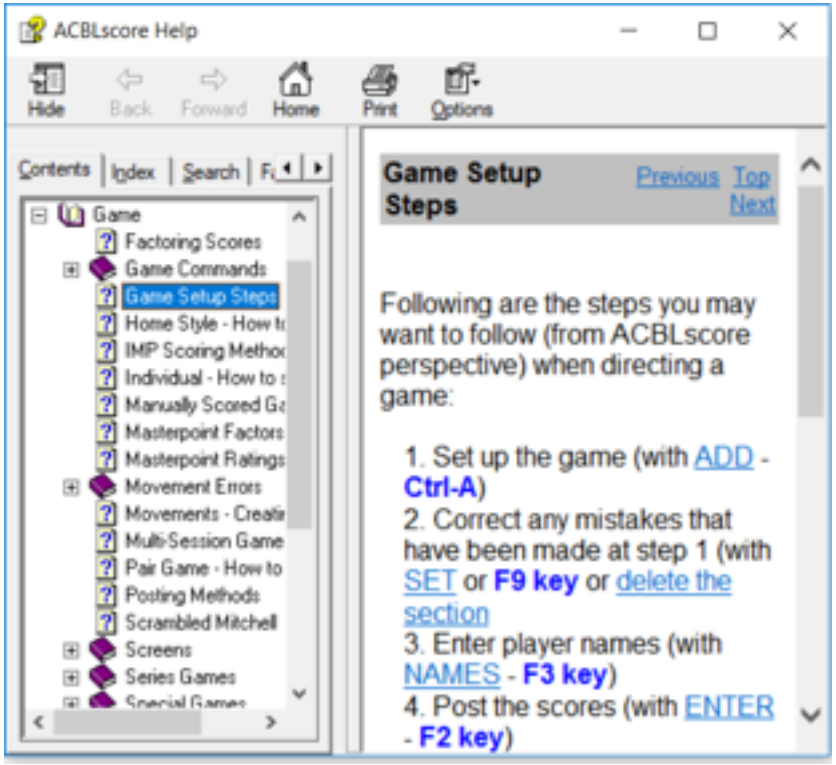
Now, ACBLscore knows what is going on, but the BridgeMate server does not.
In order:
F11 (we will discuss later)
→"BMS" (**B**ridge**M**ate **S**tart)

Wait until people start USING the BridgeMates
F11 → "BMN" (**B**ridge**M**ate **N**ames)

Ctrl P (from this screen)
Imports scores from the BridgeMate program to ACBLscore

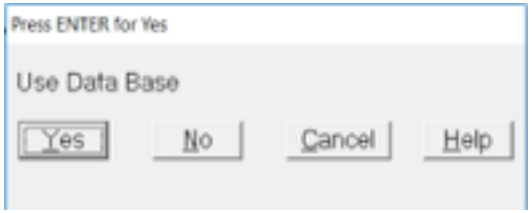
F1: Help

If you get lost or stuck or misguided or confused, start here! Considering how much of a nuisance the rest of the software is, this is surprisingly helpful. The checklists that they have are very good.

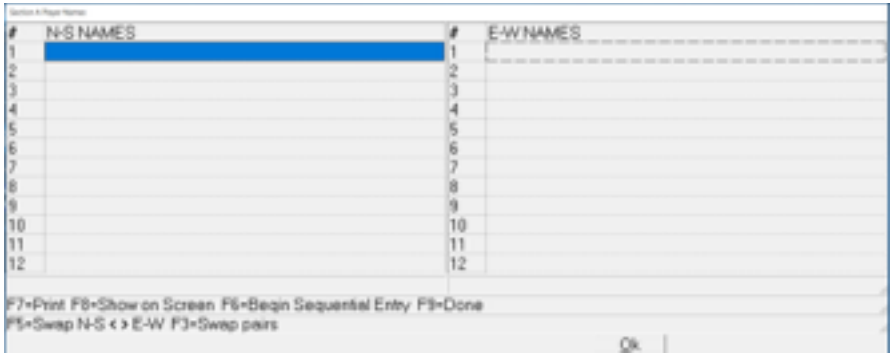


F3: Names

This means that the game file will access all saved names and player numbers from previous games. You want that.



Despite having the BridgeMates, you should always check this page. Sometimes people get their numbers wrong and some people will forget, won't be in the club database, etc.

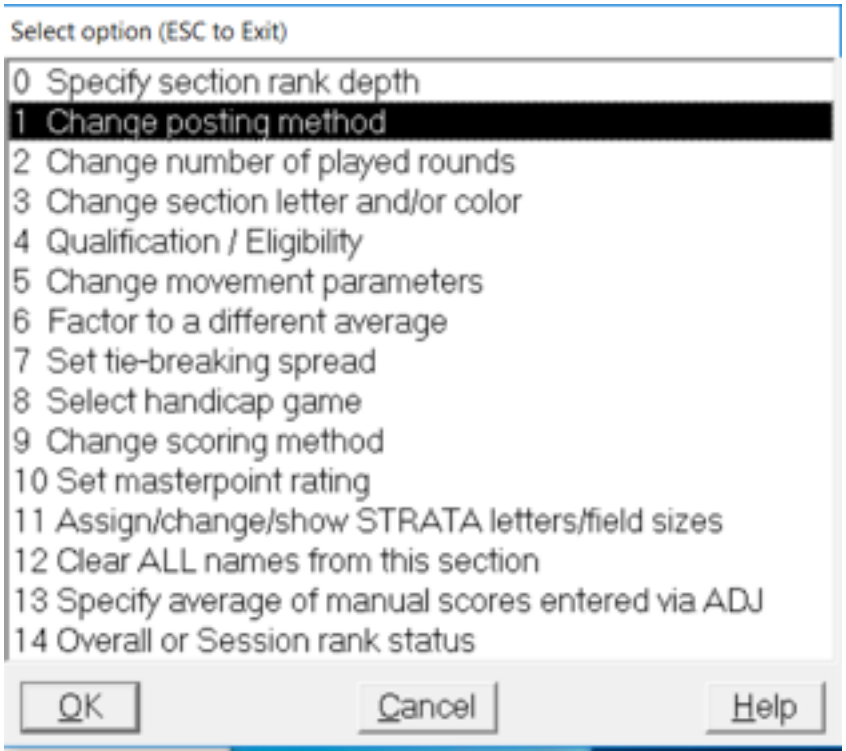


Can search with last names or player numbers. Otherwise, players will have to be added to database. Hit F10: Not in DB.

F9: Changing the Game

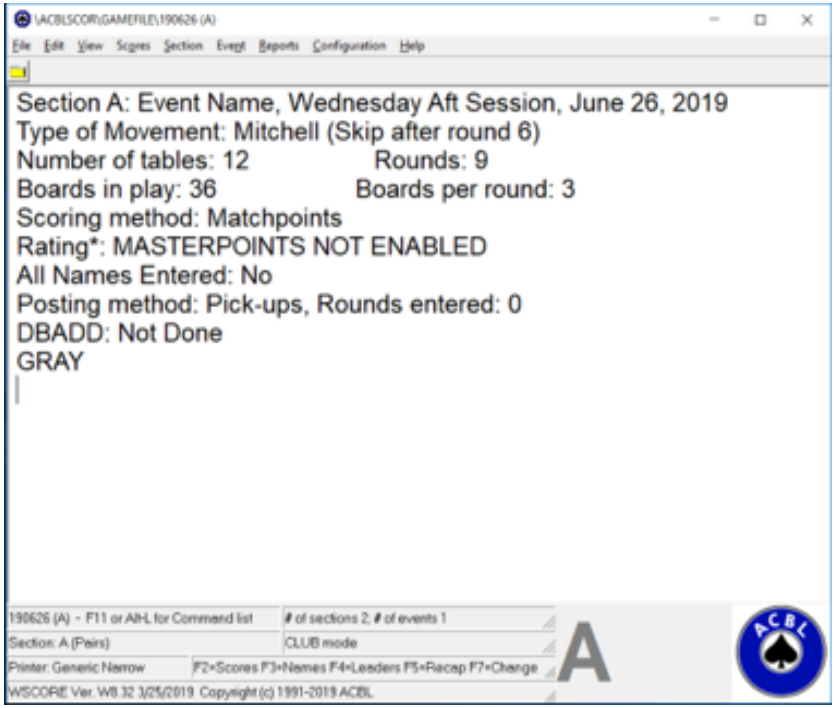
Whenever you want to change the parameters of the game, F9 is the menu where those options exist.

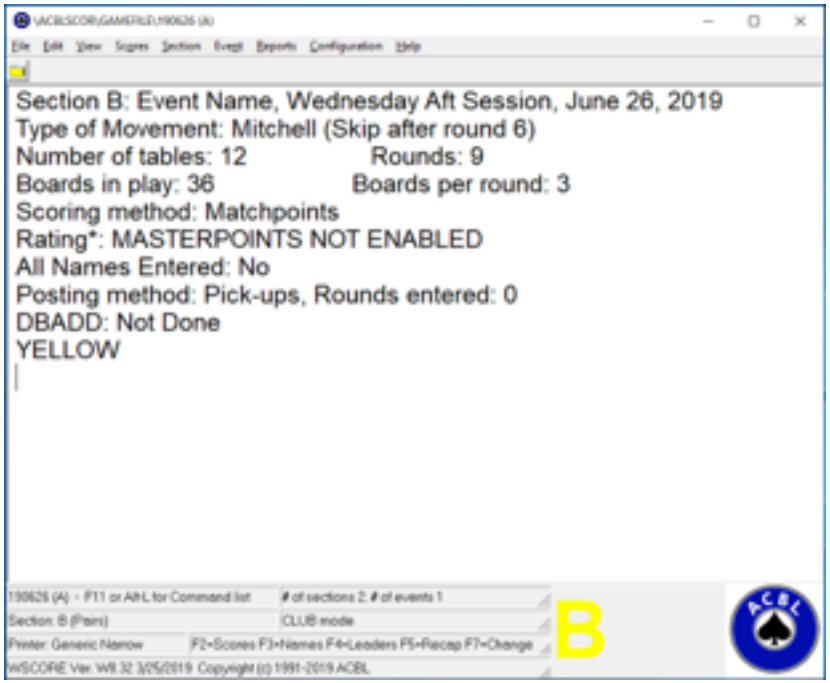
2: This is where you chop off the last round
4: Life master playing in NLM game, something like that
5: Pair walked in late, need to tweak the game slightly (versus starting from scratch)
9: IMPs, matchpoints, VPs, etc.
10: If you need to adjust strata or chose the wrong option when setting up the game: fund, championship, STaC, whatever.



F7: Switching between sections

This game: 24 tables, two sections of 12 tables doing 9 rounds of 3 boards. If setting up a second section that is a copy of the first section, ACBLscore can copy most of the data very easily. The 50 clicks to set up section A turn into 3 clicks to copy A to B.



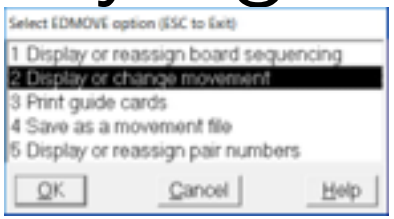


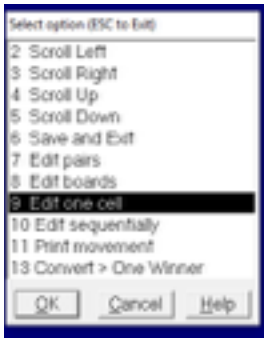
F11: Anything you could ever need

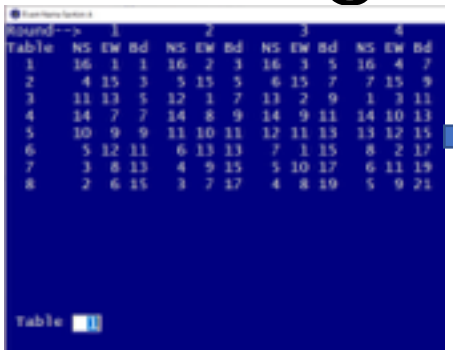
All commands that do not deal with how masterpoints are awarded live here. Think back to setting up the BridgeMates from earlier.

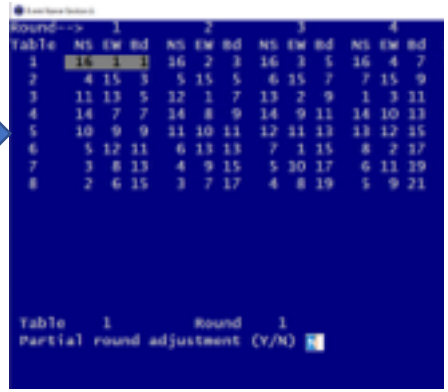
ADD: same as Ctr A for setting up a new section
ADJ: player shows up late, repeated cell phones, disciplinary issues, etc.
BACK: saves/copies the game elsewhere
DBADD: “D-B ADD” = **D**ata **B**ase **Add**, includes the game with the monthly report (This makes sure people get their points!)
EDMOV: people played: 1)the wrong boards 2)boards at the wrong time 3) in the wrong position. Makes wacky adjustments to the movement.
KILL: You can’t save the movement with F9 option 5 (tweak movement) or option 10 (change rating/strats). You have to start from scratch.
LRECA: “Luh-Reek-Uh” = **L**ong **Reca**p. Step 1 of uploading results to the website if you direct at CBC. Can save as either text or HTML depending on needs.
BMS: **B**ridge **M**ate **S**tart. Sets up the server
BMN: **B**ridge **M**ate **N**ames. Imports names into the F3 screen

EDMOV example: boards played by right pairs in the wrong direction

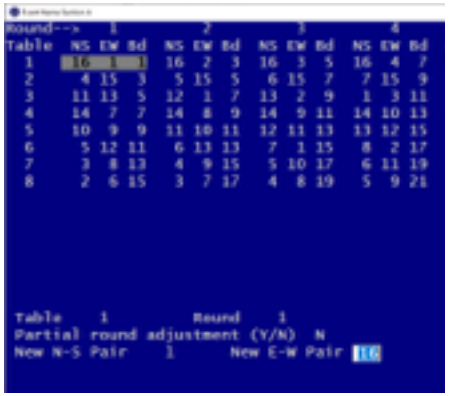


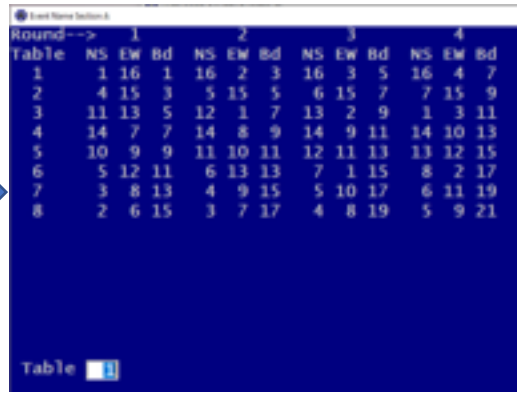






Options for the EDMOV command. Note that you can also create movements yourself and print guide cards for roving pairs/ Howells with this command!





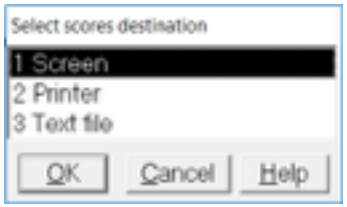
The gist: Edmov is a very powerful command useful for when players do not do what the computer wants. You can change larger chunks of the movement through options 7, 8, and 10, but option 9 is most frequent. Specify location, then if you are changing a single board or the whole round, and then change pair numbers. Notice the last screen where Pairs 1 and 16 at table 1 in round 1 have swapped.

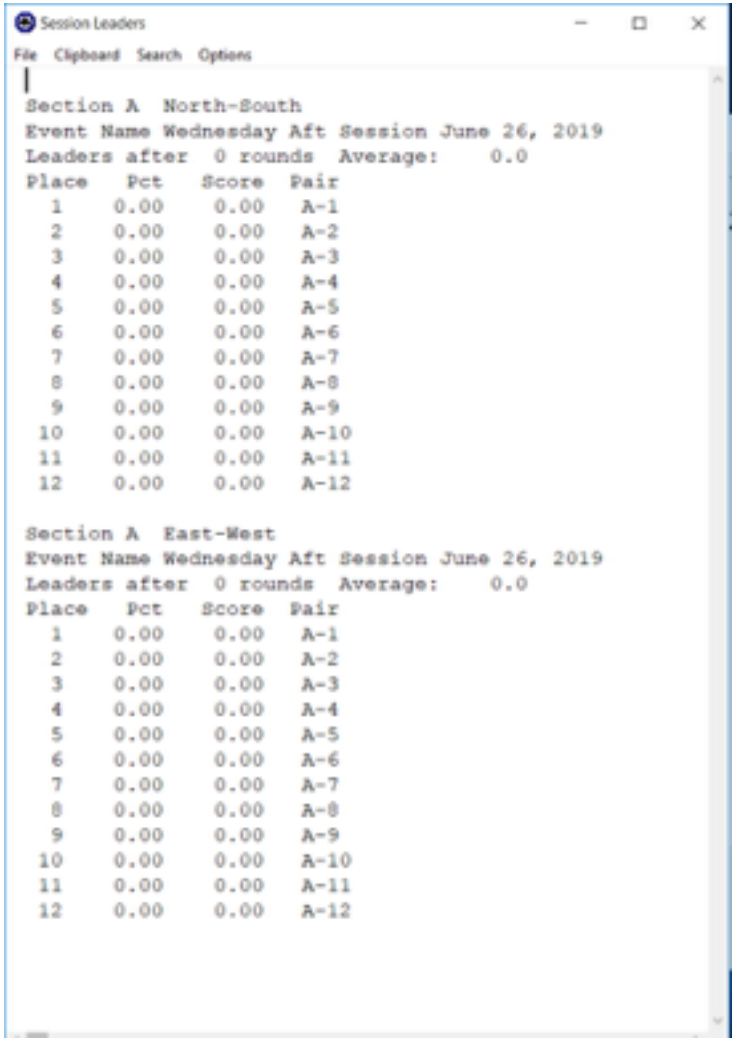
F4: Preliminary Results

This is the screen for printing the results with one round to go. In that case, send scores to printer.

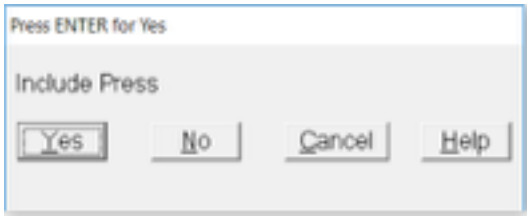
If it's the middle of the game and you are bored, just send them to the screen.

Make sure you hit Ctrl P first, so that the game file has the most current idea of scores.





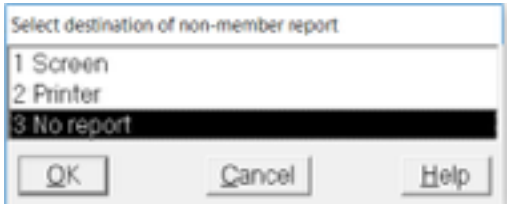
F5: Final Results and LRECA



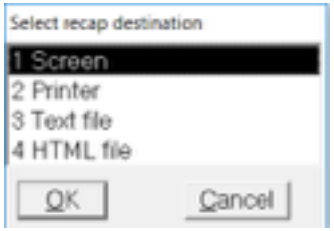
Hit F5, then enter three times.
Screens that pop up:
Include Press
Include NS
Include EW

You want to include all of them and yes is already selected. Enter Enter Enter.

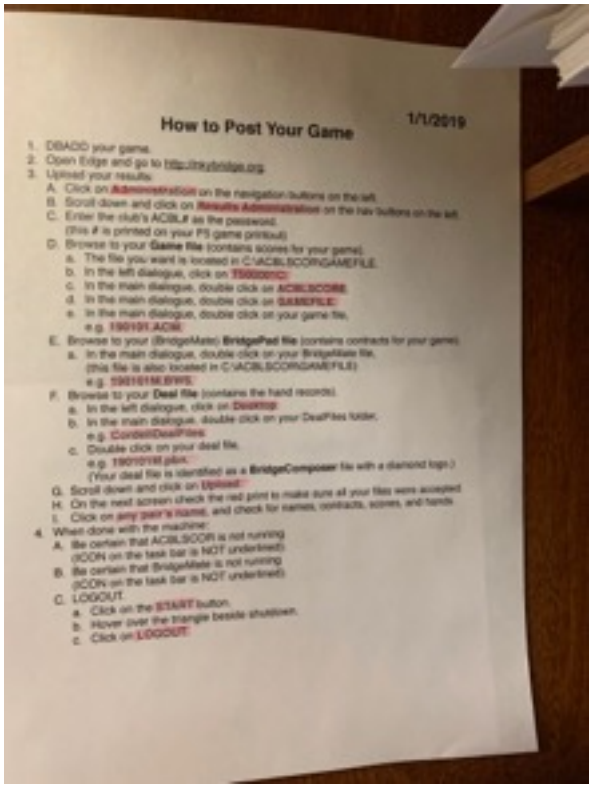
LRECA Preparation: Select No report and then text file or HTML file depending on where in the unit you are directing.

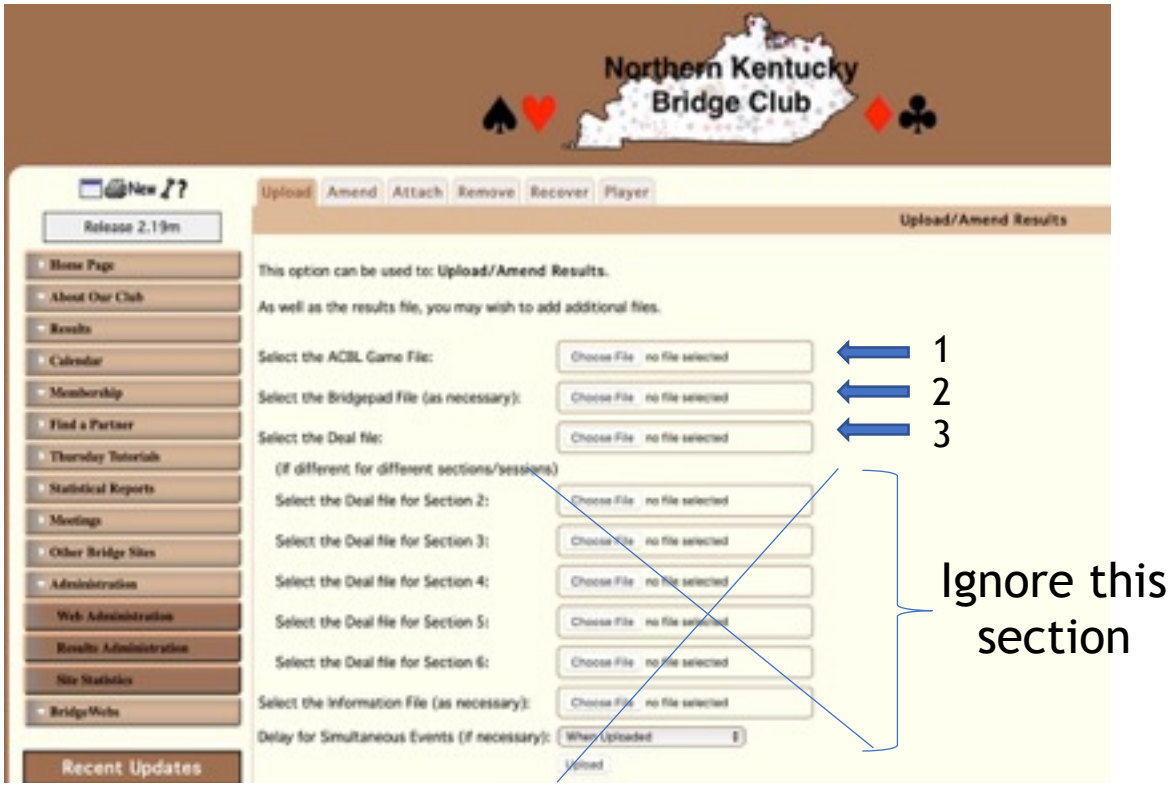


HTML files get uploaded to the website, text files get uploaded to other programs that compile score data and hand records before being converted to an HTML file.



Posting to website

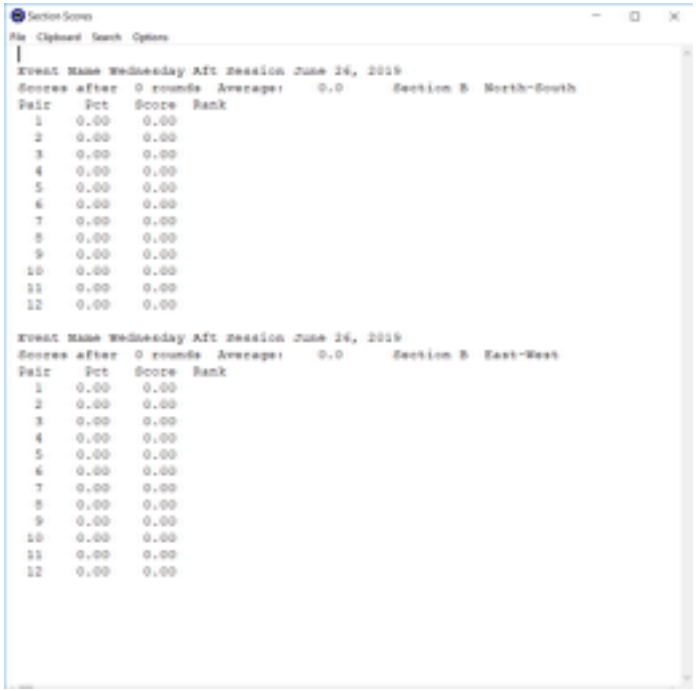




Look, a handy checklist! It's kept to the left of the computer. Use it until you know what you are doing. Make sure you understand that file types are IMPORTANT. Log in by clicking on "Results Administration." Password is NKBC's ACBL number. It shows up on the F5 reports. You need three files: **.ACX file** (where X = m for morning, a for afternoon, and e for evening), a **.BWS file** (gets contract data from bridgemates), and a **.pbn deal file**. They have to go in the correct upload positions for this to work

F6 and F8: Other options for showing results

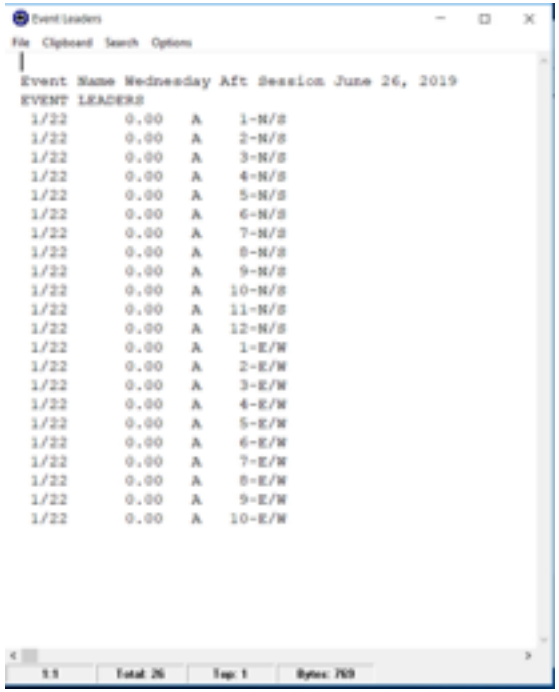
Ordered by pair number



```
Event Name Wednesday Aft Session June 26, 2019
Scores after  0 rounds  Average:    0.0      Section B  North-South
Pair    Pct    Score  Rank
  1    0.00    0.00
  2    0.00    0.00
  3    0.00    0.00
  4    0.00    0.00
  5    0.00    0.00
  6    0.00    0.00
  7    0.00    0.00
  8    0.00    0.00
  9    0.00    0.00
 10    0.00    0.00
 11    0.00    0.00
 12    0.00    0.00

Event Name Wednesday Aft Session June 26, 2019
Scores after  0 rounds  Average:    0.0      Section B  East-West
Pair    Pct    Score  Rank
  1    0.00    0.00
  2    0.00    0.00
  3    0.00    0.00
  4    0.00    0.00
  5    0.00    0.00
  6    0.00    0.00
  7    0.00    0.00
  8    0.00    0.00
  9    0.00    0.00
 10    0.00    0.00
 11    0.00    0.00
 12    0.00    0.00
```

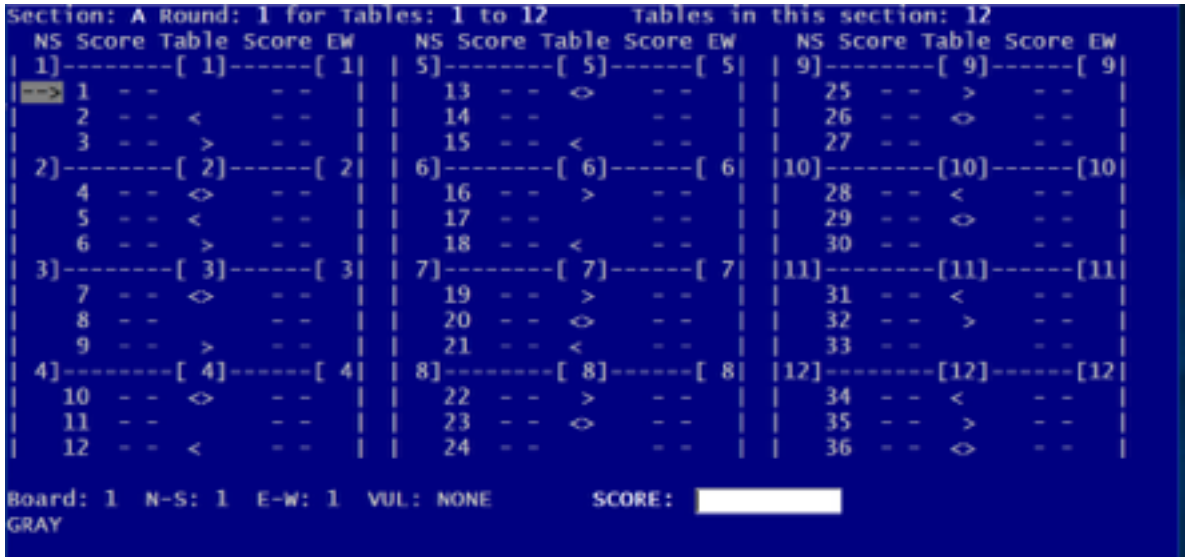
Displays the top __ scores in each strat



```
Event Name Wednesday Aft Session June 26, 2019
EVENT LEADERS
 1/22      0.00   A    1-N/S
 1/22      0.00   A    2-N/S
 1/22      0.00   A    3-N/S
 1/22      0.00   A    4-N/S
 1/22      0.00   A    5-N/S
 1/22      0.00   A    6-N/S
 1/22      0.00   A    7-N/S
 1/22      0.00   A    8-N/S
 1/22      0.00   A    9-N/S
 1/22      0.00   A   10-N/S
 1/22      0.00   A   11-N/S
 1/22      0.00   A   12-N/S
 1/22      0.00   A    1-E/W
 1/22      0.00   A    2-E/W
 1/22      0.00   A    3-E/W
 1/22      0.00   A    4-E/W
 1/22      0.00   A    5-E/W
 1/22      0.00   A    6-E/W
 1/22      0.00   A    7-E/W
 1/22      0.00   A    8-E/W
 1/22      0.00   A    9-E/W
 1/22      0.00   A   10-E/W
```

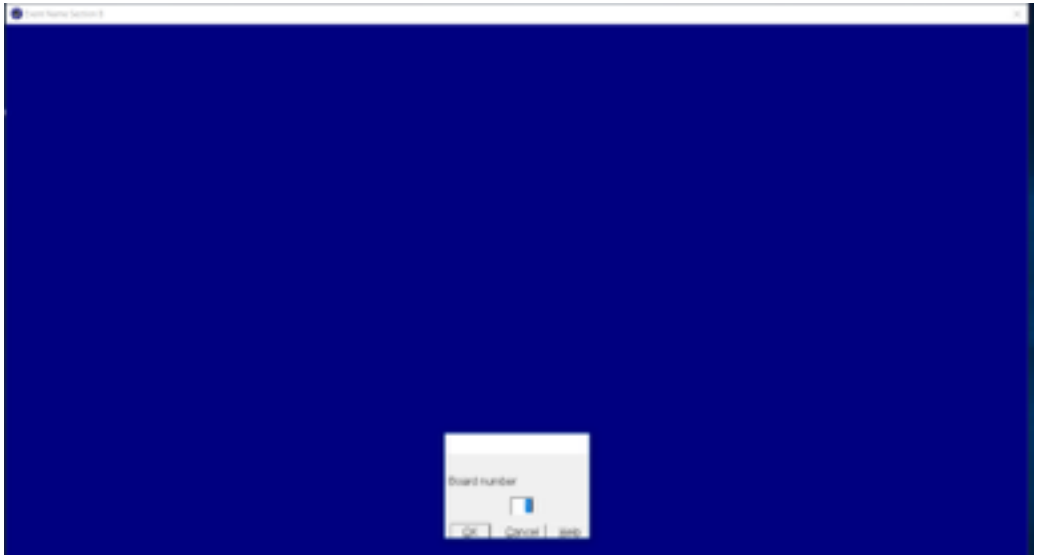
F2: Scoring

Shouldn't have to use this screen very often. If the BridgeMates are not functioning and you are forced to enter the results manually, this is the place to do it.
Enter scores without the trailing 0.
Use "+" or "Enter" keys to assign a NS score or "-" to give an EW score.
Use A or A± to assign Ave or Ave±, then hit enter.
Use "S" to assign special scores (a different score awarded to each side: ave ± and something else to the other direction, typically)
Use "N" to assign a no play and "0" to assign a pass out.

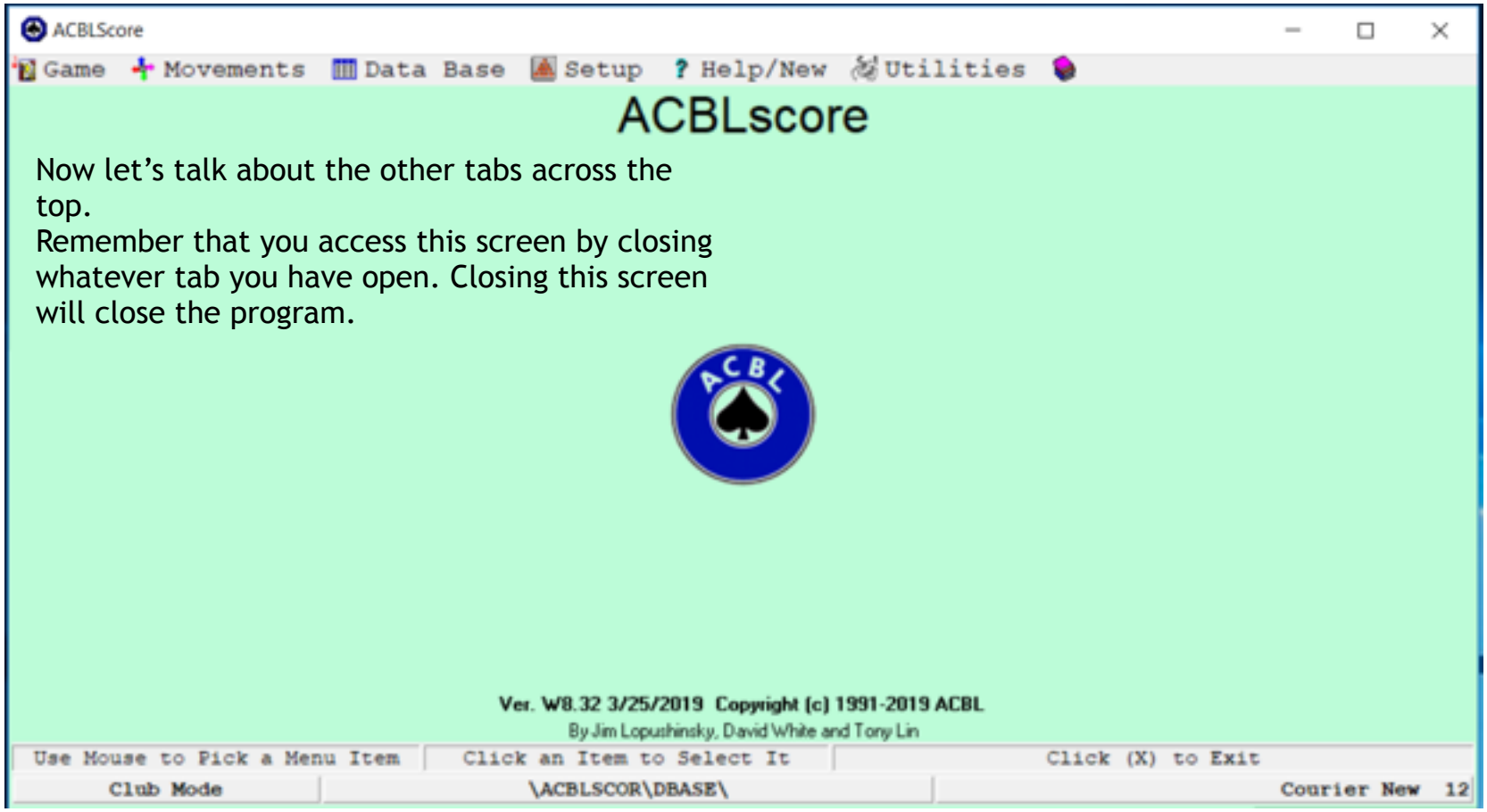


F10: Score Corrections

Pair 3 tells you that Board 10 was scored incorrectly. This is the screen to fix that – enter the board number and NS pair number.

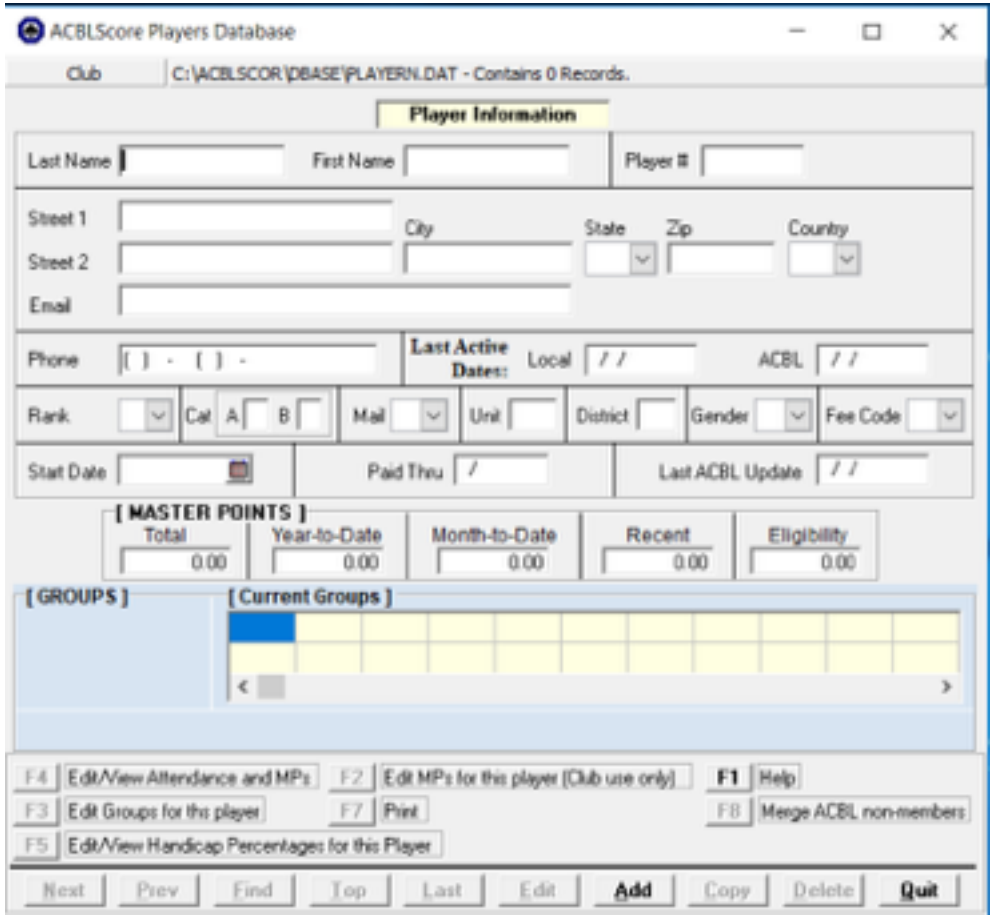


Home Screen…. again



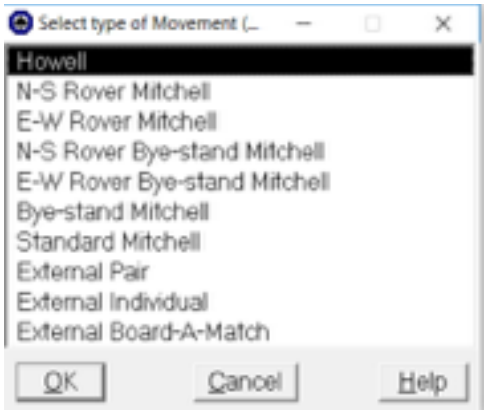
Database Tab: Update/Find Players

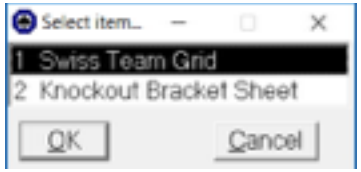
Use this screen to look up player masterpoint totals, look up ACBL numbers, or add new players. The catalog is alphabetical.
“Next” and “Previous” will move up/down one position alphabetically.
“Find” will do a search (either last name or player number). “Edit” changes the information of the player currently on the screen.
“Add” will make a new entry.



Movements Tab: Guide cards and finding options

This tab will allow you to print or view all movements that ACBLscore knows how to run. Helpful for roving pairs, Howells, etc.



Utilities

Helpful for team games. If you find yourself needing a Swiss grid or knockout bracket, this is the place.