



American
Contract
Bridge League

Directing 101: ACBL Score

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

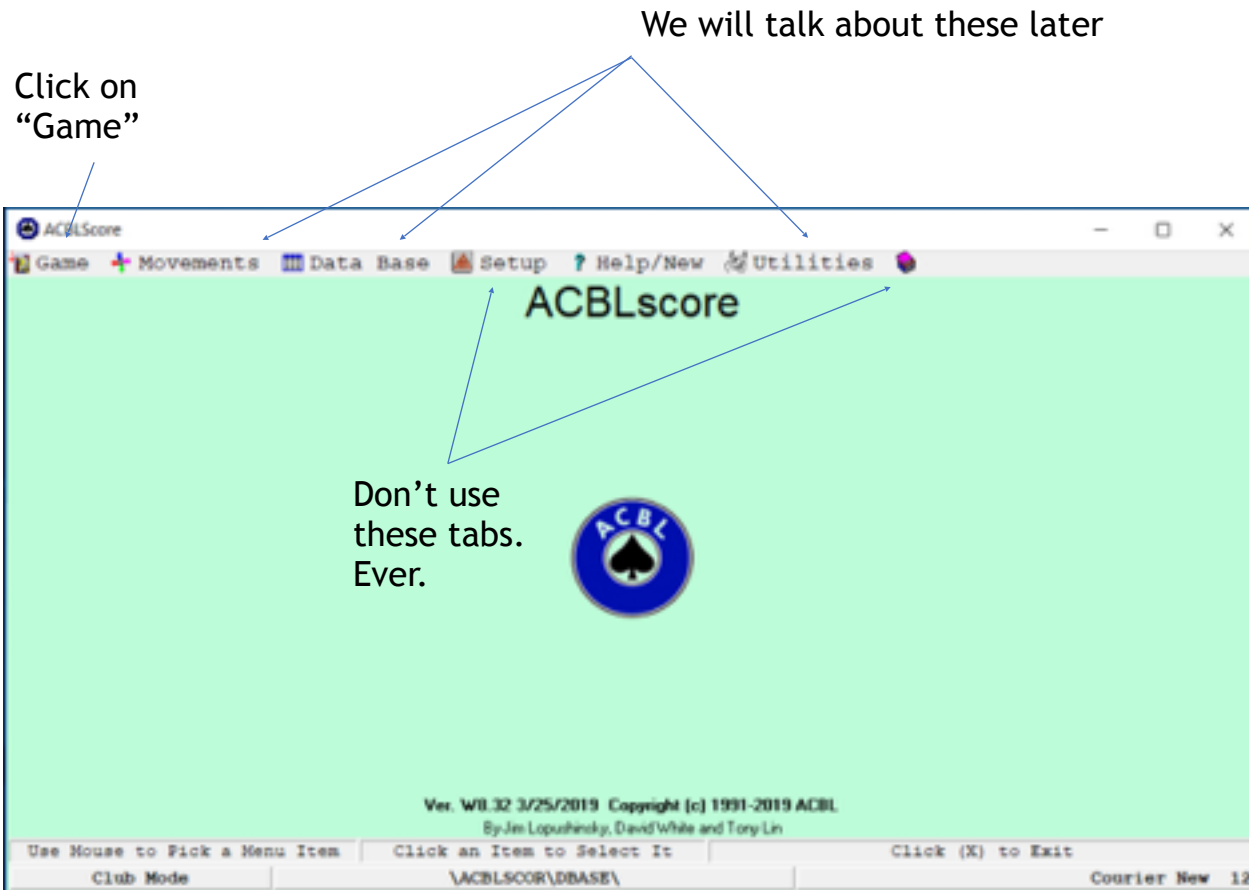
John Taylor

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



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

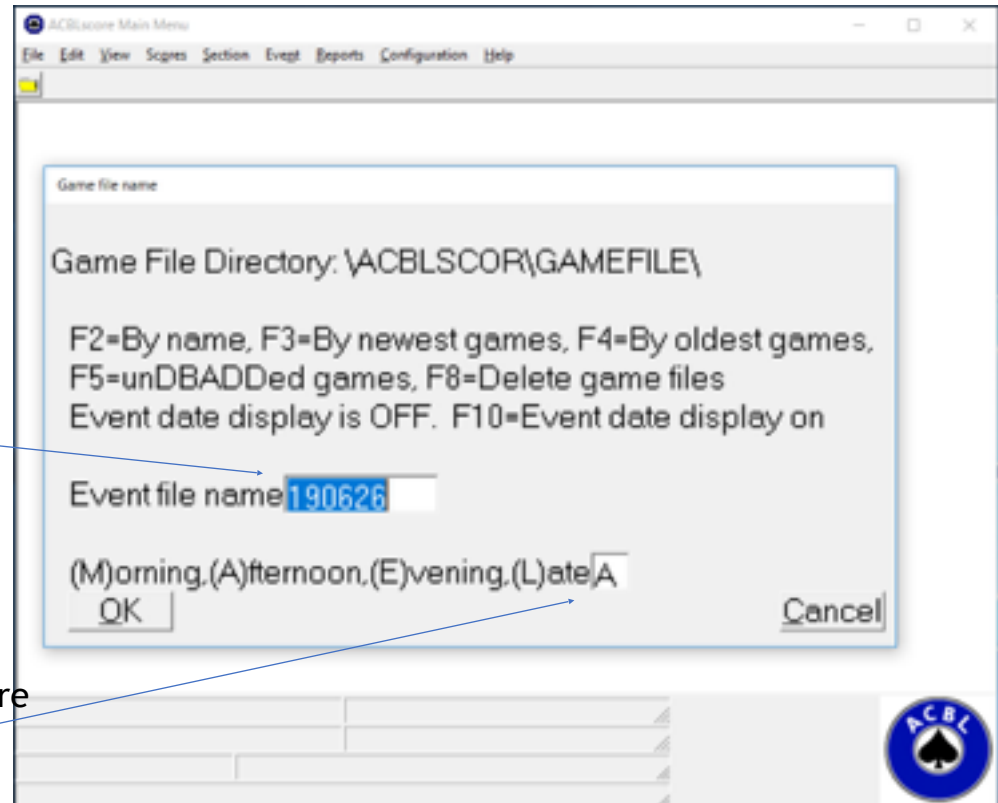
ACBLscore automatically saves so you can close/open game files without issue. Hitting the yellow folder brings up the game file directory pop up screen. Only use this button if you need to make a score correction from an old game and already have a different game running.

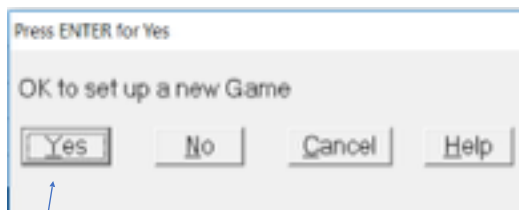
This should be the date of the game file you want to create:
yy/mm/dd

Sounds self explanatory, but make sure this matches the game time.

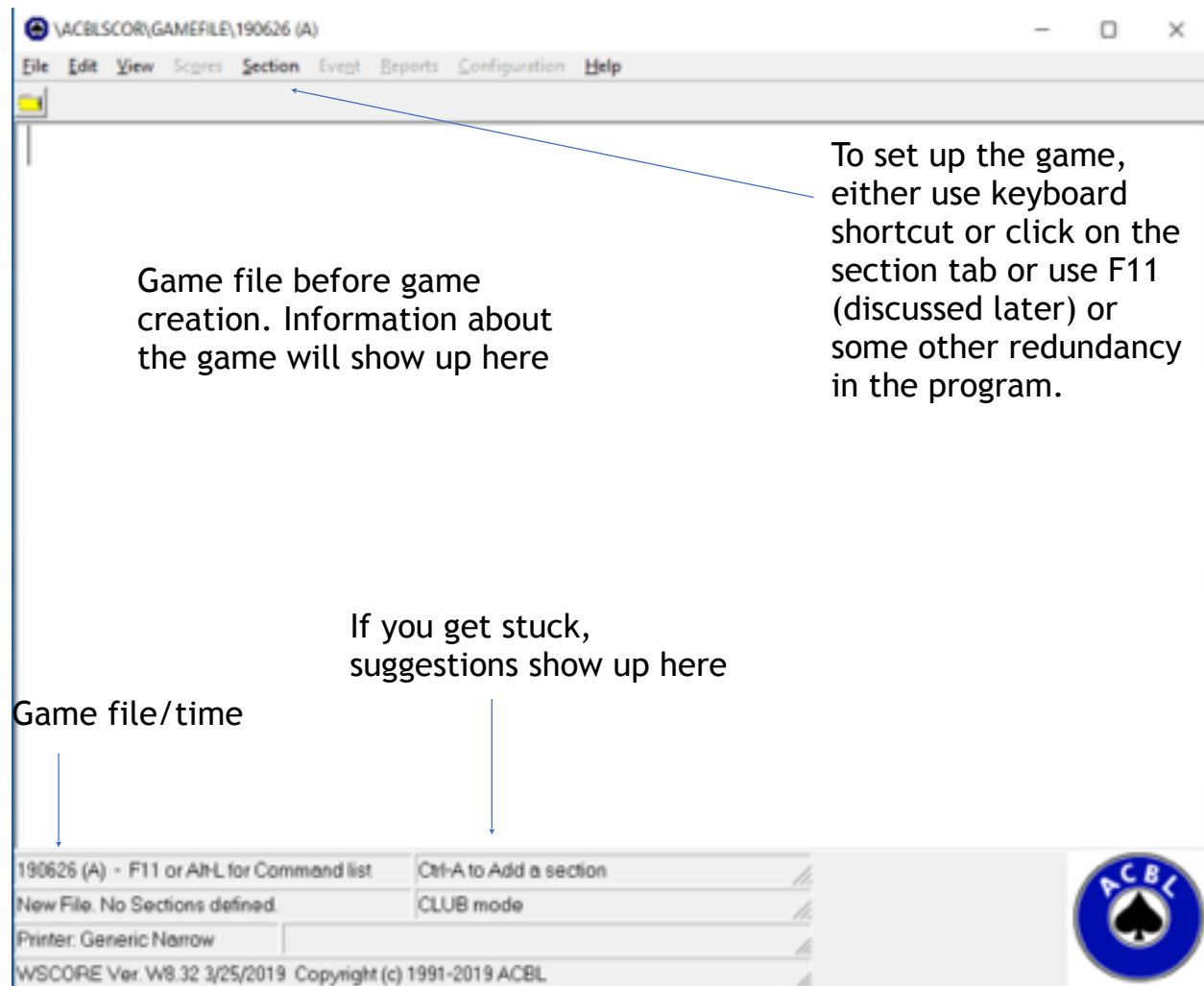
M: Before Noon A: Before 6pm
E: Before 11pm L: After 11pm

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.

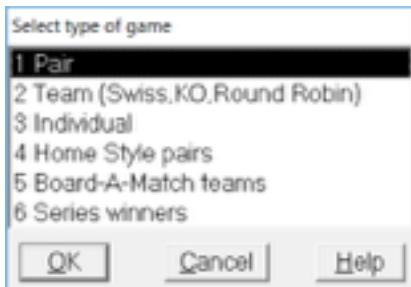




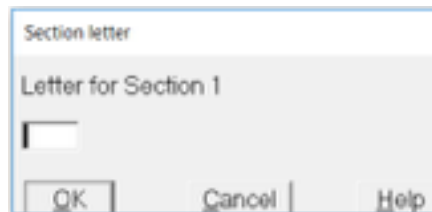
Self explanatory



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

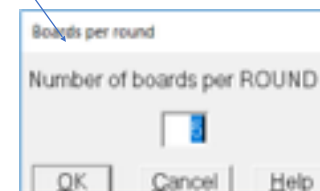
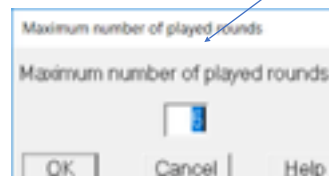
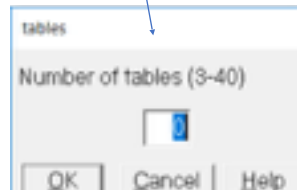


Pick your favorite color or gray if you're lazy

Setting up the game

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

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.



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.

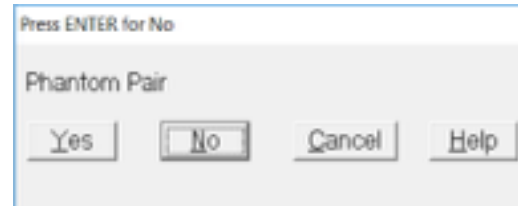
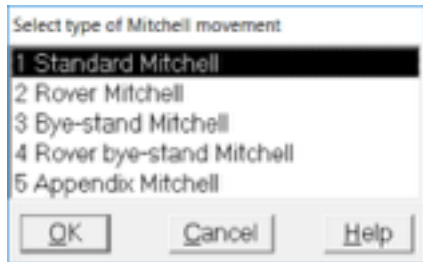
External: Use this for "fun" movements. H8 Rover for 7.5 tables, Criss Cross Mitchell for 8 tables, Scrambled Mitchells, etc. Browse to your heart's content.

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).

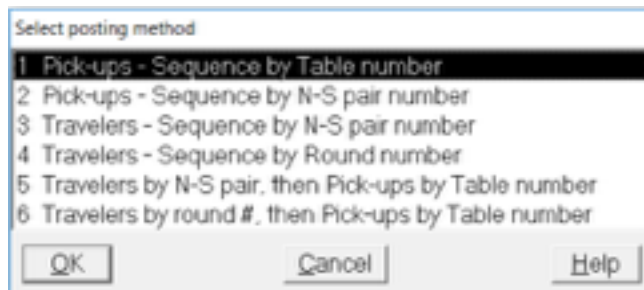
Rover Bye-Stand: both

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



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.

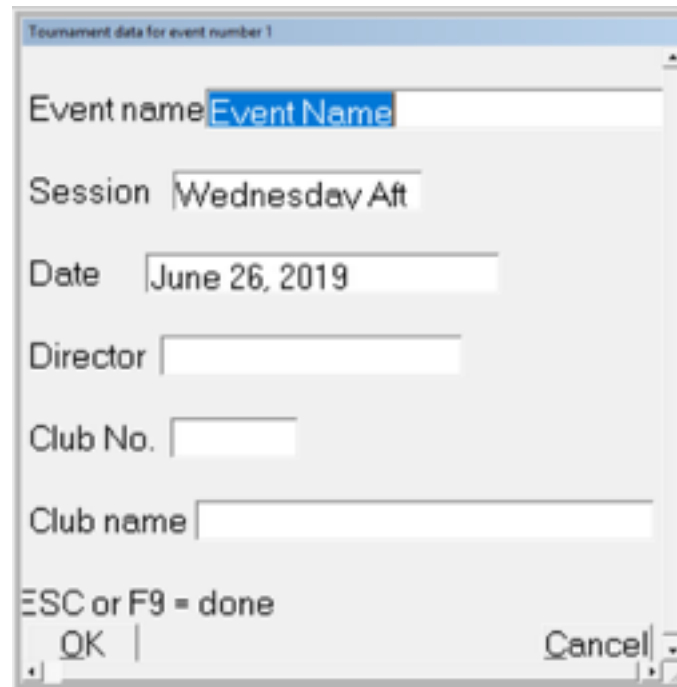


Whatever the sheet on the right door of the director's cabinet says. Use either 1-5 or 7-9 because we aren't in Canada.

Depending on which option is chosen, there may be subsequent menus (differentiation among the fund games, masterpoint ratings, etc.)

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.)



The screenshot shows a window titled "Tournament data for event number 1". It contains several text input fields: "Event name" (containing "Event Name"), "Session" (containing "Wednesday Aft"), "Date" (containing "June 26, 2019"), "Director" (empty), "Club No." (empty), and "Club name" (empty). At the bottom, there is a label "ESC or F9 = done", a button labeled "OK", and a button labeled "Cancel". Two blue arrows from the text on the left point to the "Event name" and "Date" fields.

Field	Value
Event name	Event Name
Session	Wednesday Aft
Date	June 26, 2019
Director	
Club No.	
Club name	

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)

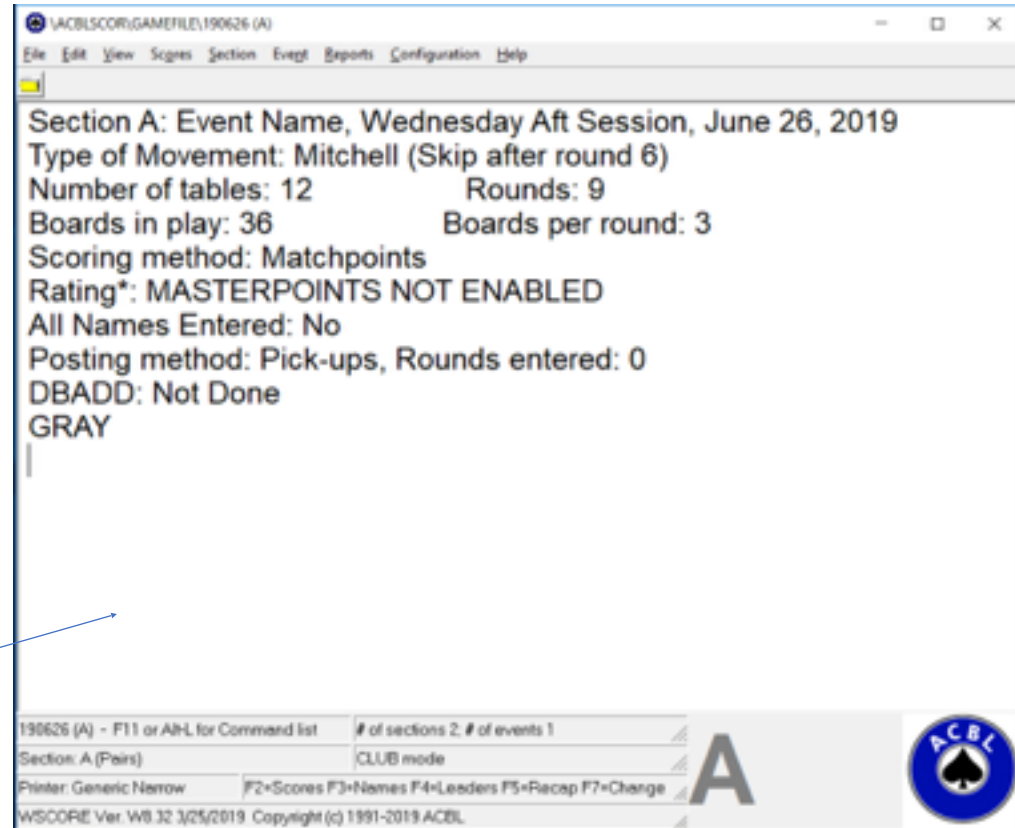
→ “BMS” (**B**ridge**M**ate **S**tart)

Wait until people start USING the BridgeMates

F11 → “BMN” (**B**ridge**M**ate **N**ames)

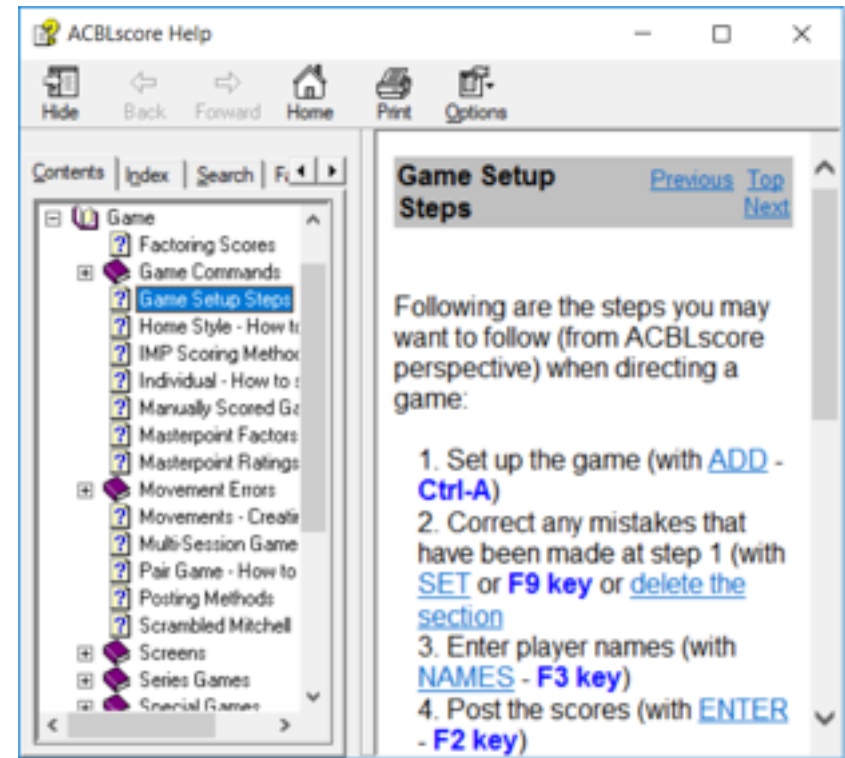
Ctrl P (from this screen)

Imports scores from the BridgeMate program to ACBLscore



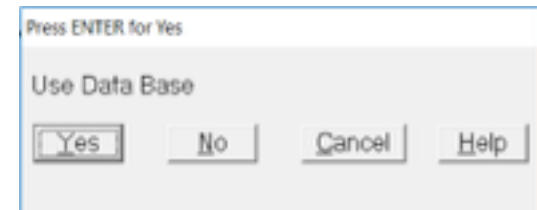
F1: Help

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

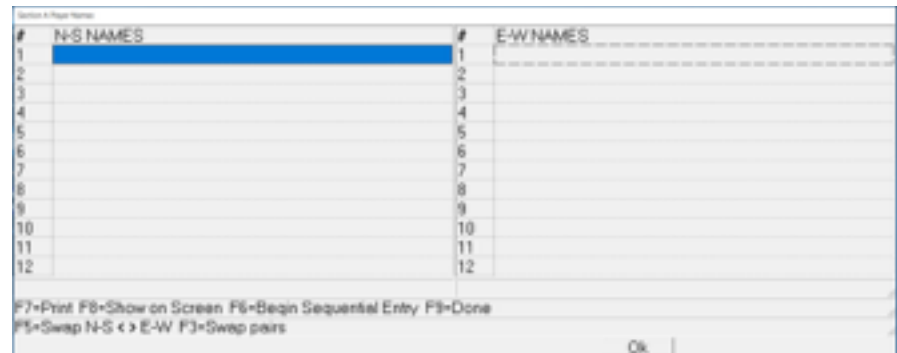
This means that the game file will access all saved names and player numbers from previous games. You want that.



Press ENTER for Yes

Use Data Base

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.



#	N-S NAMES	#	E-W NAMES
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
11		11	
12		12	

F7=Print F8=Show on Screen F6=Begin Sequential Entry F9=Done
F5=Swap N-S < > E-W F3=Swap pairs

OK

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



	LAST NAME	FIRST NAME	PLAYER#	CITY	STATE
1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Data Base Search F10=Not in DB					
2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

F9: Done F2=Search by Player#
PgUp: Prev Pair PgDn: Next Pair F5: Delete Player

OK Cancel

F9: Changing the Game

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

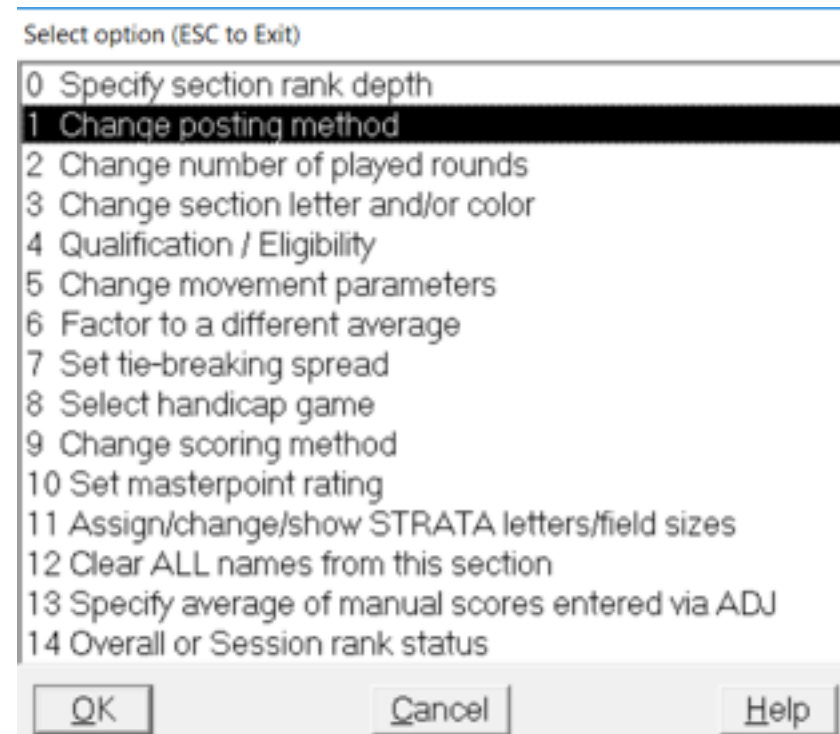
2: This is where you chop off the last round

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)

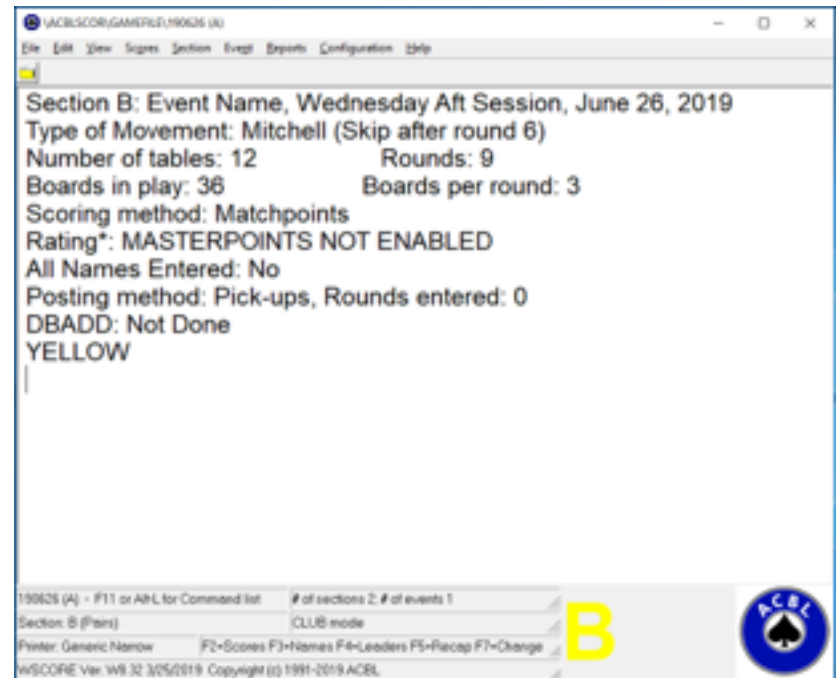
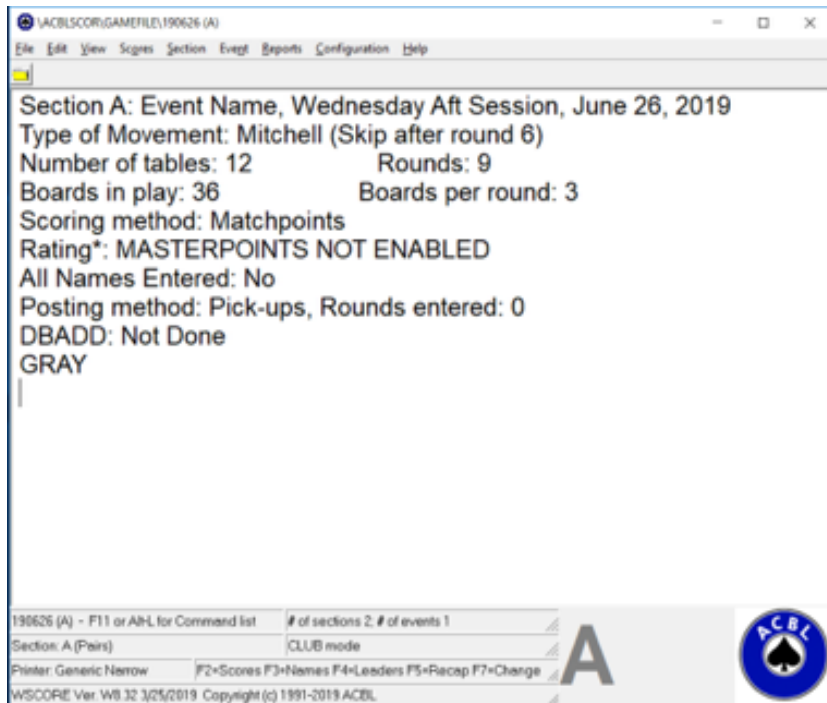
9: IMPs, matchpoints, VPs, etc.

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 **A**dd, 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 **R**ecap. 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



The screenshot shows a window titled "Select command" with a list of commands and their descriptions. The commands are listed in two columns. The first column contains the command names, and the second column contains their descriptions. The commands are: ADD (Add a new section), ADJ (Outside score adjustment), BACK (ACBL report for a special game), BOARD (Copy current game file to external device), BUL (Display a board), CFGI (Produce output for daily bulletin), COI (Edit event configuration), DBADD (Compute carry over scores), EDMOV (Enter or modify carryover scores), EDPK (Update Data Base from game file), EDPK (Edit Movement), EDPK (Edit previous session crossovers), EDPK (Edit next session crossovers), EDPK (Scan all sections for player MP eligibility), ENTER (Enter or correct scores), EVENT (Event leaders), FIND (Find a player or verify player eligibility), FOUL (Use fouled board procedure), FREQ (Frequency charts or diagrams), GNEXT (Next game file in alphabetic order), GPREV (Previous game file in alphabetic order), IMP (Import from another game file), KILL (Delete a section from this game file), LAST (Revert to last game used), LATE (Report of late plays), LEAD (Section leaders), LIST (List scores in pair order or rank order), LRECA (Recap and/or press to screen/file/print/Internet), MEMO (Edit memos to print on recap), NAMES (Enter or modify player names), NEW (Go to a different game file), NOTE (Edit notes for this game file), QALL (Rank overall - verify masterpoint awards), QRECA (Print recap sheet at 6 lines per inch), POON (Print masterpoint or NAP qualifying receipts), and FEVEN (Event leaders with percentages).

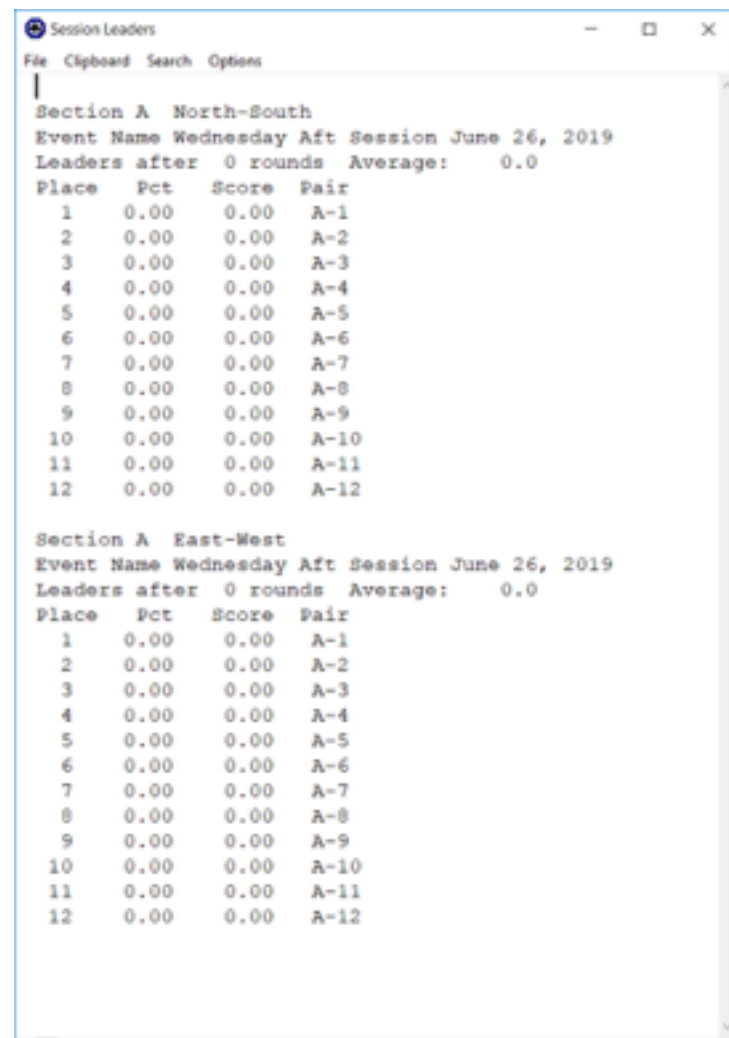
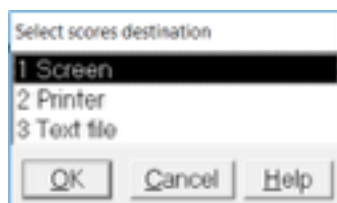
Command	Description
ADD	Add a new section (Ctrl-A)
ADJ	Outside score adjustment
BACK	ACBL report for a special game
BOARD	Copy current game file to external device (Ctrl-B)
BUL	Display a board (F10)
CFGI	Produce output for daily bulletin
COI	Edit event configuration - move sections to different events
DBADD	Compute carry over scores from qualifying sessions
EDMOV	Enter or modify carryover scores
EDPK	Update Data Base from game file (Ctrl-D)
EDPK	Edit Movement
EDPK	Edit previous session crossovers
EDPK	Edit next session crossovers
EDPK	Scan all sections for player MP eligibility
ENTER	Enter or correct scores (F2)
EVENT	Event leaders (F6)
FIND	Find a player or verify player eligibility (Ctrl-F)
FOUL	Use fouled board procedure
FREQ	Frequency charts or diagrams
GNEXT	Next game file in alphabetic order (Ctrl-Right)
GPREV	Previous game file in alphabetic order (Ctrl-Left)
IMP	Import from another game file (Ctrl-I)
KILL	Delete a section from this game file
LAST	Revert to last game used (Ctrl-L)
LATE	Report of late plays
LEAD	Section leaders (F4)
LIST	List scores in pair order or rank order (F8)
LRECA	Recap and/or press to screen/file/print/Internet
MEMO	Edit memos to print on recap
NAMES	Enter or modify player names (F3)
NEW	Go to a different game file (Ctrl-N)
NOTE	Edit notes for this game file
QALL	Rank overall - verify masterpoint awards
QRECA	Print recap sheet at 6 lines per inch
POON	Print masterpoint or NAP qualifying receipts
FEVEN	Event leaders with percentages

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.



The screenshot shows a window titled "Session Leaders" with a menu bar (File, Clipboard, Search, Options). It displays two leaderboards for "Section A".

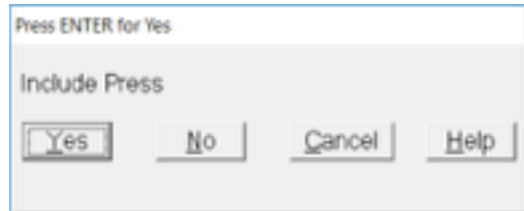
Section A North-South
Event Name Wednesday Aft Session June 26, 2019
Leaders after 0 rounds Average: 0.0

Place	Pct	Score	Pair
1	0.00	0.00	A-1
2	0.00	0.00	A-2
3	0.00	0.00	A-3
4	0.00	0.00	A-4
5	0.00	0.00	A-5
6	0.00	0.00	A-6
7	0.00	0.00	A-7
8	0.00	0.00	A-8
9	0.00	0.00	A-9
10	0.00	0.00	A-10
11	0.00	0.00	A-11
12	0.00	0.00	A-12

Section A East-West
Event Name Wednesday Aft Session June 26, 2019
Leaders after 0 rounds Average: 0.0

Place	Pct	Score	Pair
1	0.00	0.00	A-1
2	0.00	0.00	A-2
3	0.00	0.00	A-3
4	0.00	0.00	A-4
5	0.00	0.00	A-5
6	0.00	0.00	A-6
7	0.00	0.00	A-7
8	0.00	0.00	A-8
9	0.00	0.00	A-9
10	0.00	0.00	A-10
11	0.00	0.00	A-11
12	0.00	0.00	A-12

F5: Final Results and LRECA

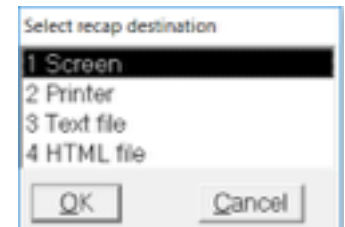
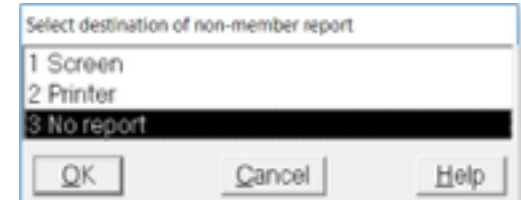


Hit F5, then enter three times.
Screens that pop up:
Include Press
Include NS
Include EW

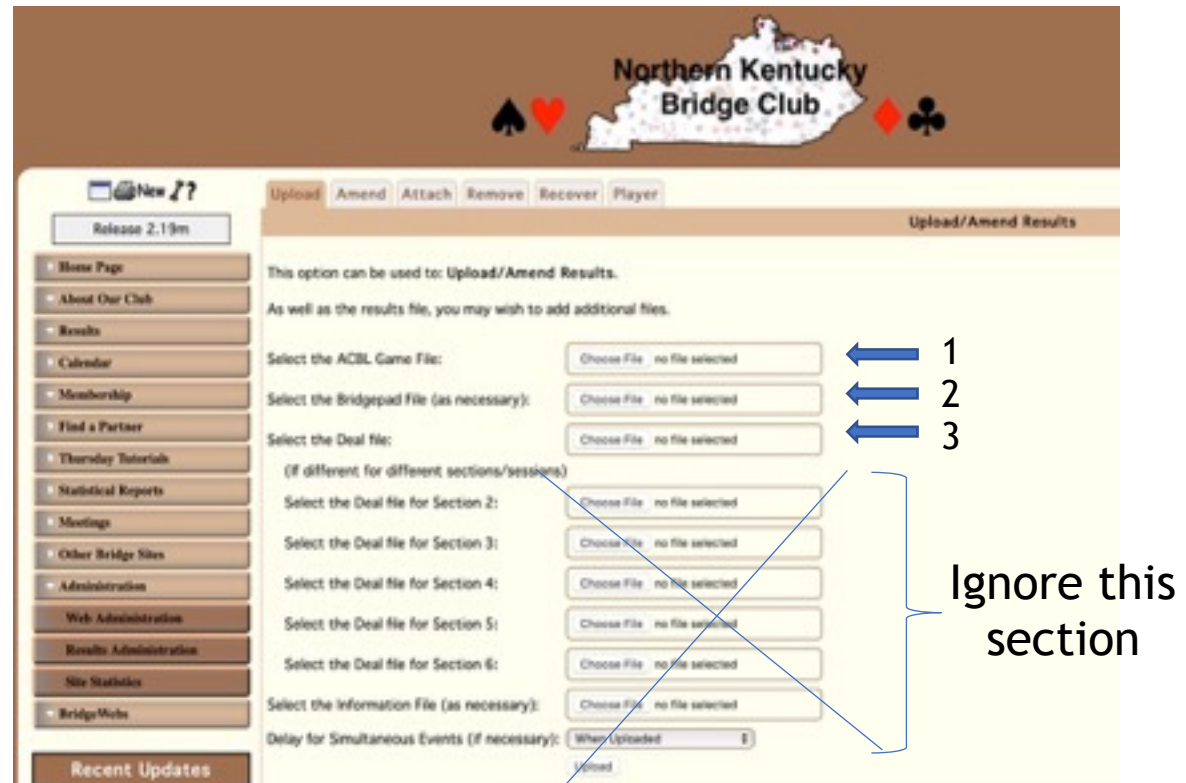
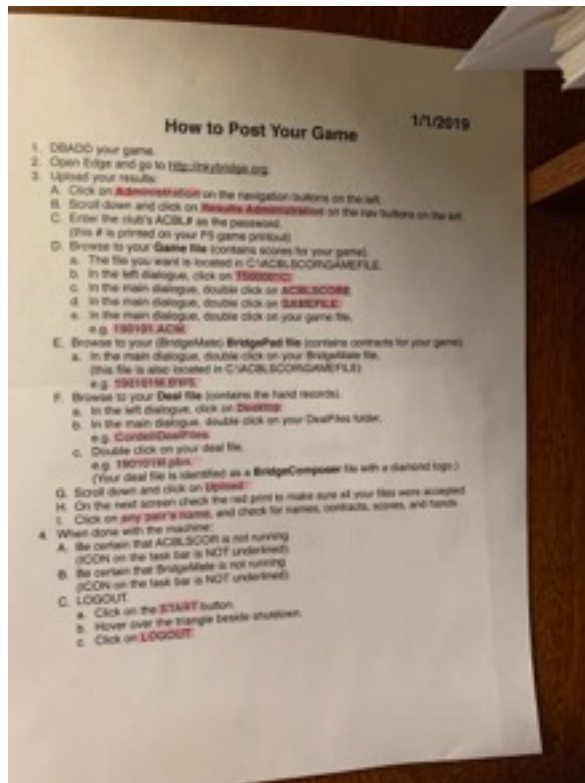
You want to include all of them and yes is already selected. Enter Enter Enter.

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.



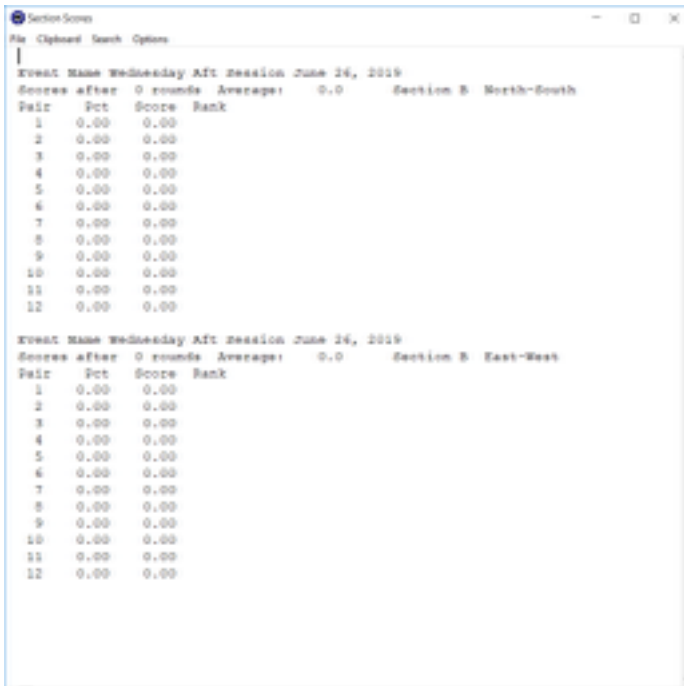
Posting to website



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



Section Scores

File Clipboard Search Options

Event Name Wednesday Aft Session June 26, 2019

Scores after 0 rounds Average: 0.0 Section B North-South

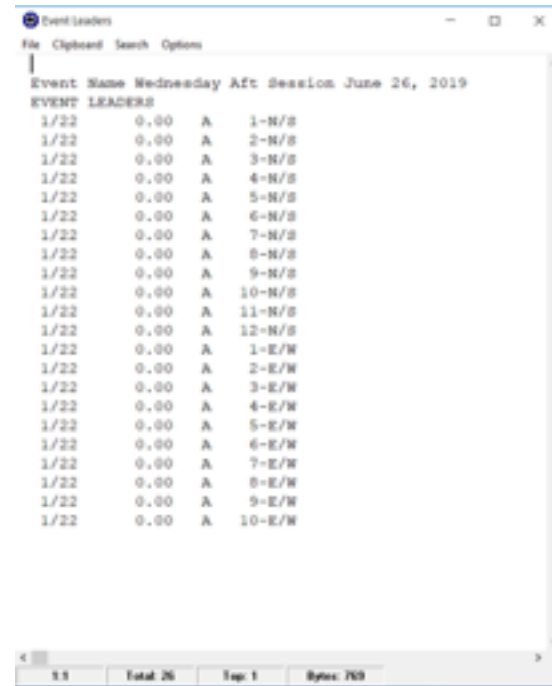
Pair	Pct	Score	Rank
1	0.00	0.00	
2	0.00	0.00	
3	0.00	0.00	
4	0.00	0.00	
5	0.00	0.00	
6	0.00	0.00	
7	0.00	0.00	
8	0.00	0.00	
9	0.00	0.00	
10	0.00	0.00	
11	0.00	0.00	
12	0.00	0.00	

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 Leaders

File Clipboard Search Options

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

4 1.1 Total: 26 Top: 1 Bytes: 768

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 \pm to assign Ave or Ave \pm , then hit enter.

Use "S" to assign special scores (a different score awarded to each side: ave \pm and something else to the other direction, typically)

Use "N" to assign a no play and "0" to assign a pass out.

Section: A Round: 1 for Tables: 1 to 12				Tables in this section: 12										
NS	Score	Table	Score EW	NS	Score	Table	Score EW	NS	Score	Table	Score EW			
1]	-----	[1]	-----	[1]	5]	-----	[5]	-----	[5]	9]	-----	[9]	-----	[9]
1	- -		- -		13	- -	<	- -		25	- -	>	- -	
2	- -	<	- -		14	- -		- -		26	- -	<	- -	
3	- -	>	- -		15	- -	<	- -		27	- -		- -	
2]	-----	[2]	-----	[2]	6]	-----	[6]	-----	[6]	10]	-----	[10]	-----	[10]
4	- -	<	- -		16	- -	>	- -		28	- -	<	- -	
5	- -	<	- -		17	- -		- -		29	- -	<	- -	
6	- -	>	- -		18	- -	<	- -		30	- -		- -	
3]	-----	[3]	-----	[3]	7]	-----	[7]	-----	[7]	11]	-----	[11]	-----	[11]
7	- -	<	- -		19	- -	>	- -		31	- -	<	- -	
8	- -		- -		20	- -	<	- -		32	- -	>	- -	
9	- -	>	- -		21	- -	<	- -		33	- -		- -	
4]	-----	[4]	-----	[4]	8]	-----	[8]	-----	[8]	12]	-----	[12]	-----	[12]
10	- -	<	- -		22	- -	>	- -		34	- -	<	- -	
11	- -		- -		23	- -	<	- -		35	- -	>	- -	
12	- -	<	- -		24	- -		- -		36	- -	<	- -	

Board: 1 N-S: 1 E-W: 1 VUL: NONE SCORE:

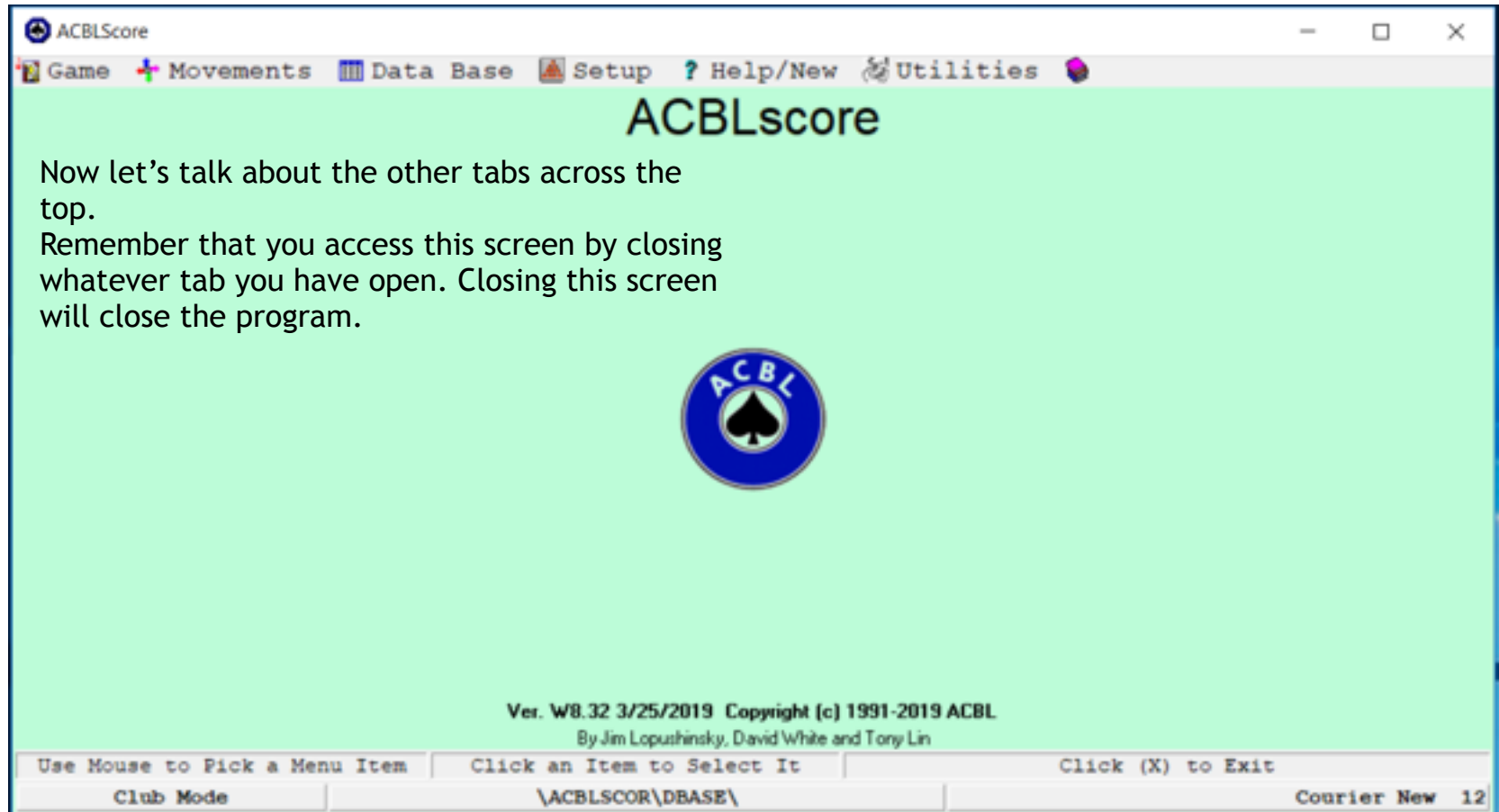
GRAY

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.

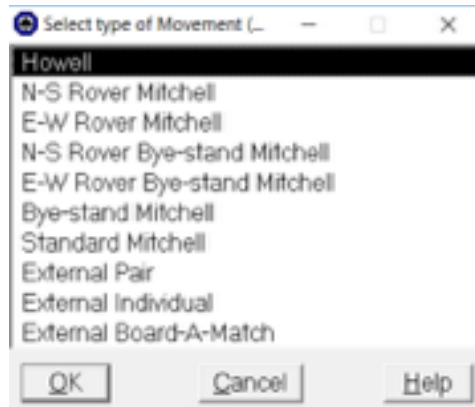
“Add” will make a new entry.

The screenshot shows the 'ACBLScore Players Database' application window. The title bar indicates the file path 'C:\ACBLScore\DATABASE\PLAYERS.DAT' and that it 'Contains 0 Records'. The interface is divided into several sections:

- Player Information:** Fields for Last Name, First Name, Player #, Street 1, Street 2, City, State (dropdown), Zip, Country (dropdown), Email, Phone (format: () - () -), Last Active Dates (Local and ACBL), Rank (dropdown), Cat (A/B), Mail (dropdown), Unit (dropdown), District (dropdown), Gender (dropdown), Fee Code (dropdown), Start Date (calendar icon), Paid Thru (dropdown), and Last ACBL Update (dropdown).
- [MASTER POINTS]:** A table with columns: Total (0.00), Year-to-Date (0.00), Month-to-Date (0.00), Recent (0.00), and Eligibility (0.00).
- [GROUPS]:** A section for 'Current Groups' with a grid of yellow cells and navigation arrows.
- Function Keys:** A row of buttons for F4 (Edit/View Attendance and MPs), F2 (Edit MPs for this player (Club use only)), F1 (Help), F3 (Edit Groups for this player), F7 (Print), F8 (Merge ACBL non-members), and F5 (Edit/View Handicap Percentages for this Player).
- Navigation:** A row of buttons at the bottom: Next, Prev, Find, Top, Last, Edit, Add, Copy, Delete, and Quit.

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.

