



Unit 128 summer STaC

June 19-25, 2023

ST2306504

Conditions of Contest

This event is for Face-to-Face club games only. Virtual Club games cannot participate in this event.

Club Managers must pre-register by Friday, June 16, 2023, on the ACBL website prior to conducting a STaC Game. The link to register can be found here: <http://tinyurl.com/stac0623> The website will only accept the MyACBL credentials of the Club Manager.

Only open games of 5.0 tables or more are eligible for participation in the main, open event in the morning and afternoon sessions. Open games of 4.5 tables or less will be put into a separate, STaC-rated open game, which will pay overall awards. Multiple games of 4.5 tables or less in the same session will be combined for higher overalls. In the morning and evening sessions, small games will be combined with larger games.

Hand records have been provided for this STaC and must be used by all games that wish to participate in the STaC. **Please have the game director check the boards before passing them out.** Failure to use the correct hands will prohibit your game from participating in the STaC. **We will be using the same hand records as the Common Game.**

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 games will use a different stratification as the Open Event. Invitational pair games in the same session will be combined for higher overall awards. **Stratification for Invitational Games are A=1500+, B=500-1500, C=0-500.**

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. *Invitational limited games may be combined with open limited games.* 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. They can be either by highest player or team average. Swiss Team events pay silver points. Please send you results to the DIC at the conclusion of the game. ACBLscore will not remind you to back up the file at the end of the game.

If you have registered for a game but do not hold it, please notify the ACBL STaC director (see contact information).

All games must be uploaded to **ACBL Live for Clubs** and reported to the ACBL STaC Director within a maximum of 12 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. Late reporting may jeopardize your game's participation in the STaC and lose the opportunity for your players to win Silver Points.

Participating Club Rules:

1. Any club within the Unit 128 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.
2. The ACBL Open Convention Chart must be used in Open games. For more information, please the Convention Chart on the ACBL website or visit this link: <https://tinyurl.com/ConventionCharts>
3. Invitational games will be scored and ranked as sectionally rated Championship events with one restriction.
4. Limited masterpoint games will be scored and ranked alone unless a like limited masterpoint game is held (same or similar MP upper limit) at one or more than one STaC sites. In this case, these games will be scored together for overall rankings and masterpoint awards.
5. Non-playing directors are encouraged for all STaC games. A non-playing director is REQUIRED at any club not using electronic scoring when more than 18 tables are participating in the STaC and at any club using electronic scoring when more than 24 tables are participating in the STaC. **Playing directors will be eligible for session awards only.** Playing directors may not duplicate boards in advance using hand records (using an electronic duplicating machine is OK).
6. To be eligible for overalls, minimum of 20 boards must be played. This restriction will not be enforced for newcomer/intermediate games (less than 200 MPs). Please contact the DIC if you want to play less than 18 boards.
7. Each club must report its results to the DIC, within 12 hours from the end of the game. Score corrections should also be done within 24 hours from the end of the game. Score corrections outside of the 24-hour window will be allowed at the discretion of the DIC. Although it is required to send your results to the DIC, results can be obtained from Live For Clubs. However, any corrections **must be sent by email directly to the DIC.**
8. Any player that has won an event which qualifies them to become a Grand Life Master, upon achieving 10,000 Masterpoints (MP) with the required pigmentation, will be placed in the top

stratification.

Game Setup

Please check the boards before passing them out.

Set up as usual until you get to event rating.

Choose Option (9) then (1) Sectional Tournaments at Clubs for game rating.

Associate with club (Yes)

Number of strata (**three strata - average of both players**)

Choose the proper status (1=Championships)

For **Open** games use:

A: None,
B: 2500,
C: 750

**(Stratified by average
of both players)**

Multi-site: (Yes)

For **Invitational** games use:

A: None,
B: 1500
C: 500

**(stratified by average
of both players)**

Enter tournament data: Use the **ST2306504** as the Sanction Number.

Enter the game director's FULL name.

Enter the appropriate event code from the table below:

	Morning (before Noon)	Afternoon (12PM to 6PM)	Evening (After 6PM)
Monday, June 19	01OP	02OP	03OP
Tuesday, June 20	04OP	05OP	06OP
Wednesday, June 21	07OP	08OP	09OP
Thursday, June 22	10OP	11OP	12OP
Friday, June 23	13OP	14OP	15OP
Saturday, June 24	16OP	17OP	18OP
Sunday, June 25	19OP	20OP	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 Open games less than 5 tables, replace the last two characters with "OS"

If you have a playing director, please change the eligibility to session awards only.

Press F9 on the game screen and select option 4 then 4 and change the pair from "Y" to "S".

At the end of the game:

Please backup your file (Ctrl-B) and save it to your computer. Attach that file in an email and send it to jlaird@acbl.org. **Only game (.ACM, .ACA, .ACE) files are acceptable. Do not send .TXT, .BWS, or .HTM files.**

PLEASE, upload your game to ACBL Live For Clubs.

Multiple Sections

If you run an event with 2 or more sections, you have the option to combine the sections to score and/or rank across the multiple sections. To do this, click on Configuration then Combine Scoring (or F11 then CFG2). Combine scoring is a “fairer” approach since player scores will have more comparisons. Ranking across will give larger section awards. However, a major disadvantage is if a pair has a large game, then combining the sections might decrease their percentage with more comparisons.

This is something the club should consider before the STaC and keep it consistent for these types of events. However, in either situation, the sections should be well balanced.

Payment

Due to increased ACBL fees, the Unit is now collecting \$8 per table effective with this STaC.

TABLE FEES ARE \$8.00 per TABLE.

At the conclusion of the tournament, please send a check payable to: **FLORIDA UNIT 128**

And send to:

Florida Unit 128
130 Corridor Road
P.O. Box 2541
Ponte Vedra Beach, FL 32004

Robot pairs are also required to pay table fees.
Please note your Club Number on the check.

An invoice will be sent by email at the conclusion of the tournament to the Club Manager of fees owed.

Need Help?

If you have a question or need help on a ruling or submitting your game results, please contact the Director-In-Charge:

Jesse Laird (954)789-9934 or jlaird@acbl.org

MOVEMENTS WITH HAND RECORDS

<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.

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.