Barometer Pairs using Jeff Smith's SwissPairsScorer (v4.1.9) with Bridgemates II

1. OVERVIEW

1.1 Introduction

SwissPairsScorer is easily adopted to score a barometer pairs event. At the start of each round, the program performs the usual 'Swiss' draw assigning pairs to tables according to their current position in the event. Once the program has made the draw for a round you manually edit the draw to produce the line-up you require for the movement in use.

1.2 Program Constraints

The program allows an event to consist of a number of sessions each of which consists of a number (need not be the same) of rounds
The current program limits are: -

- Min tables   3
- Max sessions per event   12
- Max rounds per event   40
- Max boards per round   32
- Max board no / boards per session   64

1.3 Designing the event

Obviously the limits described above play a large part in the overall competition design in terms of number of events, number of session in an event; rounds/session etc; all of which have implications for the duplication of boards.

SBU Selection Committee have requested the following for two-day trials

Tables	Rds	Bds/rd	Tot Bds	Day1	Day 2
3	5 (3,2)	20	100	60	40
4	7 (4.3)	16	112	64	48
5	9 (5,4)	14	126	70	56
6	11 (6,5)	**12**	**132**	**72**	**60**
		10	110	60	50
7	13 (7,6)	**10**	**130**	**70**	**60**
		8	104	56	48
8	15 (8,7)	8	120	64	56
9	17 (9,8)	**8**	**136**	**72**	**64**
		6	102	54	48
10	19 (10,9)	**7**	**133**	**70**	**63**
		6	126	60	54

Where the number of tables is odd (involves half-round arrow-switching) the number of bds/rd should be even.

In a number of cases, two options are given (6, 7, 9, 10 tables); the entry in bold is preferred.

Notes:

1. However you decide to set up the event, **NEVER** have a session which spans more than one day; ie, each day should see the start of a new session.

2. *Try and use as few sessions as possible (saves closing down BCS; exiting the event and then retrieving it at the start of the next session) - if number of boards in a day does not exceed 64, try to set up that day as one session. However, if using the original bridgemates, I have a feeling that the max board no. is 63 – in some cases you may have to take that into account.*

3. In Appendix 1 there are suggested set-ups for all the requested scenarios.

1.4   Scoring

- The program allows for various scoring methods (X-imps and others)
- Three X-IMP scoring methods are available: -
  - ➢   X-IMPs divided by comparisons
  - ➢   X-IMPs divided by sqrt(scores x comparisons/2)
  - ➢   X-IMPs raw total
- If required any of the above can be converted in VPs by the program
- Score input can either be manual or via bridgemates

At any time, it is possible to change the score input method. If a problem were to develop with the bridgemates then you can switch to manual input of scores– reassuring!

2. USING THE PROGRAM

When you start SwissPairsScorer you are presented with the **Main Menu**.

2.1 **Creating an Event** (illustrated with 8 tables playing 15 x 8 board rounds)
From the **Main Menu** > **Swiss Pairs Events**. You are taken to the **Event History** screen.
Click the button **Create New Event** (bottom left) > **Event Details**

Club Details
Country   Scotland
Club Name   S B U
(Rest can be left blank)

Event Details
Event name   Trials
Date   Date is selected automatically – can be changed if setting up in advance.
Director & Scorer are optional – normally left blank; ignore P2P & NGS Rated

BridgeWebs
Leave blank

Now click on Movement Details

Complete as shown below: -

We have set up 2 sessions. Session 1(day 1) playing 8 x 8 board rounds (bds 1-64) and session 2 (day 2) playing 7 x 8 board rounds (bds 1-56). Each session starts with board 1 and scoring is in X-IMPS. Table Override is Unused.
Click **OK**

You are asked to confirm the movement details > **Yes**
Message that Events 1 & 2 will be combined > **OK**
Combined to multi-event 3 > **OK**
You are now taken to the **Event History** screen: -

The screen shows 3 events. Events 1 & 2 are sessions 1 & 2 resp. that we set up earlier.
Event 3 is created by the program (it combines events 1 & 2) and is used from now on to control this event. Usually known as the multi event.
To continue, ensure event 3 is selected then click on **Retrieve Event**

You are now presented with the **Event Menu**

To enter names click on **Player Names**

2.3   Entering Names

Names can be entered by typing them in full, typing the 4 character code if you have set this up, the NBO Number or by selecting the name from the database by clicking on it. The list on display can be reduced by clicking on the appropriate letter at the bottom of the screen – only surnames starting with that letter then appear in the right-hand screen.

To delete a name you have entered, click on that cell and press the <Del> key.

It is also possible to cut & paste names that have been entered; left click to select name, right click to cut, left click on destination cell, right-click to paste.

Another way of entering the names is to import them from a csv file prepared in the format shown below (names in pair number order)
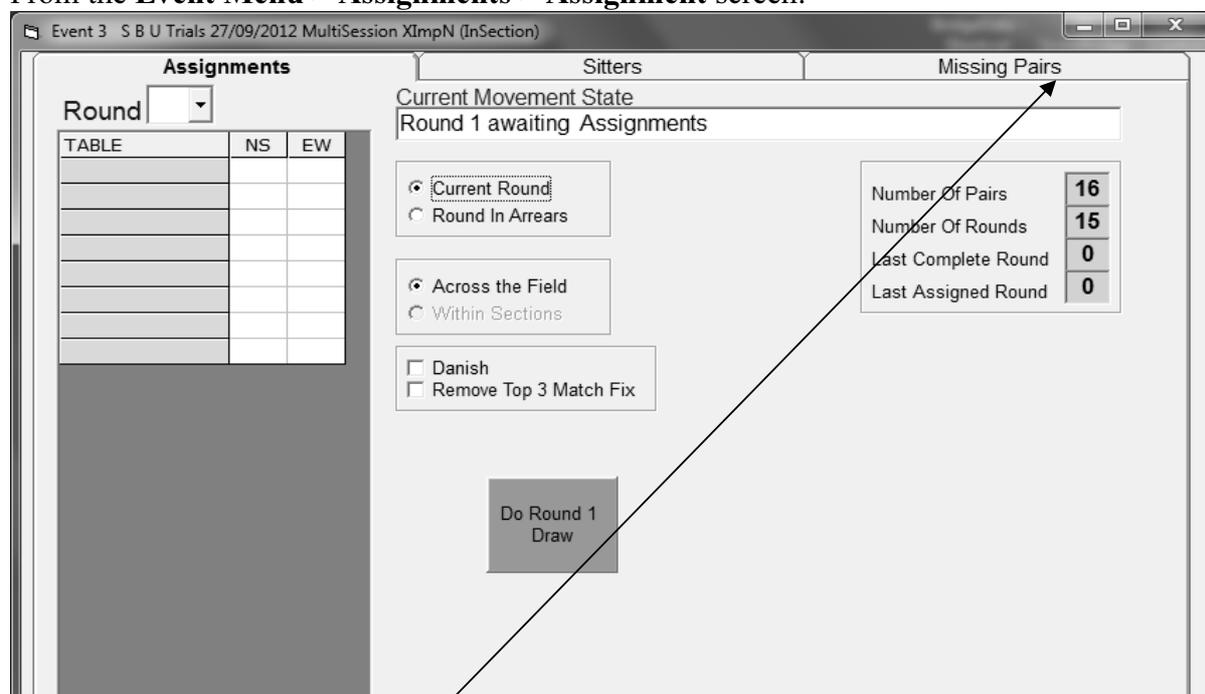

When finished with the names entry> **OK** > **Event Menu**

3. ROUND 1 SETUP

3.1 Finalising the Event
From the **Event Menu** > **Assignments > Assignment** screen: -

3.2 Missing Pairs
Click on the Missing Pairs tab.
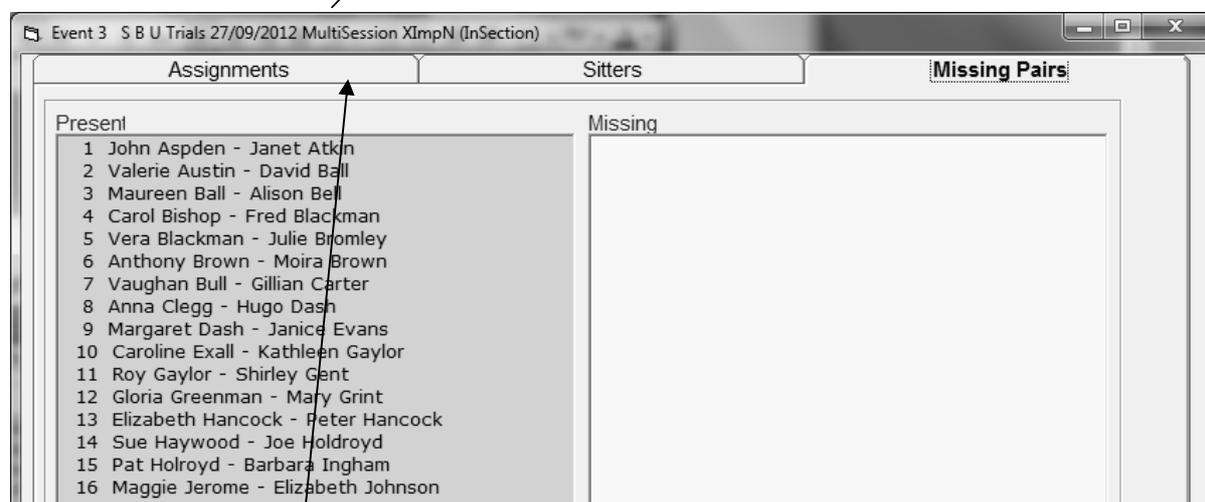
If a pair is missing or leave they can be removed from the event by clicking on their name entry in the left-hand screen. That pair is then moved to the right-hand screen. If you have selected the wrong pair, click on their entry in the Missing column and they are restored. If are going to have a half-table throughout it is normal to have the highest pair number (NS at T1) as the missing pair.

Click on the Assignments tab to return to that screen.

3.3 Permanent Half-table

If you are going to have a half-table throughout the event, it is worthwhile making some changes to the set-up.

Form the **Assignments** screen click on **Return** > **Event Menu > Event Details > Movement Details tab**

Because you had 7.5 tables you had to set the event up as 8 tables. Consequently, the program will factor all X-IMP scores by 8/7 (expected scores/actual scores on each board). Similarly if you had chosen X-IMPs / comparisons the program would factor up by 8/7 then divide by 8 (the number of expected comparisons). Yet again if you were scoring by X-IMPs/sqrt (rc/2) where r is the expected scores & c the expected comparisons, the program after factoring up by 8/7 would then divide scores by sqrt (8 x 7/2).

You can avoid all this factoring by setting the Table Override to 7

Now the program is expecting only 7 scores (6 comparisons) on each board – so no factoring up.

If scoring in X-IMPs / comparisons, the program would now simply divide the X-IMPs by 6 and if scoring in X-IMPs/sqrt (rc/2) where r is the expected scores & c the expected comparisons, the program would simply divide the X-IMP scores by sqrt (7 x 6/2).

Click OK > Event Menu > Assignments > Assignments screen

3.4 Draw for Round 1
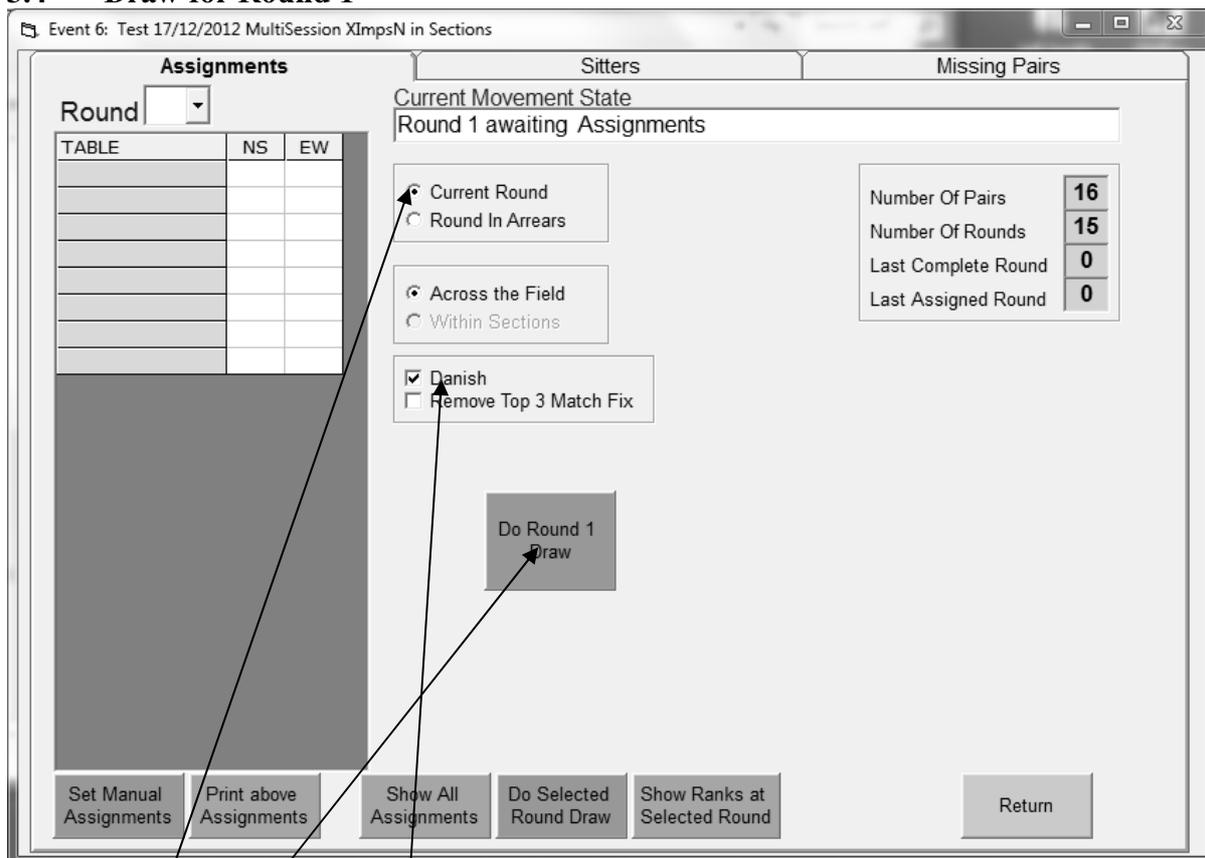
Ensure Current Round & Danish are selected and that the other options are as shown above (these settings should remain as default for the rest of the event) and then click on **Do Round 1 Draw** > Message appears > **OK**.

Pairs are assigned in the normal 'Swiss' pattern with pairs 1 & 2 sitting NS & EW resp. at T1, and so on: -

TABLE	NS	EW
A 1	1	2
A 2	3	4
A 3	5	6
A 4	7	8
A 5	9	10
A 6	11	12
A 7	13	14
A 8	15	16

The next stage is to edit this draw so that it corresponds to the line-up for round 1 in the movement you are using.
With 8T we should have pr 16 at T1 NS and pr 1 as EW

Click in the box for NS at T1, type 16 then click in the EW box for T1 and type 1. Continue this process until all the tables have been re-assigned

TABLE	NS	EW
A 1	16	1
A 2	10	8
A 3	6	2
A 4	13	5
A 5	4	3
A 6	14	11
A 7	9	15
A 8	12	7

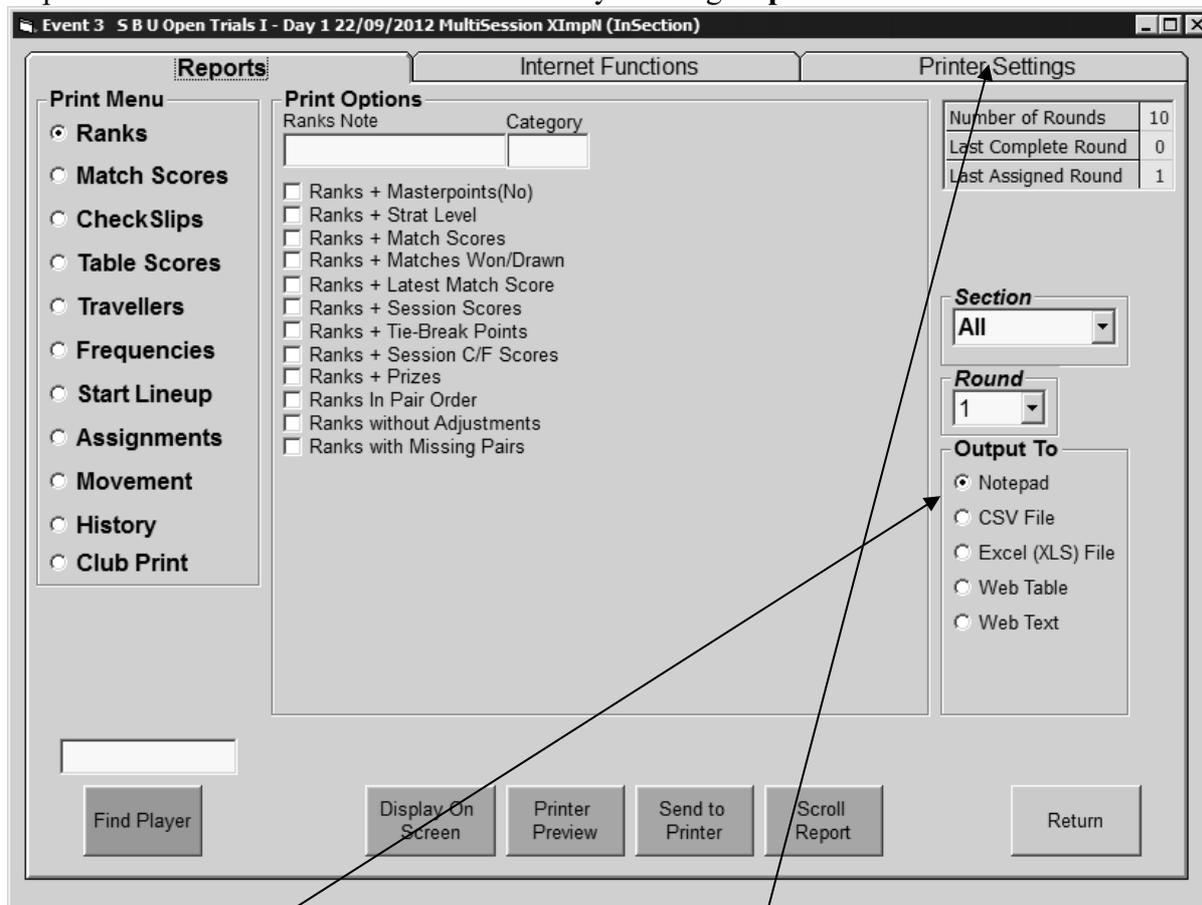The draw should now look like this

Click on the Set Manual Assignments button (bottom left) > Message > Yes

Now click the **Return** button (bottom right)
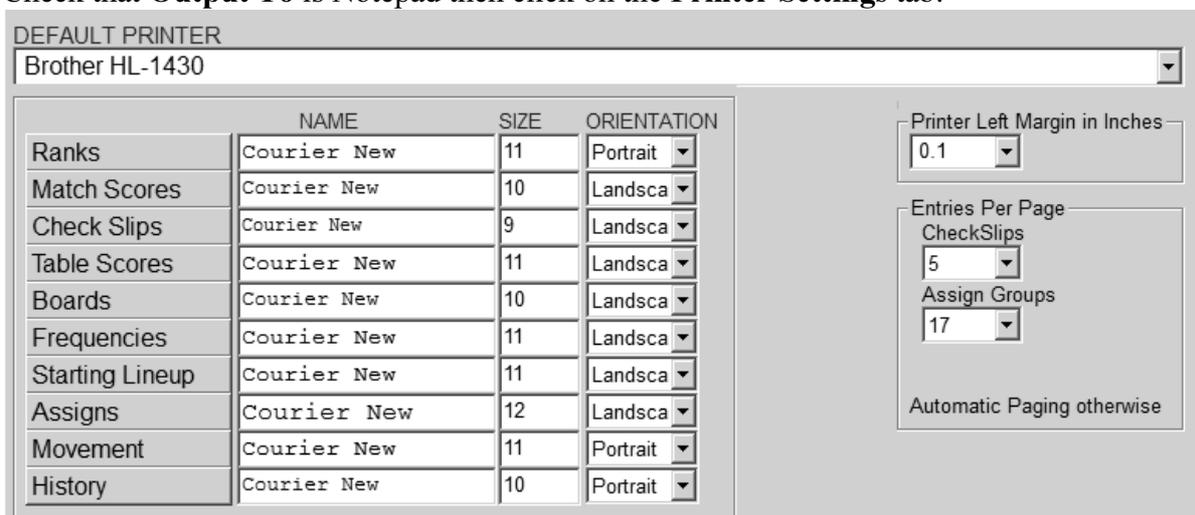Any missing pair should be entered with pair number 0

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You are returned to the **Event Menu**

3.5   REPORTS SET-UP

Reports are accessed from the **Event Menu** by clicking **Reports** -

Check that **Output To** is Notepad then click on the **Printer Settings** tab: -

Ensure that the Default Printer is correct (drop down list to change it) and that the other details are as shown above.

To change a font or size of font, click on the report type, eg Ranks. Make changes as appropriate then click OK. To change the Orientation select from the drop-down list. Once the settings have been made they should remain the same unless you change them.

When finished, click the **Return to Display Reports** button > **Reports** screen > **Return** button (bottom right) > **Event menu**

4. BRIDGEMATES

4.1 Check settings on Bridgemates & Server

<u>Bridgemates</u>

Press OK to get to the initial Bridgemate II screen. **SETUP** should be displayed (bottom left). Press the button below **SETUP** and check that each bridgemate is set to Section A, the correct Table and Channel. If working in a club's premises I recommend setting the **channel to 3** –some clubs leave their bridgemate server switched on (usually channel 0 or 1).

To change any of above settings, use the up/down buttons to get to the correct item then, use the + and _ keys on the bridgemate to increase/decrease the setting. When finished, press the BACK button > initial screen.

Server

Attach the server to the computer (USB) then start **BridgeMate Control Software (BCS).**
On the Menu Bar at the top of the page select **Server** > **Channel selection**. If the channel is set correctly > **Close**. To change the channel, select the desired Channel from the drop-down list > **Set** > **OK** > **Close**.
Finally, close down BCS via **File** > **Exit**

In the scoring program, navigate to the **Event Menu** > **BridgeMate Scoring** and select the BCS Admin tab
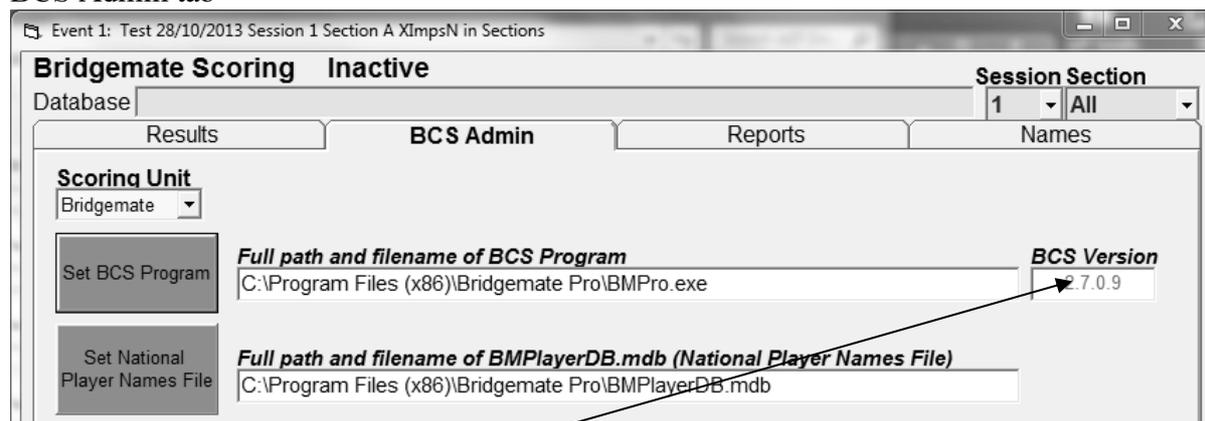
If using Windows 7 the BCS program path should be as shown above. In XP the path is C:\Program Files\Bridgemate Pro\BMPro.exe. If the correct path is selected then the version number should be visible. If path is not correct (in which case BMPro will not launch) then click on the blue Set BCS Program and then navigate as appropriate to the correct location depending on whether you are using XP or Windows 7. Once set the path will not alter of its own accord.

5.   ROUND 1

5.1   Starting the Bridgemates

From the **Event Menu** > **BridgeMate Scoring**

Ensure **Session = 1** & **Section = All (or A)** are displayed (top right of screen).

Click **Create Database. Reset Server** box should now be ticked and **Launch BCS** button should be active – **but don't click on it yet!!**

Now click on **Set BCS Options** at the bottom of the screen

Set up as shown above (format of previous results does not matter).

Now click on the **Extra Options for BM2** tab

Set up as shown above. When finished click the **OK button** (bottom right) **> Results** screen
If you want to display player names at the start of each round see Appendix 2

Click **Launch BCS** > Message > **Yes.**
Bridgemate Control Software now opens showing all the tables with a red status circle. Once the bridgemates are started at the tables this will change to green.

There are various ways of monitoring the progress of the event. Personally, I find it easier to do it using **BCS**. Minimise the scoring program and select the **Round Monitor** tab in **BCS.** This displays the number of scores received from each table.

Once all the scores are in for Round 1, restore the scoring program which should be at the **Bridgemate Scoring** screen on the **Results** tab with all results from round 1 in.

The next two tasks are: -
      a)   Produce the round 2 draw and send to bridgemates
      b)   Produce print-outs for round 1.

If there is plenty of time between rounds you could do the print-outs first but my inclination is to get the round 2 draw out to the bridgemates first of all then do the reports

5.2   Round 2 Draw

From the **BridgeMate Scoring** screen click the **Return** button (bottom right) > **Event Menu**. Select **Assignments**

There should a message at the top of the screen saying "Round 2 awaiting Assignments over all Sections.

Click **Do Round 2 Draw** button > **OK.** The program will have do a 'Danish Swiss'draw, so amend the draw by typing in the line-up for round 2 in the movement (in this case; T1; 16v2; etc. and when finished click **Set Manual Assignments** button > message > **Yes**

Setting the draw as **Danish** is to avoid the problem that some users have encountered in that towards the end of a barometer event, the program could not perform a new 'Swiss' draw. The solution to this was to select **Danish** and try doing the draw again, then amend as usual followed by **Set Manual Assignments**

Setting the draw as Danish throughout should hopefully avoid this problem.

Click **Return** button (bottom right) > **Event Menu** > **BridgeMate Scoring**
On the **BridgeMate Scoring** screen check **Update Movement** button shows Round 2 then click **Update Movement** button > message > **Yes.**
If a report should now appear in **BCS** > **Close**
Round 2 data is now sent to the bridgemates

6. REPORTS

Note: Many of the reports have many options – worthwhile clicking **Printer Preview** button to see what the report would look like before actually printing. A dotted line in the Printer Preview display indicates a page break. To close the preview click on the red **X** in the top right-hand corner; you are returned to the **Report** screen

6.1 Ranks

Select **Ranks** from the list in the Print Menu on the left-hand side of screen
Ensure that the correct round is displayed in the **Round** box (right-hand side of screen)
In the **Print Options** section, select **Ranks + Latest Match Score** & **Ranks in Pair Order**
To print, click **Send To Printer** button; you need 2 copies (one for display & the other for scorer), so click that button again.
This report list the pairs in pair number order, displaying pair numbers, names, Total X-IMPS and X-IMP score in the round (match) just played. It is the values in this column that are typed into the spreadsheet.
WARNING
Players should be made aware that the printouts from the scoring program have not been capped so round totals, event totals and ranking may not be accurate.

6.2 Travellers

Select **Travellers** from the list in the Print Menu on the left-hand side of screen
Ensure that the correct round is displayed in the **Round** box (right-hand side of screen)
Leave all options in the **Print Options section,** unticked**.**
Click **Send to Printer** button

6.3 Table Check Slips (Optional)

The warning re ranks print-out also applies to the check slips.
If you do decide to print & issue, select **Collated (Guillotine)** & **Exclude Leader Info** in the **Print Options** section
Normally, you would print the table check slips for the round just ended once the draw for the next round has been made; eg, assign for round 2 and then print round 1 check slips. This way the slips have the pairs at their assigned table in round 2

Occasionally at the end of a session or the end of the event you may wish to print the check slips before the next round has been drawn – in which case, select all the options in the **Print Options** section

If the option **Collated (Guillotine)** is ticked, then the check-slips are printed with table 1 at the top of page 1, table 2 at the top of page 2 … Then, if you have a powerful enough guillotine the whole stack of check-slips can be sliced to give 4 or 5 piles with the tables in numerical order.

If the option **Collated (Guillotine)** is not ticked, the check-slips would be printed out with, for example, tables 1-5 on page 1, 6-10 on page 2 …

It is also possible to print out a check-slip for a selected pair – use the drop-down menu in the **Print Options** section to select
When printouts are complete, click **Return > Event** screen **> Bridgemate Scoring.**

Note:
If an event has 10+ boards/round or 15+ rounds, the check slips report will no longer print out side by side. In such cases, select the option One per Row

7.   ROUND 2 ONWARDS

From now until you reach the end of the Session, the procedure for Round 2 and subsequent rounds is simply a repeat of the procedures described above for rounds 1 & 2: -

Once all the scores for a round are in, do the draw for the next round, amend it to the line-up you require, update the movement thus sending the new round data to the bridgemates and then produce the print-outs for the round which had just ended

8.   SESSION 2 (and the start of any subsequent sessions)

Once all the scores are in for the last round of Session 1(round 8 in this example) print out the reports for that round > **Return** to get to **Event Menu** > **Exit Event** > **Event History** screen.

Close **BCS** via **File > Close > File > Exit**

From the Event History screen, select the "Multi" Section (Master Control Event) > **Retrieve Event > Event Menu > Assignments.**

Current Movement State will show display message similar to "Round x awaiting Assignments over all Sections (New Session)

> Do round x Draw (for first round of new session; round numbers are carried forward from session 1) > amend the draw > **Set Manual Assignments** button > **Return** button > Event Menu > **BridgeMate Scoring**

Session box (top right-hand of screen) should display session as 2

Create Database button > ENSURE Reset server box is ticked > **Launch BCS + Start Receiving** button > message > **Yes**

BCS opens and tables are added to the server. The rest of session 2 is simply a repeat of session 1.

8.   END OF EVENT

Reports for publication on the Internet

Any reports can be produced in Web format by selecting **Web Table** in the **Output To** section of the Reports screen. With that option selected click the Display on Screen button. Report appears; if OK, now click the Save button. Give the file an appropriate name, choose desired location > Save > close report (click on X in top right-hand corner).

If printing the travellers for the event it is possible to produce one file for the whole event by selected **Unused** in the **InSession** box and **All** in the **Round** box. Alternatively by selecting **1** in the **InSession** box and **ALL** in the **Round** box a file for all hands in session 1 are produced. Similarly files for individual rounds could be produced.

Another alternative is to select EXCEL (XLS) File rather than Web Table in which case a spreadsheet is produced rather than a htm file. The spreadsheet is easier to edit if that is required.

After the last round of the event has been played and all the scores are in, print out the reports and then **Return** button > **Event Menu** > **Exit Event > Return to Main Menu** button > **Exit**

Close **Bridgemate Control Software** via **File** > **Close** > **File** > **Exit**

9. SCORE AMENDMENTS

If the bridgemates collapse scores can be entered manually. Navigate to the Event menu (usually click the **Return** button and then select **Enter Scores)**. The same screen is used for any score amendments. If you do have to enter amendments they are best left until all the scores for that round have been received.

Bd	Vul	Contract	D	Lead	NS+	NS-	NSXn	EWXn	Datum	Score
1	-	1NT+3	N	C9	180		44	-44		
2	NS	7S-7	E	D4	350		34.44	-34.44		
3	EW	5C-2	E	C2	200		30	-30		
4	All	2Hxx+1	N	CK	1240		148	-148		
5	NS	7NT=	N	S10	2220		174	-174		
6	EW	PASS	E		Pass	Out	-25	25		
7	All	4Dxx+3	N	C4	2120		165.56	-165.56		

	PAIR	MPs	VPs	ADJ
NS	20	571	571	0
EW	11	-571	-571	0

Options
- ☐ Auto Next Table
- ☑ Omit Last Zero
- ☑ Contract/Result Entry
- ☐ Omit Vulny check
- ☐ US Style

PS – don't worry about the disparity in the scores shown above – I used a utility which produces random scores to save me entering them manually via the bridgemates

Using the boxes at the top of the screen, navigate to the correct Session, Section, Round and Table.

Details of score input operations can be displayed by clicking **Result Input Methods**.

9.1   Delete a score
To delete a current score, click in the appropriate box in the Score column and press the 'D' key (case does not matter) – the score is deleted.

9.2   Replacing one score with a different score
With the **Contract/Result Entry** box unticked, click in the box and either enter the score as e.g. 10+ or 9- <Enter>. Alternatively, if so inclined, you could tick the **Contract/Result Entry** box and enter the contract details according to one of the formats described in **Result Input Methods** followed **by <Enter>.**

9.3.   Replacing a score with an Arbitral score.
Click in the box and enter the score as 50/50, 40/60 etc. followed by <Enter>

9.4   Board needs to be arrow switched
This could be because a table has played a board the wrong way round or because the movement requires that some of the boards are arrow-switched
Click in the box in the Score column and type A.

9.5   Weighted Score

A weighted score can also be entered (may be assigned either by TD or Appeals Committee).
As an example, lets say the weighted score is (all scores from NS perspective):

25% of +1430

40% of +680

20% of +650

15% of -100

To enter this in the scoring program, click in the appropriate cell in the Score column for teh session, round, table, board - selected cell should be yellow > press D to delete any previous entry then enter as follows in the weighted boxes

%	NS Score	To
25	1430	Both
40	680	Both
20	650	Both
15	-100	Both

Now press W with the cursor in the yellow cell to enter the score.
You may display it at any tome with the S command (Result Input methods for all scoring commands).

Split scores (weighted or not can also be entered.

For example: -

50% of +400 to NS

50% of -50 to NS

100% of -400 to EW

Enter as follows

%	NS Score	To
50	400	NS
50	-50	NS
100	EW	Both

Now press W with the cursor in the yellow cell to enter the score.

Movement Set-ups   Appendix 1

3 Tables   20 bds/rd
Day 1   Session 1: 3 rounds; bds 1-60
Day 2   Session 2: 2 rounds; bds 1-40

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	3	2										
Low Board	1	1										

Section	Tables
A	3

Boards per Round
20

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements
     Day 1: 1 set of 1-60 dealt as 1-32 + 1-28
     Day 2: 1 set of 1-40 dealt as 1-32 + 1-8

4 Tables   16 bds/rd
Day 1   Session 1: 4 rounds; bds 1-64
Day 2   Session 2: 3 rounds; bds 1-48

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	4	3										
Low Board	1	1										

Section	Tables
A	4

Boards per Round
16

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements
     Day 1: 1 set of 1-64 dealt as 1-32 + 1-32
     Day 2: 1 set of 1-48 dealt as 1-32 + 1-16

5 Tables   14 bds/rd
Day 1   Session 1: 3 rounds; bds 1-42
                    Session 2: 2 rounds; bds 1-28
Day 2   Session 3: 4 rounds; bds 1-56

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	3	2	4									
Low Board	1	1	1									

Section	Tables
A	5

Boards per Round
14

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements
     Day 1: 1 set of 1-42 dealt as 1-32 + 1-10 + 1 set of 1-28
     Day 2: 1 set of 1-56 dealt as 1-32 + 1-24

6 Tables   12 bds/rd

Day 1   Session 1: 3 rounds; bds 1-36

**   Session 2: 3 rounds; bds 1-36**

Day 2   Session 3: 5 rounds; bds 1-60

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	3	3	5									
Low Board	1	1	1									

Section	Tables
A	6

Boards per Round
12

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements

        Day 1: 1 set of 1-36 dealt as 1-36 + 1 set of 36 dealt as 1-36

                (If 36 bd sets not available, then 1-32 + 1-4)

        Day 2: 1 set of 1-60 dealt as 1-32 + 1-28

6 Tables   10 bds/rd

Day 1   Session 1: 6 rounds; bds 1-60

Day 2   Session 2: 5 rounds; bds 1-50

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	6	5										
Low Board	1	1										

Section	Tables
A	6

Boards per Round
10

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements

        Day 1: 2 sets of 1-60 dealt as 1-32 + 1-28

        Day 2: 2 sets of 1-50 dealt as 1-32 + 1-18

7 Tables   10 bds/rd

Day 1   Session 1: 4 rounds; bds 1-40

**   Session 2: 3 rounds; bds 1-30**

Day 2   Session 3: 5 rounds; bds 1-60

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	4	3	6									
Low Board	1	1	1									

Section	Tables
A	7

Boards per Round
10

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No.of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements

        Day 1: 2 sets of 1-40 dealt as 1-32 + 1-8 + 2 sets of 1-30

        Day 2: 2 sets of 1-60 dealt as 1-32 + 1-28

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7 Tables   8 bds/rd
Day 1   Session 1: 7 rounds; bds 1-56
Day 2   Session 2: 6 rounds; bds 1-48

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	7	6										
Low Board	1	1										

Section	Tables
A	7

Boards per Round
8

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No. of Tables Override (Allows User defined Board Top)
Unused

☑ Matchpoint Within Sections
☐ Convert Imps/XIMPs to VPs

Duplicating Requirements
Day 1: 2 sets of 1-56 dealt as 1-32 + 1-24
Day 2: 2 sets of 1-48 dealt as 1-32 + 1-16

8 Tables   8 bds/rd
Day 1   Session 1: 8 rounds; bds 1-64
Day 2   Session 2: 7 rounds; bds 1-56

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	8	7										
Low Board	1	1										

Section	Tables
A	8

Boards per Round
8

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No. of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements
Day 1: 2 sets of 1-64 dealt as 1-32 + 1-32
Day 2: 2 sets of 1-56 dealt as 1-32 + 1-24

9 Tables   8 bds/rd
Day 1   Session 1: 5 rounds; bds 1-40
             Session 2: 4 rounds: bds 1-32
Day 2   Session 3: 8 rounds; bds 1-64

Movement Details

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5	4	8									
Low Board	1	1	1									

Section	Tables
A	9

Boards per Round
8

Scoring

Scoring Method
XImps

Butler Drops
12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only)
WBF Scale

No. of Tables Override (Allows User defined Board Top)
Unused

Duplicating Requirements
Day 1: 3 sets of 1-40 dealt as 1-32 + 1-8 + 3 sets of 1-32
Day 2: 3 sets of 1-64 dealt as 1-32 + 1-32

9 Tables   6 bds/rd
Day 1   Session 1: 9 rounds; bds 1-54
Day 2   Session 2: 8 rounds; bds 1-48

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	9	8										
Low Board	1	1										

Section	Tables
A	9

Boards per Round: 6

Scoring

Scoring Method: XImps

Butler Drops: 12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only): WBF Scale

No. of Tables Override (Allows User defined Board Top): Unused

Duplicating Requirements
        Day 1: 3 sets of 1-54 dealt as 1-32 + 1-22
        Day 2: 3 sets of 1-48 dealt as 1-32 + 1-16

10 Tables   7 bds/rd
Day 1   Session 1: 5 rounds; bds 1-35
                     Session 2: 5 rounds: bds 1-35
Day 2   Session 3: 9 rounds; bds 1-63

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	5	5	9									
Low Board	1	1	1									

Section	Tables
A	10

Boards per Round: 7

Scoring

Scoring Method: XImps

Butler Drops: 12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only): WBF Scale

No. of Tables Override (Allows User defined Board Top): Unused

Duplicating Requirements
        Day 1: 3 sets of 1-35 dealt as 1-35 + 3 sets of 1-35 dealt as 1-35
        (If 36 bd sets not available, then 1-32 + 1-3)
        Day 2: 3 sets of 1-63 dealt as 1-32 + 1-31

10 Tables   6 bds/rd
Day 1   Session 1: 10 rounds; bds 1-60
Day 2   Session 2: 9 rounds; bds 1-54

Session	1	2	3	4	5	6	7	8	9	10	11	12
Rounds	10	9										
Low Board	1	1										

| Section	Tables
A	10

Boards per Round: 6

Scoring

Scoring Method: XImps

Butler Drops: 12.5% (1/8 Field Highest and Lowest scores)

VP Scale (Butler, XImp Scoring only): WBF Scale

No. of Tables Override (Allows User defined Board Top): Unused

Duplicating Requirements
        Day 1: 4 sets of 1-60 dealt as 1-32 + 1-28
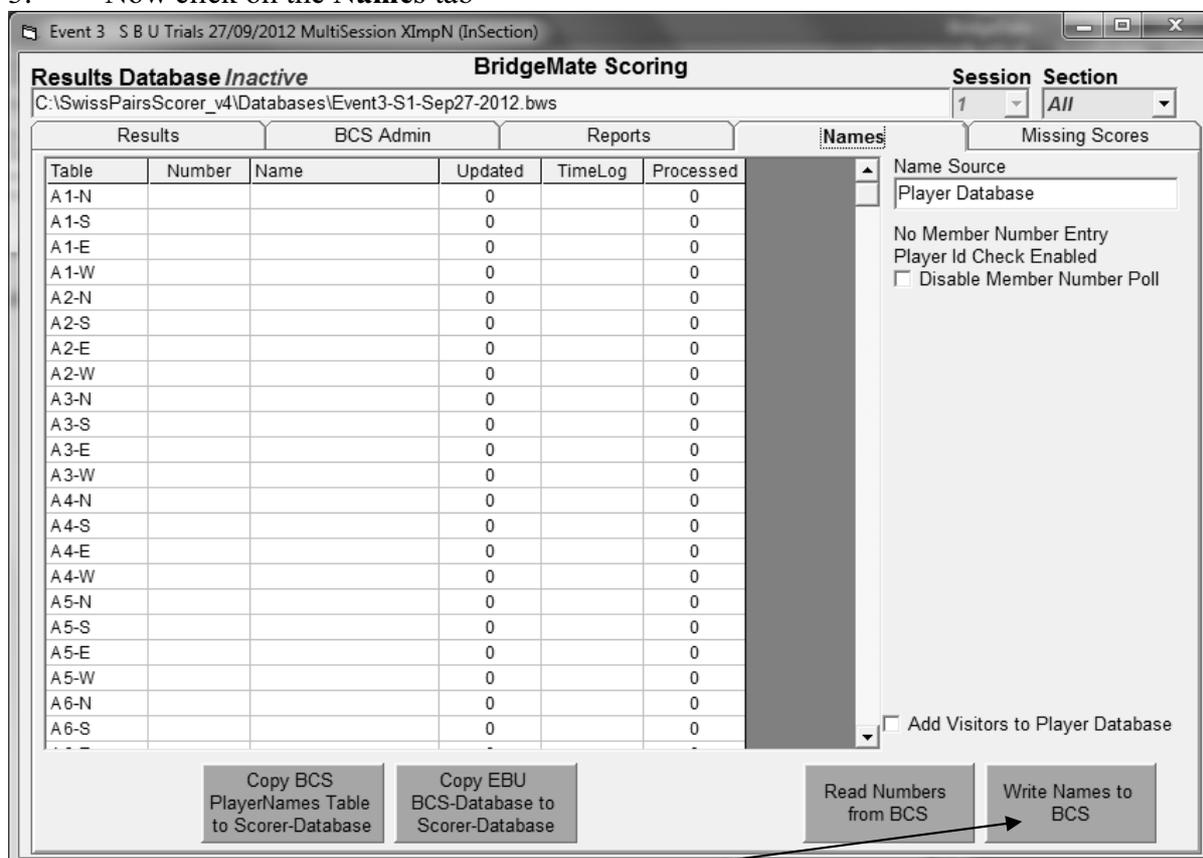   **Day 2: 4 sets of 1-54 dealt as 1-32 + 1-22**

1.   Enter player names for the event

2.   Create Database then when setting the Extra Option for BM2, ensure that the entries for Player Names and Name Source as set as shown below
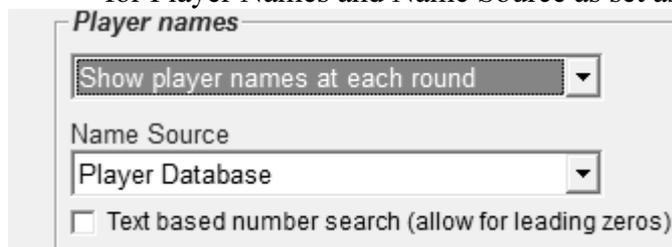
Clicking **OK** takes you back to the **Results** tab

3.   Now click on the **Names** tab

Now click on **Write Names to BCS**
Message > **Yes** > **OK**
Above screen will now be populated with the player names and at the same time the names are sent to the BCS database file which will send the names to the b'mates.

Click **on Results** tab to get back to that screen
Now click **Launch BCS / Receive Results**

Process described in step 3 has to be repeated at the start of each new session.