

Scoring Dawes matches using EBUScore

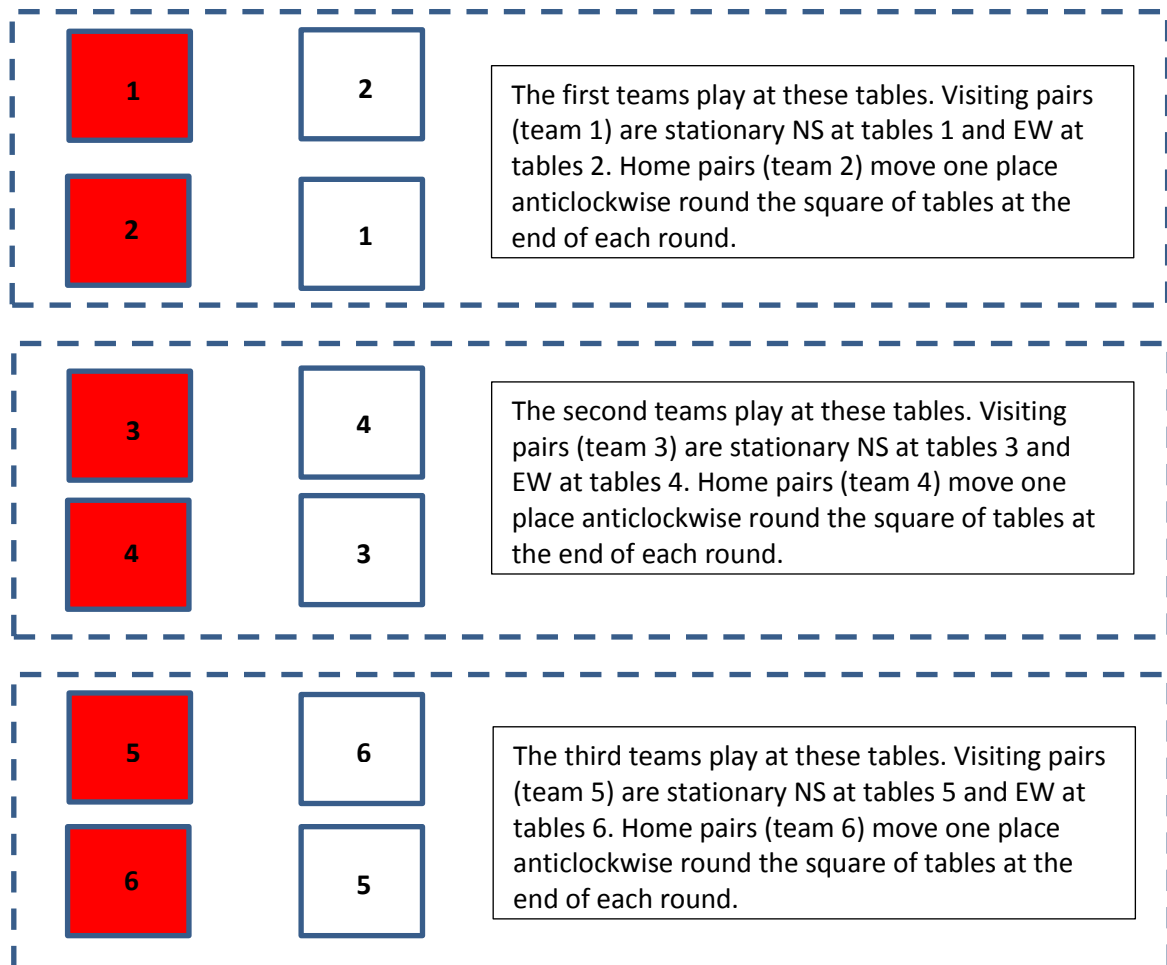
The Dawes league is played between several county organisations over the course of a year. At each fixture, two counties field three teams-of-eight: a first, a second, and a third team. The first teams play a 32-board match against each other, as do the second and third teams. Each pair plays eight boards against each opposing pair.

The matches are scored by cross-IMPs, converted to victory points.

In order to score a match using EBUScoreTeams and bridgemates, you need to create the appropriate movement in advance and set up the scoring events.

Before you start you need to understand how the scoring programme views the movement. EBUScoreTeams cannot run a teams-of-eight event in a single section. You will need to create two sections with six tables each, in which each pair of tables plays against each other in a teams-of-four match. When the two sections are combined and run as one event, cross-IMP scoring across the three sets of four tables can be achieved.

This is how the tables are set out, as the scoring programme sees them:



Creating a movement

There is no movement saved in the movement library that fits this event, so you will have to create one using the movement composer. This is easy to do.

Open EBUScoreTeams and go to the movement menu. Create a new movement for six tables and enter the team numbers so that the visiting teams (odd-numbered teams) are NS at the odd numbered tables and EW at the even numbered tables. (You can only enter team numbers here – the movement editor cannot distinguish between different pairs in a team.)

The board sets should be entered sequentially, except that one team (the second team, for instance) play pairs of sets in reverse order, i.e. 9-16 in round 1, 1-8 in round 2, 25-32 in round 3, 17-24 in round 4. This allows you to run the event with only two set of identical boards, with all teams having finished the same sets at the half-time tea break.

The full page should look something like this:

Movements Library

Current Movements | **New Movement** | New Movement Description

NS EW
 Up Table
 Down 1
 Copy Sets

Movement Name
Dawes match (three teams of eight)
You may precede Movement Name by a Reference in square brackets ([and]). You may set a Ref description in the textbox on the New Movement Description form.

Rd	NS	EW	Set
1	1	2	1-8
2	1	2	9-16
3	1	2	17-24
4	1	2	25-32

Tables: 6
Rounds: 4
Number of Sets: 4
Boards in a Set*: 8

* Can change at run time
 Team of 4 XSection Scoring

Next Table Card | Previous Table Card | Switch NS/EW | Add New User Movement | Restart

The first three tables should have the following entries (remember in this example the second team are playing the board sets in reverse order at tables 3 and 4 so start with boards 9-16):

Table 1				Table 2				Table 3			
NS		EW		NS		EW		NS		EW	
<input type="checkbox"/> Up	<input type="checkbox"/>	<input type="checkbox"/> Up	<input type="checkbox"/>	<input type="checkbox"/> Up	<input type="checkbox"/>	<input type="checkbox"/> Up	<input type="checkbox"/>	<input type="checkbox"/> Up	<input type="checkbox"/>	<input type="checkbox"/> Up	<input type="checkbox"/>
<input type="checkbox"/> Down	<input type="checkbox"/>	<input type="checkbox"/> Down	<input type="checkbox"/>	<input type="checkbox"/> Down	<input type="checkbox"/>	<input type="checkbox"/> Down	<input type="checkbox"/>	<input type="checkbox"/> Down	<input type="checkbox"/>	<input type="checkbox"/> Down	<input type="checkbox"/>
<input type="checkbox"/> Copy	<input type="checkbox"/>	<input type="checkbox"/> Copy	<input type="checkbox"/>	<input type="checkbox"/> Copy	<input type="checkbox"/>	<input type="checkbox"/> Copy	<input type="checkbox"/>	<input type="checkbox"/> Copy	<input type="checkbox"/>	<input type="checkbox"/> Copy	<input type="checkbox"/>
		<input type="checkbox"/> Sets				<input type="checkbox"/> Sets				<input type="checkbox"/> Sets	
Rd	NS	EW	Set	Rd	NS	EW	Set	Rd	NS	EW	Set
1	1	2	1-8	1	2	1	1-8	1	3	4	9-16
2	1	2	9-16	2	2	1	9-16	2	3	4	1-8
3	1	2	17-24	3	2	1	17-24	3	3	4	25-32
4	1	2	25-32	4	2	1	25-32	4	3	4	17-24

Now you are ready to create the events.

Creating the event

In the events menu click on “create event” and enter the relevant details for the match and county. The section should be called “red” and the scoring should be “IMPs” (NB not “teams of eight cross-IMPs”). Choose a movement for six tables and enter the one you have just created. Exit the event and create an identical event with the same movement with the section labelled “white”.

Exit the event, click on each event so they are both highlighted and click on “merge sections”. This creates an overall event made up of the red and white sections from which you can run and score the event. In the event menu for the combined event change the scoring method to “teams of eight cross-IMPs”. Don’t tick the box labelled “convert to VPs” as at the time of writing EBUScoreTeams does not have the required VP scale for this sort of event. VP conversions will have to be done manually until this is fixed.

In the “player names” page change the maximum number of players per team to eight.

Setting up the bridgemates

You will need two sets of six bridgemates, each numbered 1-6. You will probably have some bridgemates already set up as section A 1-6 which you can use for the red section. You’ll need to switch the other set to section B, renumber them 1-6 and make sure they are set to the same channel as the first set. (In the set-up menu on the bridgmate pads (press “set-up” and enter the code “749”) and change the relevant settings.) Use these section B bridgemates for the white section.

Bridgemate options

Set these on the “bridgemate scoring” page on the tab labelled “BCS set up”. These are the options I use:

Event 16 Staffs and Shrops Dawes vs Gloucestershire 11/09/2016 MultiSection Session 1 Teamof8 XImp

Bridgemate

Bridgemate

Results

Show previous results

Frequency list, 6 lines, 1 score column

Show own result

Repeat results (BMPro only)

Maximum results to show: Unlimited

Show percentage of own result

Group sections for results

Behaviour

Show score points from perspective of:

North - South Declarer

Enter results as:

Up/Down Tricks

Show Pair Numbers at Round Info

Intermediate transmission of contract

Board order verification

Bridgemate II

Interval settings

Autopower-off period: 20 seconds

Verification message: 1 seconds

Contract

Show contracts using:

Symbols

Characters

Optional Entry

Lead card

Member Numbers

Blank entry not allowed

Entry at Home Table (Teams only)

Allow for changes in line-up (Teams only)

Validate number using rules of:

No validation

Shutdown

Automatically close BCS at end of session (Not allowed in Swiss Events)

Restore Options to Club Defaults
Store Options as Club Defaults
Restore EBU Teams Defaults
Reset Bridgemates when BCS running
Cancel
OK

Event 16 Staffs and Shrops Dawes vs Gloucestershire 11/09/2016 MultiSection Session 1 Teamof8 XImp

Bridgemate

Bridgemate

Pair number entry as part of declarer

No entry

Player names

Show player names only at first round

Name Source (Used by BCS to decode number)

Player Names Table

Text based number search (allow for leading zeros)

Ranking and game summary

Ranking:

Don't show ranking

Show summary at end of session

Percentage Matchpoints

Hand Records

View Hand Records

Enter Hand Records

End of Round End of Board

Allow for BM Pro's and BMII's to run simultaneously [requires 2 Bridgemate Servers connected to same PC]

BMII Only - Use Section Names as BM Section Letters (A-Z, AA-ZZ, AAA-ZZZ) if possible

Bridgemate II

Options for tournament director

PIN Code: 1460

'No Play' requires TD confirmation

Display additional information

Remaining number of boards to be played

Next seatings at end of round (Not in Swiss Teams)

Score recap

Show score recap automatically

Allow players to erase scores

Automatic Entry of Board Number

Enter first board in round manually

Enable RESET Function Key

Recording game

Record Bidding

RecordPlay

Validate entry with hand records

Allow viewing hand records

Restore Options to Club Defaults
Store Options as Club Defaults
Restore EBU Teams Defaults
Reset Bridgemates when BCS running
Cancel
OK

Running the event

It is important to ensure pairs are seated correctly at the start of the event. (In a first team match last year one team played the first round with three pairs sitting NS.) It is also important that you have a record of where the moving pairs were sitting for each round, so give the moving pairs clear instructions, or have someone make a written note of which tables they played at in each round.

Remember that the scoring programme cannot track the pair movements – you have to enter these manually at the end or when you have time.

When you're ready to go, launch the BM control programme (from the "bridgemate scoring" screen click on "create database" and then "launch BCS"), ask the players to enter their EBU numbers into the bridgemates and start play.

Checking scores during play

At suitable times during play (after each round or at the tea break) you can check that the scoring programme agrees with your manually compared scores. Once all the results for the round have been received by the scoring programme, on the "reports" page click on "scoresheets (expanded)" and "show on screen" (or "send to printer" if you want a printed copy). Note that it will only give cumulative totals, you won't be able to produce a cross-IMP score for just round 3, for instance.

Procedure after play has ended

On the "reports" page print out scorecards (expanded) for each team and give them to the team captains for checking.

The screenshot shows a software window titled "Event 16: Staffs and Shrops Dawes vs Gloucestershire 11/09/2016 MultiSection Session 1 Team-of-8 Crossimps". The interface is divided into several sections:

- Print Menu:** A vertical list of options with radio buttons: Ranks (selected), Match Scores, Score Cards, Travellers, Cross Table, Start LineUp, Movement, History, Club Print, and VP Scale.
- Print Options:** A section with a "Note" field (highlighted in yellow) and a "Category" field. Below are several checkboxes for different print options:
 - Ranks + Current Match
 - Ranks + Imp Quotient
 - Ranks + Masterpoints(A)
 - Ranks + Match Scores by Round (applies to Barometer Scoring)
 - Ranks + Match Scores by Team
 - Ranks + NBO Numbers
 - Ranks + Prizes/Qualifiers
 - Ranks + Wins/Draws
 - Ranks / TeamNames Only
 - Ranks / Exclude Adjusts
- Section:** A dropdown menu currently set to "All".
- Print To:** A section with radio buttons for output destinations: Notepad (selected), CSV File, Excel (XLS) File, Web Table, and Web Text.
- Butler Pairs:** A section with checkboxes for "Butler Pairs" (selected), "Ximp Pairs", and "IMP Scoring". A dropdown menu next to "Butler Pairs" is set to "1/8 drops".

At the bottom of the window, there is a row of buttons: "Find Player" (orange), "Display On Screen" (red), "Printer Preview" (red), "Send to Printer" (red), "Scroll Report" (red), "Internet Functions" (orange), "Printer Settings" (orange), and "Return" (green).

Once the scores have been agreed, you can go to the “player names” page and enter team names. Also at some point after all players have entered their EBU numbers you will have to go to the “seating lineup” page and click on “initialise all seating lineups”. This fixes the starting positions of the players in round one.

Next the player movements have to be entered. For the visiting teams this is straightforward – just click on “copy above team lineup to end of session”. For the home teams you have to go through rounds 2-4 and enter the new player positions (click on the player names to send them to the “bench”, then click on their names again underneath the required position to reseal them).

You can now go back to the “event details” page and import the deal if you have the pbn file. Then return to the “reports” page and upload the results to BridgeWebs (under “internet functions”).

A recent (October 2016) updating of BridgeWebs software enables the pairs to be identified on the scorecards and travellers, albeit in encrypted form. Teams are numbered 1-6, and the players listed on the “ranking” tab are numbered 1-8 for each team in the order they are listed. So, for example, “2-5-6” would refer to players 5 and 6 in team 2, i.e. the third pair listed under team 2.

The only report that cannot be generated on BridgeWebs that could be of interest to your teams is the Butler ranks of the pairs. You can generate this separately from the “reports” page by clicking on “ranks” and “Butler pairs”, displaying it as a csv file and converting it to a pdf for display on the county website.