

Teams with Bridge Tab

Updated for V20

Preamble:

There are 3 types of teams event in Scorer:

Swiss Teams (each team plays a team designated by a draw)

Round Robin Teams (each team plays every other team)

Multiple Teams – set up much like a pairs event.

Player names are captured for each by round, so the “C” points will be allocated to the players who are actually playing the round.

- Open BOS and import the Dup files as usual.
- Go to “Start Scoring”.
- Scorer /Scoring and Calendar / Score/Ladder .
- Select the event you want and click Next

Setting up the Event

The screenshot shows the 'Swiss Teams' software interface. At the top, there is a yellow header bar with the following information: ID: 940, Date: 6/07/2020, Time: Evening, Title: test Teams, and a 'Delete section' button. Below the header, the 'Event details' section is highlighted in yellow and contains four input fields: 'No of Teams', 'No of Rounds', 'Boards per match', and 'VP Scale'. An 'Enter' button is located below these fields. To the right of the event details, the 'Round No' is set to 1. Below this, there is a table with 16 rows and 3 columns: 'Round', 'Drawn', and 'Scored'. The first row (Round 1) is highlighted in blue. The rest of the table is empty.

Round	Drawn	Scored
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Swiss and Round Robin Teams

You need to enter the Event Details

- Number of teams playing.
- Number of rounds that will be played.
- Number of boards per match.
- The VP scale to use (this should be equal to the number of boards per match).
- Click the ENTER button.

The screenshot shows the 'Swiss Teams' software interface. At the top, there is a yellow header bar with the following information: ID: 940, Date: 6/07/2020, Time: Evening, Title: test Teams, and a 'Delete section' button. Below the header, the interface is divided into several sections. On the left, there is a yellow box labeled 'Event details' containing input fields for 'No of Teams' (12), 'No of Rounds' (6), 'Boards per match' (8), and 'VP Scale' (8), with an 'Enter' button below. In the center, there is a table titled 'Round No' with a large '1' in a black box above it. The table has three columns: 'Round', 'Drawn', and 'Scored'. The first row is highlighted in blue. The table content is as follows:

Round	Drawn	Scored
1		
2	.	.
3	.	.
4	.	.
5	.	.
6	.	.

On the right side of the interface, there are several buttons and controls: 'Players', 'Draw', 'Enter Scores', 'Calc Results', 'Web', 'Handicap Results', 'Don't send C Points' (checkbox), 'View Team' (with a dropdown set to '1' and '0 for all'), 'Results in Browser', 'Carry Over', and 'Adjustments'. There are also radio buttons for 'Live' and '1 Prior', and a 'Split Event' button.

- The grid at the right reduces to the number of rounds entered.
- NB the dots will appear in the grid.

Enter team names and Players

- The **"Players"** button allows for the entry the Team Name, Captain and members for each team. If using electronic scoring, you need only enter the Team Name against each Team Number, as player details will be captured from the electronic scoring units when the first round names are uploaded. See Team Name below.
- **Team No:** This is the number that Scorer will use for the team throughout the event for draws and results.

Perform the Draw and Set up for the Round

- **Teams sit at a table and their team number is then equal to their table number**
- The **Draw** button takes the user to the draw screen.

Ref	Home	Away
1		
2		
3		
4		
5		
6		

- Check that the Round Number is correct. If not click return and change the round Number.
- Click Automatic Draw.
- When the Automatic Draw is used, a window should pop up saying the draw is good. **NB for Round Robin the draws for all rounds are done**
- Click Team / Pair order.
- Click on View Print and print and display the draw.
- You could also try View Draw in Browser.
- Players should be asked to move to the table indicated in the draw.
- **Use Team No for Table: PLEASE LEAVE THIS TICKED!**
- Check the Starting Board Number This is the first board in sequence for the set to be played.

If playing more than one round in a session, make sure the correct starting board number is entered for the round.

- At the bottom add the Dealing File as usual. Do this each round.
- Click Start Timer and alter parameters as needed. Minimise for now.
- Click **Create Remote Database**.
- Click **Start Remote Server** which starts BridgeTab.
- Check the game settings and Save.
- Click **Green Button**
- **Players move to the tables as indicated by the draw and enter their names.**
- **Check the names are correct in BSC and Upload Player names**

At the end of the Round

- Check the BSC screen that all results are in.
- Click **Red Button** to stop BSC. and minimize.
- Upload Player names if not already done.
- Go back to the setup screen and click **Enter Scores** and then **Upload Results**
- Click Return
- Check the correct Round Number is Displayed There should be a Y in both columns for that round.
- Click **Calc Results and Print** This gives Team Match Results. Team Ranking and Individual Team Results. These should be handed out before you do the next draw. NB these are also accessible later via the Enter Scores section
- Click on **Web** to send to the website

Next Round

- Close the BSC window if not already done.
- Tablets should be set for a new game
- Follow the steps for the draw as previously and post. Players move to the new tables.

End of the night

- Don't send the results to X club. Just do the Backup only (Option 5).

Multiple Teams

- Requires an odd number of Teams (tables)
- This is run very much as a pairs session.
- Click Next in the calendar screen, to go to the Sections screen (just like pairs)
- This looks a lot like the Pairs Section screen, and is used in much the same way.
- Add a section using the drop down menu from the Section. The movement is based on players moving UP 2 tables and boards moving UP 1 table.
- When the number of tables and the number of boards per table are entered, scorer uses the only movement it knows and assigns the total number of boards.
- Click the Add Section button.
- Start Timer if you are using it. Set the parameters and minimise. Remember that teams will never play the first round (against their teammates), so one round can be removed from the timing.
- Click the Add Section button.
- Start Remote Server and Save game settings.
- On the tablets Players enter their Names and skip all boards for the first Round.
- Upload Player names and Scores as usual.
- Results show the 4 players in the team, the total IMPs for the team and the total C points gained for the session.
- **NOTE: The teams are identified by the 4 computer numbers, so to ensure that the ladders work as required, please ensure all substitutes are entered.**