



Directing a Swiss Teams Game

by Bob Gruber

A Swiss Teams game is best conducted with an additional piece of equipment, namely a Table Assignment Board, which will include the board itself and color-coded table assignment inserts. The color coding of the inserts is to match the colors of the Table Indicators in use: white & yellow for A & B, green & orange for C & D, blue & pink for E & F, etc.

A central location moderately high is a good spot for the Assignment Board and the Leader “Board” to be addressed shortly. The 1-page write-up titled *The Table Assignment Board* should be distributed to the team Captains of inexperienced teams as they arrive at the game. The *Table Assignment Guideline Card* is a condensed version for printing on pasteboard stock.

Teams with someone with mobility or vision problems should request a fixed/stationary table assignment. For those teams, you need several (taller) inserts labeled “Stationary” to slide behind the table assignment insert.

Two sections should be set up, each in their own, separate area.

Round Robin Mechanics

Should a round robin be necessary, the 3 teams involved should be gathered and the mechanics of the round robin discussed. The 1-page *Swiss Teams Round Robin Matches* write-up could be handed out, say 1 or 2 per team, to aid the discussion and later serve as a memory refresher. . A more succinct memory aid is the *Round Robin Matches* guideline card, intended for printing on pasteboard stock. Six of these could be laminated and two could be left at each round robin table.

Leader Board

There are at least two (2) options for a Leader “Board.”

- 1) An available white board could be used as a Leader Board. Assuming a single session, 4-match Swiss Teams event, six (6) columns are needed:
Team # or Captain’s name,
1st Round total, 2nd Rnd cumulative total, 3rd Rnd cum. total, 4th Rnd cum total,
Final Standings.
- 2) ACBLscore’s F4 key can print the Standings (by rank) after each Match is posted. It displays the # of Wins and the Score.

ACBLscore

ACBLscore may be less flexible in the team pairing and scoring arenas than it is in the pairs arena. Each of these team game functions has a screen of its own—the Pairings Screen and the Match Results Screen—introduced in the section on *Team Games Screens*. Should a change arise, such as a no-show team you had already entered, rather than renumber the teams on your own, go to ACBLscore and identify the change there. For this particular situation, see the section titled *Dropping/Adding a Team*.



Start ACBLscore in the normal manner. In response to Ctrl-A, for **Type of Game**, select option **2** (Team). If the table indicators are blue & pink (Sections E & F), enter “E” as the **Letter for Event 1** and accept the default color of blue. Method of scoring will most likely be option **2, Victory Points**.

For the **Pairing and Posting** option, you should choose between **option 1**: *pairing by computer*, and **option 2**: *Swiss / Round Robin: Manual/auto pairing, match score entry*. Whichever one you choose, it is recommended to not have the initial pairings done. If you have both an odd number of teams (necessitating a round robin) and one or more stationary teams, you’ll want to identify the stationary teams before the Match 1 pairings. Otherwise, a stationary team could be placed in the initial round robin.

For the **Pairing and Posting** option, **option 2** is more flexible and is, therefore, recommended. (Later, as the final step for Match 1, you’ll press the F2 key (on the Pairings Screen), to have the computer pair odd numbered teams with the even numbered team 1 higher, i.e. 1 with 2, 3 with 4, 5 with 6, etc. If there are an odd number of teams, the last 3 will be placed in a round robin [RR].) This selection can be changed via F9 (*Set config* menu) and then # 5: *Change scoring method, boards, rounds, etc*.

Using the invitational Las Posas Club entries as an example, follow with the # boards/match (the Las Posas Club plays 4 matches of 6 boards), number of matches, max possible wins, number of tables, and starting table #, which should be 1. No initial pairings. (Later, after any stationaries have been identified on the Match Results Screen—to be discussed shortly—use the F2 key (on the Pairings Screen) for computer pairing.) Use the 20-point Victory Point scale.

Next comes Club Masterpoint. Las Posas (143636). Invitational. 1 stratum. 1 session. Allow Overall rank. Invitational. No Newcomer game. As needed, complete the entries for the “Press” header. Most of these selections can be changed via F9 and then # 10: *Set masterpoint rating*.

Enter player names (F3 key), team Captain first. Game setup is now complete with the likely exception of identifying stationary teams, to be covered shortly.

Dropping/Adding a Team

To drop a team, press F9, then option # 2, *Resequence/Add/Delete team numbers*. Make the appropriate change, and when the window for the next team number shows 0, press Cancel. You may have to redo the pairings to account for the missing team, but most likely ACBLscore will handle that. Even if a team drops before playing any matches, ACBLscore will keep that team # and just consider it a phantom team.



Team Games Screens

For directing a team game there are two (2) screens of major interest:

Match Results Screen

Pairings Screen

The F2 key allows reaching either of these screens.

On both of these screens (Match Results & Pairings), use the F5 key to toggle between the two.

Round 4								
Matches remaining to post: None								
#	CAPTAIN		Team	IMPs	Opp	VPs	Total	Table
1	Virginia Viola	S	1	16	3	16.00	34.00	E1
2	Jan Anderson		2	-24	5	1.00	26.00	E5
3	Arlene Broslow		3	-16	1	4.00	27.00	E1
4	Patricia Bostrom		4	-6	7	7.00	37.00	
5	Phyllis Herman	S	5	24	2	19.00	28.00	E5
6	Christy Kadin		6	-1	8	9.00	43.00	
7	Phyllis Puckett		7	6	4	13.00	41.00	
8	Anita Flood		8	1	6	11.00	53.00	
9	Carolyn Berenson	S	9	12	10	15.00	58.00	F4
10	Ann Dyer		10	-12	9	5.00	53.00	F4

F7=Print F6=Begin Sequential Entry F9=Done
F5=Pairing Screen F2=Sitouts F4=WkSheet F8=This Team Options F10=General Options
Ok

Match Results screen

Round 4							
Pairing screen for ROUND 4							
#	CAPTAIN		Total	Team	Opp	Opp2	Table
1	Virginia Viola	SP	34.00	1	3	0	E1
2	Jan Anderson	P	26.00	2	5	0	E5
3	Arlene Broslow	P	27.00	3	1	0	E1
4	Patricia Bostrom	P	37.00	4	7	0	
5	Phyllis Herman	SP	28.00	5	2	0	E5
6	Christy Kadin	P	43.00	6	8	0	
7	Phyllis Puckett	P	41.00	7	4	0	
8	Anita Flood	P	53.00	8	6	0	
9	Carolyn Berenson	SP	58.00	9	10	0	F4
10	Ann Dyer	P	53.00	10	9	0	F4

F7=Print F6=Begin Sequential Entry F9=Done
F5=Results screen F3=Pair RR F4=Sort by Matches F2=Pair teams F10=Undo F8=Table assignments
Ok

Pairings screen

On the Match Results screen, the F8 key (= *This Team Options*) allows setting options for the highlighted team, including setting a Stationary team by specifying a section and table # in that section.

To work with either the pairings or posting results, hit the F2 key to bring up a *Select posting screen* window where you select either the *Match results screen* or the *Pairings screen*.

Additional Setup on the Match Results Screen

On the Match Results Screen (reached via the F2 key), there is an untitled column to the left of the "Team" column. This column displays "Team Options" and 3 sub columns may be needed:

- 1 column for sitouts (*),
- 1 column for Stationary/Resigning status, and
- 1 column to indicate placement in a Round Robin ("R" or "r").

Only one (1) character is displayed per sub column, based on either a priority scheme or mutual exclusiveness. Only the Stationary/Resigning status column is controlled on this screen (via the F8 key = *This Team Options*). The possible entries in this untitled column are:



F8 key {

- “*” = sit outs are needed (for teams of 5 or 6 members; generated automatically based on the “Names” entries)
- “S” = stationary (established by entering a *Stationary table*),
- “x” = not begun (*Starting round* specified for this team is later than the current round),
- “X” = resigned (current round is later than the *Ending round* specified for this team),
- a number = the *Ending round* a resigning, but still active, team will play,
- “H” = held from pairing (accomplished by pressing F2 when on the F8 screen)
- “R” = currently in a Round Robin (based upon entry on the Pairings screen),
- “r” = currently in a “short” Round Robin¹ (based upon entry on the Pairings screen)

Match Results F8 screen

Pressing the F8 key, *This Team Options*, brings up the window just shown for entries pertinent to the Stationary/Resigning status of the team currently highlighted. The option most likely to be utilized is the very 1st one, specifying a Stationary table for this team.

Initial Pairings

When ready, go to the Pairings Screen. Press the F2 key for the computer to pair teams. On the Pairings Screen there is an untitled column to the left of the “Total” column. This column displays various status conditions and 3 sub columns may be needed:

- 1 column for Stationary/Resigning status,
- 1 column to indicate whether Paired or not, and
- 1 column to indicate placement in a Round Robin (R -or- r).

The possible entries in this untitled column are:

F3 key {

- “S” = stationary (F8 on the Match Results screen allows specifying a stationary table),
- “x” = not begun, “X” = resigned (F8 on the Match Results screen),
- a number = last round/match a resigning, but still active, team will play (Match Results F8),
- “H” = held from pairing (F2 when on the Match Results F8 screen)
- “P” = team is already paired, otherwise nothing is displayed
- “R” = currently in a Round Robin
- “r” = currently in a “short” Round Robin¹ (that spans a single head-to-head match)

To create a short RR—one that spans a single head-to-head match—press the F3 key again. The display for a short round robin is a lower case “r.” The short round robin is seldom used, Compact Knock Outs being an exception.

¹ While a regular Round Robin spans 2 head-to-head matches, a short Round Robin spans a single head-to-head match; thus, each short Round Robin match is only half the boards of a normal, head-to-head match.



Posting the Pairings on the Assignment Board

With only a small number of teams, say 10 or fewer, one person can handle posting the table assignments on the Team Assignment Board. When the number of teams gets larger than that, posting the assignments is best handled by a 2-person team. One person calls out the assignments (from the Pairings screen), while the other person puts the inserts into the appropriate pockets. . (The inserts should be paired rather than having a “E” stack and an “F” stack.)

When all assignments have been posted, the Director announces that fact as the signal to start the match(es).

Entering IMPs on the Match Results Screen

To enter scores, click twice on the 999 in the IMPs column (which indicates an unposted score). Alternatively, you can click on the Captain’s name or once on the 999 and then Enter. Enter positive or negative IMPs as appropriate and press Enter. (If ACBLscore refuses to accept an entry, make sure there’s a non-zero entry in the Opp column.) ACBLscore will calculate the VPs. While they won’t display immediately, the IMPs (and VPs) for the opponent team will be calculated and recorded by ACBLscore.

Current Team Standings Window

After entering the net IMPs for one of the teams in a match, ACBLscore pops up a window titled CURRENT TEAM STANDINGS. At the upper left, in a large font, it gives the team # followed by a colon, and then the VPs won in this match. Below that in a smaller font, it repeats the team #, gives the net IMPs (this match), the VPs won this match, and the total VPs.

In the lower half of the window, it repeats this presentation for the opposing team.

Match 2 & Beyond

When all Match 1 results are in (with the exception of any Round Robin matches), you are ready to enter the cycle of:

Determining the Pairings	(F2 key on the Pairings Screen)
Posting the Pairings	(on the Team Assignment Board)
Starting the Match	(by announcing all matches are posted)
Entering the Results	(Match Results Screen)

Since Round Robin matches span 2 head-to-head matches, their 3 results are only available every other match.

Miscellaneous

F10 on the Match Results Screen brings up General Options, one of which is:

RR (round robin) more than once? Yes, for you to confirm before the assignment is made;
No, to not allow automatic assignment to RR a 2nd time.

Default is No.



DBL CLICK on 999 (which indicates an unposted score) to enter IMPs. After entry, press enter. If entry is not allowed, check that an opponent has been assigned. If not, go to the *Pairings* screen and use the F2 key to complete the pairings.

If anomalies occur, best to make the change in ACBLscore to see how it wants to handle the situation before announcing the effects of the change to the players.

The F2 key brings up a *Select posting screen* window to select: Pairings or Match Results

Scrn Key	Pairings screen	Match Results screen
F1	Help	
F2	Pair teams	Sitouts
F3	Pair RR	Post RR
F4	Sort by Matches	Worksheet
F5	Toggle between screens	
F6	Sequential entry (Pairings / Results)	
F7	Print	
F8	Table Assignment	Team Options
F9	Done	
F10	Undo	General Options

F5 toggles between *Pairings* and *Match Results* screens

F9 (*Set config* menu), then # 2: *Resequence/Add/Delete team numbers*

F9 (*Set config* menu), then # 5: *Change scoring method, boards, rounds, etc.*
allows changing *Pairing & Posting* options

F9 (*Set config* menu), then #10: *Set masterpoint rating*