

# Running a Single Session Teams event

## Introduction

Offering only matchpoint duplicate sessions to players can be boring and monotonous. A club can choose to run a Teams session occasionally, to provide a refreshing and somewhat different experience for its members – hopefully this will add interest so they will return to the club for more. These sessions can also be used as a way to introduce members, especially beginners, to Teams scoring. A single session Teams event is most suitable for a friendly, social morning or afternoon celebrating special occasions at the club. However, a club can also combine multiple such sessions and turn them into the club qualifying event for the NSW State (Country) Teams and the GNOC for example, which enables issuing Red and Gold Masterpoints respectively to the members.

## What does a club need?

1. A director who knows or is willing to learn about Teams movements (specifically American Whist and New England Relay)
2. A member (not necessary the director) who knows how to download the necessary templates from the NSWBA or Altosoft website and place them in the correct folder
3. Two sets of identical boards (at most).

## How does the Teams movement work?

Similar to a Pairs duplicate session where the Mitchell movements differ depending on whether there is an odd or even number of tables, in a Teams session, an American Whist movement is used when there is an odd number of Teams/tables. If there is an even number of Teams, the New England Relay movement should be used. These movements work well for up to, and including, 16 teams. The number of rounds in play is always equal to the number of teams minus one (since a team cannot play against itself). Once the number of teams and thus the number of rounds needed is known, a director can decide how many boards per round (referred as a group of boards below) is suitable for the one-session event (typically between 25-35 boards). Each team sits at its home table before the session starts. Manual scoring can only be done after the movement is finished.

### American Whist (Odd number of Teams)

The set up is very similar to a Mitchell movement. One set of boards is needed. The director puts the boards (starting from Board 1) in ascending order of table numbers i.e. the first group of boards goes to Table 1, the second group of boards goes to Table 2 and the highest group of boards goes to the last table. For example, in a 7-table American Whist movement playing 5 boards per round, one set of Boards 1-35 is needed. Boards 1-5 go to Table 1, Boards 6-10 go to Table 2 and so on. Boards 31-35 go to Table 7.

At the start of the session, the director should instruct the EW players as follows before playing the first board: take the boards at their current table (table number T), place them on the next higher-numbered table (table number T+1) and then move one further table (table number T+2) to meet their opponents. For example, the EW players at Table 1 will move the boards at Table 1 to Table 2, and sit to play against the NS at Table 3. Similarly, the EW players at Table 4 will move the boards at Table 4 to Table 5, and sit to play against the NS at Table 6. The EW players at the last table will

move the boards to Table 1, and sit to play against the NS at Table 2. The same instructions are issued to the EW players after each round until the EW players return to their home table, when the movement and session are complete and scoring can commence.

In the simplest terms: boards up one table, pairs up two tables.

### New England Relay (Even number of Teams)

The director needs to set up Bye tables between each table where boards can “sit-out”. Two sets of **identical** boards are highly recommended, but not a requirement – though if using a single set, the boards will have to be shared between tables, so the tables need to be placed appropriately to make this easy. The director puts the first group of boards on Table 1, the second group of boards on the Bye table between Tables 1 and 2 (let’s call it Table 1.5), the third group of boards on Table 2, the fourth group of boards on the Bye table between Tables 2 and 3 (let’s call it Table 2.5), and so on. Check that the last group of boards from the first set is placed on the Bye table between the middle table and its next higher table (i.e. for 8 tables, the Bye table between Tables 4 and 5, i.e. Table 4.5). Repeat the placement of boards in a similar fashion for the remaining half of the field using the second set of boards (i.e. for 8 tables, start placing the first group of boards on Table 5). Check that the last group of boards from the second set is placed on the Bye table between the last table and Table 1. As an example, in an 8-table New England Relay movement playing four boards a round, the boards should initially be placed as below:

<b>Table</b>	1	1.5	2	2.5	3	3.5	4	4.5
<b>Initial Board placement</b>	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32
<b>Boards in play at R1</b>	29-32	1-4	5-8	9-12	13-16	17-20	21-24	25-28
<b>Boards in play at R2</b>	25-28	29-32	1-4	5-8	9-12	13-16	17-20	21-24
<b>Table</b>	5	5.5	6	6.5	7	7.5	8	8.5
<b>Initial Board placement</b>	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32
<b>Boards in play at R1</b>	29-32	1-4	5-8	9-12	13-16	17-20	21-24	25-28
<b>Boards in play at R2</b>	25-28	29-32	1-4	5-8	9-12	13-16	17-20	21-24

If only one set of boards is available, put the tables that play the same boards at the same time next to each other (In the above case, Tables 1 and 5, Tables 2 and 6 etc).

At the start of the session, the director should instruct the EW players as follows before playing the first board: take the boards at their current table (table number T), place them on Table T.5 and take the next group of boards (on that table originally) to the next table (table number T+1) where they will meet their opponents. For example, the EW players at Table 1 will move the boards at Table 1 to Table 1.5, pick up the next group of boards on it and sit to play against the NS at Table 2. Similarly, the EW players at Table 4 will move the boards at Table 4 to Table 4.5, pick up the next group of boards on it and sit to play against the NS at Table 5. Refer to the above table as illustration. The EW players at the last table will move the boards to the Bye table between the last table and Table 1,

pick up the next group of boards on it and sit to play against the NS at Table 1. The same instructions are issued to the players after each round until the EW players return to their home table, when the movement and session are complete.

In the simplest terms: boards up “half a table”, pairs up one table.

## How do I score up on Compscore2/3

Note 1: make sure the computer has all the necessary template files in the correct folder.

Note 2: consider turning off the “Show percentage for own result” in the Bridgemate Settings as the information is irrelevant in a Teams session.

### Templates

There are templates included in Compscore2/3 for running single session Teams. However, the distributed templates are not standardised in terms of where the pairs and boards go in the first round. Peter Busch, the developer of Compscore2/3, has recently uploaded a new set of templates which work directly with the instructions described in the previous section of this document. Therefore, it is highly recommended that the club deletes all the old Teams templates and downloads the latest ones from the internet.

The folder where the templates need to be saved is:

- C:\Compscore2\Templates\teams if the club uses Compscore2, or
- C:\Compscore3\Templates\Teams if the club uses Compscore3.

The websites from which the new templates can be downloaded are:

- The NSWBA website: <https://www.nswba.com.au/handbook/index.asp?F=templates>
- The Altosoft website: <http://www.altosoft.com.au/cs3templates.asp?type=tt>

Alternatively, an easier (but really not recommended) option is to use the built-in function in Compscore2 (Figure 1) or Compscore3 (Figure 2) to update the templates. However, be aware that this option has a risk of overwriting all the pairs templates your club is currently using! Plus it will add a lot of templates not useful to your club into the template folders, which might make it extremely difficult for your directors to find the right template for other sessions. Only use this option if you cannot find anyone to download and place the templates in the correct folder.

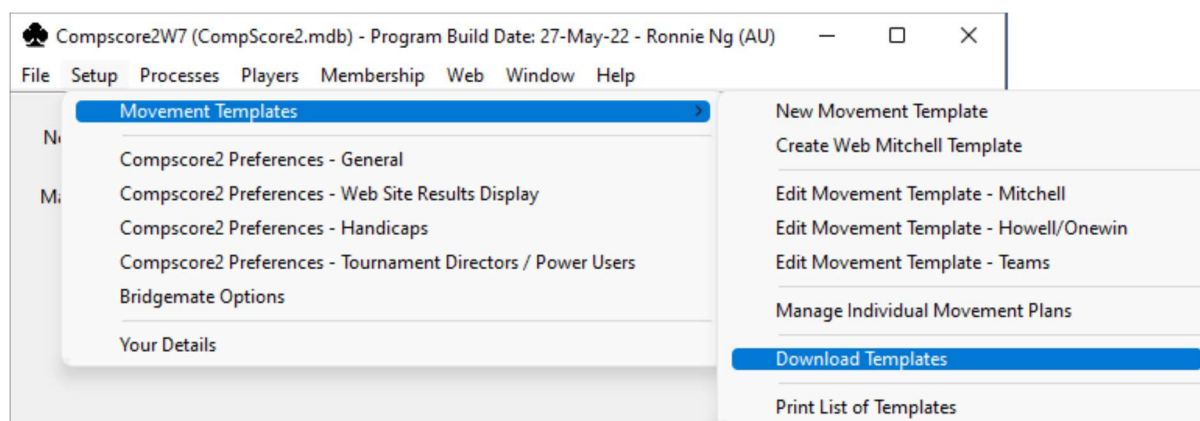


Figure 1: Download templates in CS2

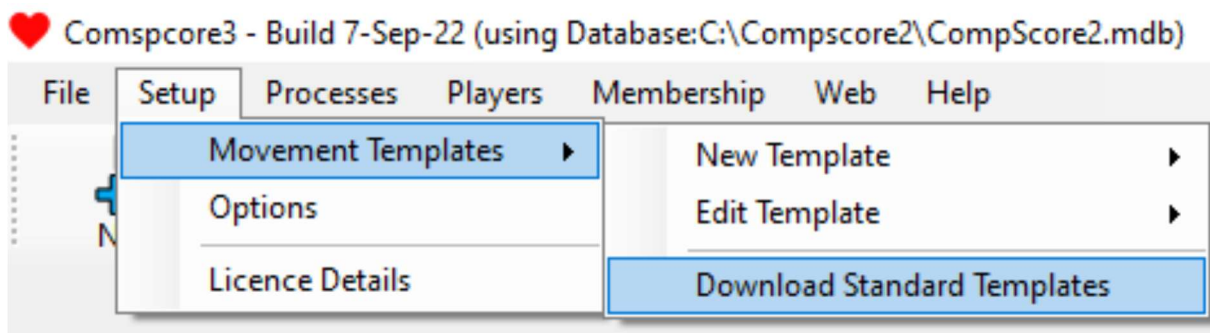


Figure 2: Download templates in CS3

## Compscore2

1. Create a session by clicking on the "New Session" icon in the top left corner of the Compscore2 software. Fill in the details into the new window as normal, except choose "Teams" for Scoring (please read Footnote<sup>1</sup> if Compscore2 does not allow the Scoring be changed) and "Single Session Teams" tab (see Figure 3). The masterpoints colour and weighting will depend on what kind of Teams session it is. Please note that the "Green" masterpoints will have a Basic Weighting of 1.00 (not 1.50) for normal club sessions.

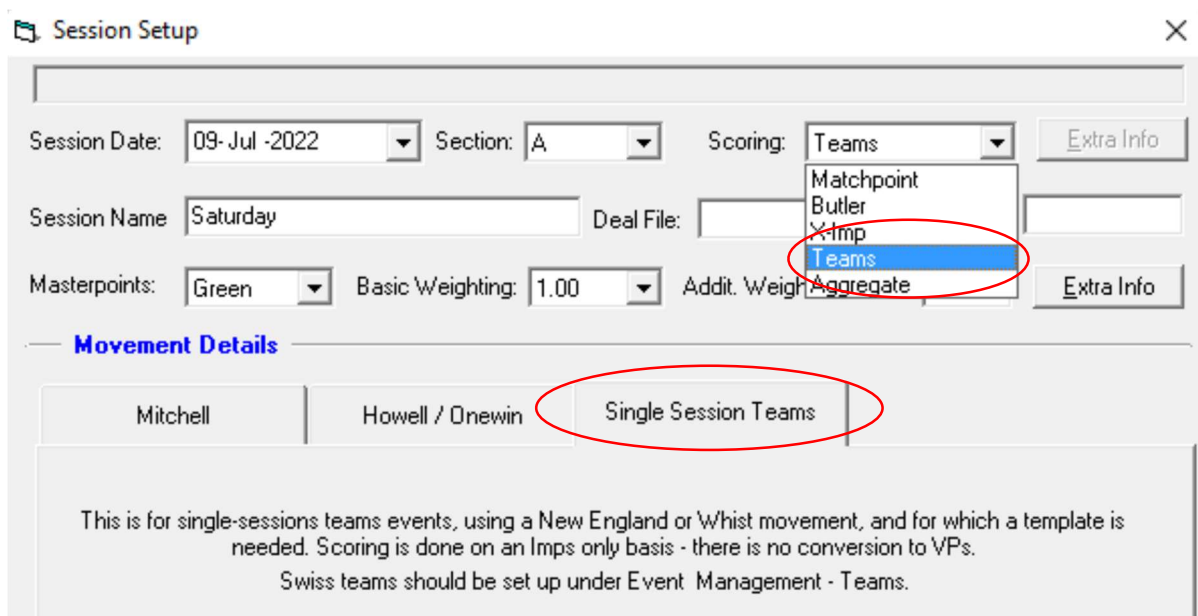


Figure 3: Set up a Teams session in CS2 1

2. In the second half of the window, click on the "Browse" button to choose the template that matches the number of teams playing in this session (see Figure 4). The name of the template should be in the form "Template - name n tables.csv", where name can be either "New England" or "Whist" and n is the number of tables. For example, "Template - New England 08 tables.csv" or "Template - Whist 7 tables.csv". Enter the number of boards per round as well. The "Enter player numbers to Bridgemates after first move (otherwise enter at home table)"

<sup>1</sup> Leave the Scoring setting to "Matchpoint" for now if CS2 does not allow that be changed. Once all the parameters are entered and the "Apply" button below is clicked, the Scoring will be changed to "Teams" automatically.

box should be empty. Click on the “Apply” button. Launch the Bridgemate Control Software as usual.

numbering must be the same in all sessions.

Movement Template:

Boards per Round:  Use Board-a-Match scoring

Enter player numbers to Bridgemates after first move (otherwise enter at home table)

**BWS Database**

Choose non-standard name and/or location for BWS file

Manual scoring (i.e. no tabletop scoring units)

Figure 4: Set up a Teams session in CS2 2

3. Since each team starts at its home table, the players should now enter their ABF/club numbers into the Bridgemates while they are still at the home table. Once the numbers are in, the Bridgemates will show that the boards to be played in Round 1 are not the same as those handed out by the director. **Do not be alarmed.** The director can now clarify by giving instructions to the EW players to move the boards (and themselves) as described above, based on the movement in use. The correct boards will thus be delivered to the correct table by the EW players. The same instructions are to be issued to the EW players after each round until the EW players return to their home table, when the movement and session is complete and scoring can commence.
4. The director can import names and scores from the Bridgemates as usual. At the end of the session, score up, print the results and upload to the club website in the same way as any normal duplicate pairs sessions.

## Compscore3

1. Create a session by first clicking on the “New” icon in the top left corner of the Compscore3 software and then the “New Session” button

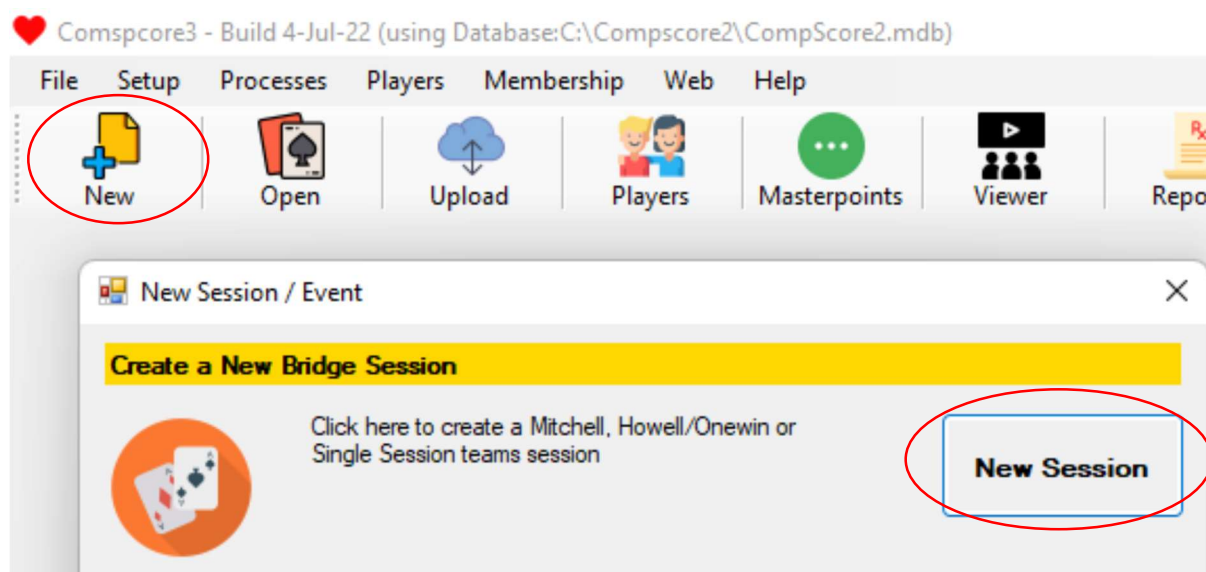


Figure 5: Set up a Teams session in CS3 1

2. Fill in the details into the new window as normal except choose “Teams” for Scoring (please read Footnote<sup>2</sup> if Compscore3 does not allow the Scoring be changed) and “Single Session Teams” tab (see Figure 6). The masterpoints colour and weighting will depend on what kind of Teams session it is. Please note that the “Green” masterpoints will have a Basic Weighting of 1.00 (not 1.50) for normal club sessions.

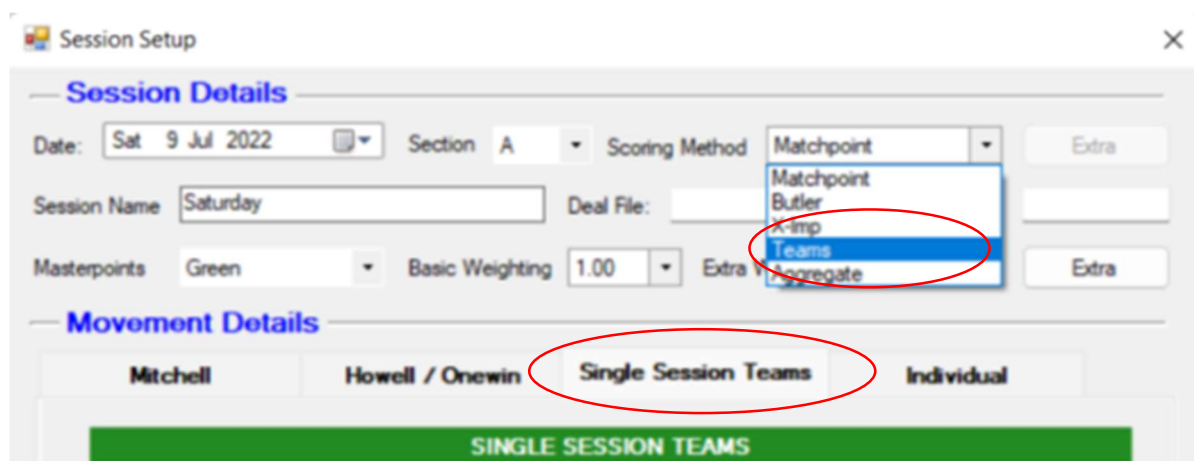


Figure 6: Set up a Teams session in CS3 2

3. In the second half of the window, click on the Solid Down Arrow to choose the template that matches the number of teams playing in this session (see Figure 7). The name of the template should be in the form “Template - name n tables.csv”, where name can be either “New England” or “Whist” and n is the number of tables. For example, “Template - New England 08 tables.csv”

<sup>2</sup> Leave the Scoring setting to “Matchpoint” for now if CS3 does not allow that be changed. Once all the parameters are entered and the “Apply” button below is clicked, the Scoring will be changed to “Teams” automatically.

or “*Template - Whist 7 tables.csv*”. Enter the number of boards per round as well. The “Enter player numbers to Bridgemates after first move (otherwise enter at home table)” box should be empty. Click on the “Apply” button. Launch the Bridgemate Control Software as usual.

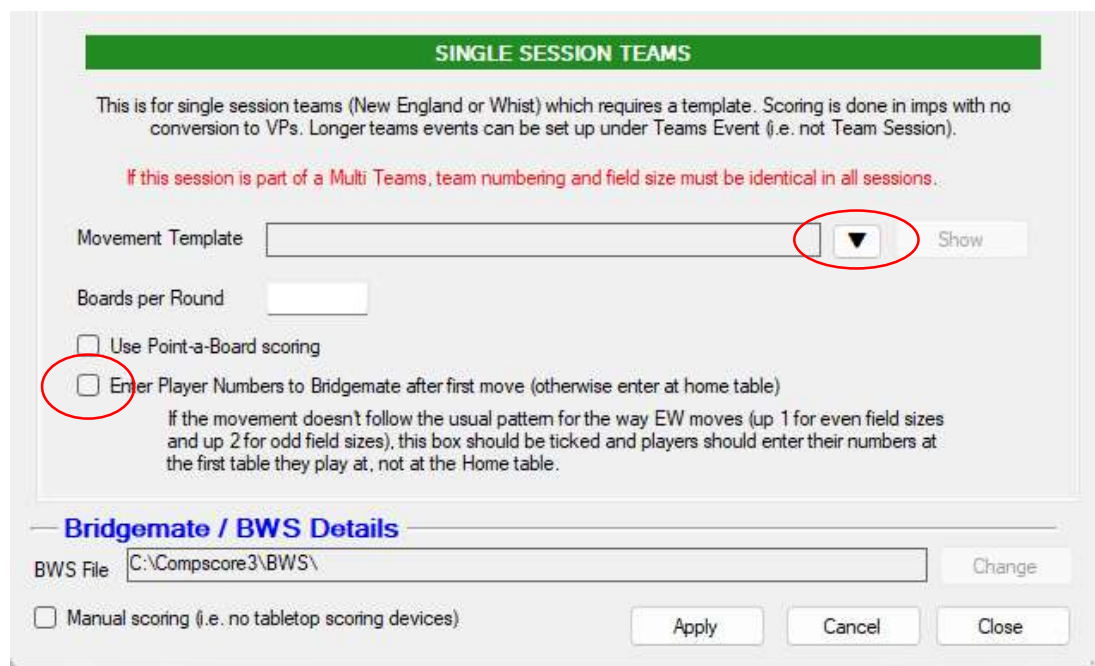


Figure 7: Set up a Teams session in CS3 3

4. Since each team starts at its home table, the players should now enter their ABF/club numbers into the Bridgemates while they are still at the home table. Once the numbers are in, the Bridgemates will show that the boards to be played in Round 1 are not the same as those handed out by the director. **Do not be alarmed.** The director can now clarify by giving instructions to the EW players to move the boards (and themselves) as described above based on the movement in use. The correct boards will thus be delivered to the correct table by the EW players. The same instructions are to be issued to the EW players after each round until the EW players return to their home table, when the movement and session is complete and scoring can commence.
5. The director can import names and scores from the Bridgemates as usual. At the end of the session, score up, print the results and upload to the club website in the same way as any normal duplicate pairs sessions.

## Conclusion

Hopefully this will help a regular club director in running a Teams session in his/her own club, and give options for club committees to offer different kinds of Bridge sessions to their members.

## Acknowledgement

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