GAME HACKS Available to VACBs

All hacks are CASE SENSITIVE, they always go in the description field,
and they must be surrounded by plus signs. Note that you may "string" the hacks:

+allavail+MPLIMIT=300+SECTIONSIZE=17+

the above is read by BBO the same as this below

+allavail+ +MPLIMIT=300+ +SECTIONSIZE=17+

CAUTION – remember GIGO! *(garbage in, garbage out)*
Typos, incomplete or forgotten hacks, incorrect hack case… these are just
a few of the problems the club directors cause for themselves daily. Haste makes Waste!

+allavail+	Adding this hack to the description field of any pair game will delay the start of the Tournament until all players are online. This allows you to chase down MIA players. It checks for players approximately every 12 seconds, so when all your players are available, the tournament will start soon. This is a hard stop if players are missing. If you decide not to wait any longer, click "Unregister Offline Teams" in the Tournament drop-down menu. (In case this doesn't work, if you need to start the tournament anyway, remove the **+allavail+** and modify, and the tournament will start. This can happen if your players are online, but currently playing another tournament, or they are in the Casual area.) *IMPORTANT: +allavail+ does not yet work for Swiss Teams*
+MPLIMIT=*nnn*+	Place this hack in the description field to create a game that is limited by masterpoints®. (ACBL#s will be required for all registrants. Without the ACBL number, BBO is unable to determine that a player is eligible.) Replace the *nnn* with the upper masterpoint® limit of your game – up to 4 digits can be used in the limit field. Example: **+MPLIMIT=200+** (nobody with more than 200 masterpoints® will be admitted.) IF YOU WANT TO ADMIT PLAYERS WITHOUT PLAYER NUMBERS, you can edit the tournament, remove the hack, and modify the game. Once your non-members are registered you will edit the tournament again, reinsert the proper hack, and modify again. Be sure that this hack is correctly added, so that it limits the masterpoints® to the field. It may still be added up to the moment that the game ends. Double-check midway through your game that all hacks are in place!
+LT=*nn*+	Open tables are now able to get credit for concurrent limited games (that begin within 30 minutes on either side of the open game). In order to use it, place this hack in the description field of the Open game. Replace *nn* with the total number of concurrent limited tables. (NOTE: this is for pair games only. At this time, +LT=*nn*+ does not work for concurrent Swiss games.) Example: you have 7 tables in your Open game, and 12 tables in the 0-200 concurrent game. So in the description field of the Open, you will enter **+LT=12+** Please make sure

	you modify! Limited games can also get credit for concurrent 0-20 games beneath them. Place the +LT=*nn*+ in the description field of limited games, and replace the nn with the number of 0-20 tables. (<u>Only 0-20 games</u> will count towards other limited games. A 499er cannot claim the tables for a concurrent 99er.)
+howell+	This hack, inserted in the description field, tells the system that you wish to play a Howell movement. By itself, it will try to run a full Howell. You must ensure that you have loaded enough boards on your format tab to accommodate the rounds you want, and you must tell it how many boards per round. It will do the math. See extensive information on the [Howell document](#). *(If you want to control every aspect of your Howell game, you should use the +roundsN+ hack that follows. Take it from those who have erred before: if you are not very careful about every aspect of a Howell, you could wind up with a 12-table game that has 20 boards loaded, and plays 23 1-board rounds!)*
+rounds*N*+	Used in conjunction with the +howell+ hack, and STRONGLY suggested, this tells the system how many rounds you would like to play. Make sure you have specified the correct number of boards in the format tab, along with enough boards to make it work! Change *N* to rounds. Example: **+howell+rounds9+** **IMPORTANT: The +rounds*N*+ hack will only limit the number of rounds played in a Howell. It will never add more rounds than what would run if it were a full Howell. It only knows how to truncate!**
+hm18+	If you have 3-5 tables, and you want the system to run an 18-board movement automatically, use this hack in the description field alongside the +Howell+ hack above. Note that when you have 5 tables, this will create a revenge round. If you don't wish to have a revenge round, then specify the movement you want, instead of asking BBO to automatically run +hm18+ (Incidentally, you can string any of the hacks together. **+howell+ +hm18+** is read the same as **+howell+hm18+**.) (See more in the [Howell document](#).)
+nap+	If you use this hack during June, July and August, it will treat your game as a North American Pairs qualifying game. For further instructions on this hack, please [see this link](#).
+break*X*+	To add a break after round X, put into the description field **+breakX+**, and modify. This adds a 60-minute break after round X. If you are ready to resume prior to 60-minutes, edit the game, change **+breakX+** to **+breakX-1+** and modify. The game will restart in a minute.

	Example: If you want a short break after the first round, add **+break1+**. This will provide a 60-minute break. To shorten the break, wait until the desired amount of break time has elapsed (5-10 minutes). Edit the tournament to change **+break1+** to **+break0+** and modify. The game will restart. For another break after round 2, add **+break2+** to the description field and modify. Once the second round is done, this will start the break. Editing and changing it back one to **+break1+** (and modifying) will end the break and restart the game.
+bduration=*nn*+	**+break1+ +bduration=10+** If your description field contains this string, you will have a break after the first round, and the break will be 10 minutes. Once the game begins anew after 10 minutes, you can edit and change the **+break1+** to **+break4+** (for example), and modify, and there will be a 10-minute break after round 4 next. If you wanted to shorten the break, simply edit the game and remove the break hack, and modify. It will restart shortly.
+SECTIONSIZE=*X*+ *(see below for questions about scoring sections)*	*(Caution: DO NOT use +howell+ where you want a +SECTIONSIZE=x+ to work. The howell hack ignores the SECTIONSIZE hack and renders it useless.)* The default value for SECTIONSIZE is 15. • The smallest value allowed is 8. Anything smaller than that will revert back to the default of 15. • The maximum value allowed is 50. Anything larger than that will drop back to 50. • The value SECTIONSIZE+1 is the MAXIMUM allowable section. The formula for determining how many sections your game will have is TABLES/(SECTIONSIZE +1) (this number is then rounded down and they add 1 to it). Once the number of sections is calculated, the system will create that number of sections and make them as even as possible. Example: **+SECTIONSIZE=9+** with 9 tables or less will give you one section. • With 10 to 19 tables, it will create two sections. • With 20 to 29 tables you'll have 3 sections, etc. So just to be clear, if you were to set this to 9, and you had 9½ tables (19 pairs) it would create two 5-table sections.
SCORING and SECTIONSIZE F.A.Q.	NOTE: If there is more than one section, players' percentages can change as more sections finish a round. If there are two sections, and section A finishes first and moves to the next round, the players can look at their results and see their percentages at that moment. However, the results are eventually matchpointed across all sections, so the percentages are likely to change as the game progresses.

1. When a game is split into multiple sections, are there section awards AND overall awards? (As usual, a player would receive whichever is the larger award.) YES, as long as there are at least 16 total tables.

2. If there are overall awards, how does ACBL determine the number and level of awards in the overalls? (For example, for a field of 16 tables divided into two 8 table sections, are overall awards based on the 16 table awards or is there some other methodology used?) OVERALLS would be based on 16 tables. See the ACBL Masterpoint® Book for more information and formulae.

3. When the game is split, does a second game setup appear under Pending [in the director's screen]? This would give the director the ability to adjust the total boards to be played and the boards per round in each section, and it would allow Show Tables for each section. (If a second game setup does not appear, how can the same parameters be adjusted?) It's really one game with 2 sections (or more), and there is only one pending game. If it splits into 2 or more sections, you would click SHOW TABLES, and you will be able to see all of them – numbered sequentially. You can see the section number at the top of the screen when you go to a table. Adjusting and directing does not change with multiple sections.

4. Do each of the sections use the total field's stratification, or does each section have its own stratification? It's one game, and the strats are based on the entire field.

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