Creating and running Swiss for ACBL Virtual Clubs on BBO *

CLICK CREATE TOURNAMENT at the bottom of the Director panel

NOTE that a Swiss team on BBO is limited to 4 people, and players may not switch partners.

THE TOURNAMENT TAB
• Complete the Title field
• Add your Welcome message (might want to include the VP scale you have chosen)
• Set the time and date
• In the Description field, you may use +MPLIMIT=nnn+ if you wish, and it will limit the registrants. However, holding this concurrently with an open game will not credit the open for the limited tables. *IMPORTANT – at this time, +allavail+ and +LT=n+ do not work for teams.*
• Add the Directors
• Under Format, drop down the menu and choose Swiss Team

THE FORMAT TAB
• Add the number of boards the game will play, and the boards per round. Make sure the total is divisible by boards per round, so you will have no surprises. Please also make sure to have your rounds AT LEAST ONE ROUND LESS than your number of CURRENTLY REGISTERED teams. *(If you have 4.5 teams, you can now set it for 4 rounds. The system sees that extra pair as another team, so it knows you have 5 teams. Same for 6.5 teams, which the system will see as already 7 teams registered. For more possible configurations, please see the [Teams document](#).)* You may need to closely monitor your set-up close to game time, and change it according to registration.

If your game looks like it will be small,
pay close attention to this:

If you have 6 rounds, you need at least 7 teams to start.
If you have 5 rounds, you need at least 6 teams to start.
If you have 4 rounds, you need at least 5 teams to start.
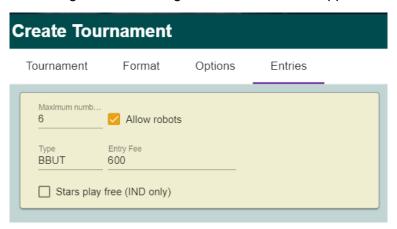
#Teams = #Rounds + at least 1

• Choose the minutes per board
• Enter the number of boards per round.
• In the scoring field, choose the Victory Point scale: either VP20 or VP30
• Barometer play is chosen by default
• Under Movement, the default of "Clocked" is correct
• Deal source can be changed if you wish to play pre-dealt hands, else use random deals

THE OPTIONS TAB
• Nothing is different here – Kibitzers are not allowed in VACB tournaments; Allow chat to tournament is not allowed; Undos are not allowed; and you can choose to allow Voice or not.

• Maximum number of entries will default to 40 – you may change this to the maximum number of PAIRS you wish to have in the Swiss game. This image shows the entries capped at 3 teams (6 pairs):

• Choose to allow players to register with robots, or do not check that box.
• Type is BBUT, and the entry fee is the same format (in "pennies")
• Restrictions – choose Include players followed by host, Exclude players ignored by host, Include custom list

CLICK CREATE TOURNAMENT at the bottom of the window – you are DONE!

When players click to view the tournament, there are now 5 tabs:
– Register – Details – Entries – Partnership Desk – Select Teammates (new)

As players register with their partners, the pair will be added to Select Teammates screen.
What BBO doesn't tell you is that once a pair registers, the system will move the pair back out into the Lobby area, looking at the pending tournaments, and your game (for which they just registered) will be highlighted. You will need to guide the pair back into the registration area of your game, so that they can take the next step to create the 2-pair team.

The pair needs to look in Select Teammates for the other pair on their team. When they find them, they must click on the pair to select them:

• *IMPORTANT – only the <u>inviter</u> of a pair is the one who can click to choose the teammates.*
• *IMPORTANT – only the <u>inviter</u> of the second pair gets the invitation to join the team.*
Once the invitation is successful, the entire team will move as a unit to the Entries screen.
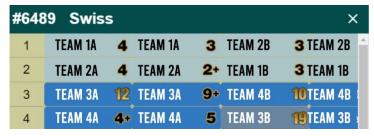
IMPORTANT – if a single player is not online when the game begins – (remember, +allavail+ does not work for teams) – the game will begin without that pair. The remaining pair from the team that is online will be seated, and the system will seat 2 sit-outs as their teammates. (Please replace the sit-outs as you do for pair games. Yes, the director will be able to sub in the pair that went missing, but they will now have not paid the entry fees. FYI)

If there is a pair that registers without teammates, and the game begins, that single pair remaining will be added to the game as half of a team. A pair of sit-outs will become the other half at the other table, and the Director can insert subs or robots (just like in a pair game). If there are multiple pairs in the select teammates screen, BBO will arbitrarily pair them as teammates.

If you have an uneven number of teams at game time, BBO will create a team of sit-outs. You will have the option to add robots, or add subs, or have a sit-out round. (This is not recommended when you have many boards per round. But it's your choice.)

IMPORTANT NOTE: The Swiss games are not yet processed through the ACBL Masterpoint® Engine. As such ROBOTS WILL STEAL POINTS! If you add a robot team, and the robots win, you will have unhappy players. If you choose to add them, you may wish to adjust all robot scores down so they do not win.

#6489	Swiss						✕
1	TEAM 1A	4	TEAM 1A	3	TEAM 2B	3	TEAM 2B
2	TEAM 2A	4	TEAM 2A	2+	TEAM 1B	3	TEAM 1B
3	TEAM 3A	12	TEAM 3A	9+	TEAM 4B	10	TEAM 4B
4	TEAM 4A	4+	TEAM 4A	5	TEAM 3B	19	TEAM 3B

The Director does not have the ability to assign the matches. The team matches are at consecutive tables. So, each round the matches are taking place at tables 1-2, 3-4, 5-6, etc.

How BBO matches the first round seems to be the strongest plays next strongest, down the line according to masterpoints®. Each subsequent match appears to be done fairly well by VPs won. There is a BIG difference in BBO's team matching strategy, as compared with what we are used to having. BBO will allow replays, (Danish Swiss movement), but only for teams not in contention. It does this to preserve good matches for the teams that are at or near the top of the standings.

To view the next round, you will have to close the "Show Tables" and reopen it. There is no "Refresh" at the bottom of the table view window like there is in a pairs game.

SCORING

A team's running VP total and place in the standings is displayed beside the table under the board number.

This portion of the VACB teams is still under construction. ACBL is working with BBO to make this easier to read and understand. But given the excitement among the VACBs to be able to run team games, we're all going into this realizing that we're going to have to explain the scoring difficulties for now, and ask our players to understand.

Players will be able to see their scores, but not until the end of the round.
BBO uses "WE" and "THEY" in this view, and it's confusing.

• The E/W pair will see the IMPs in the "They" column
• The N/S pair will see the IMPs in the "We" column

Board	Result	We	They	We	They
14	3♣W-1		50		2
15	1NTN+4		210	2	

A display quirk: if a player falls offline and then returns, all of the scoring for them will have disappeared. But when the round changes next, the scoring will be restored to their view.

The rest of the scoring functions are the same as pairs. If a pair doesn't play a board, the board does not get "thrown out," as would happen at a face-to-face tournament. It's scored as an AVE if the Director does nothing to it. If the table doesn't start a board with 3 minutes to go in the round, they will not be able to start it – just like in pairs – and A/A will be assigned. So, if you wish to add time to allow a table to finish a board, you must add the time before they hit the 3-minute mark (as in pairs).

STRATIFICATION FOR SWISS IS NOT YET FUNCTIONING
(BBO is working on it)

This document will be edited as BBO upgrades its server with new features/fixes,
and as VACBs submit their comments/experiences/corrections.
Please email those to vacb@acbl.org. Thank you.