STS (and TS) - Create Seeding File – Import Names into ACBLscore

After a game has been started and players have entered their numbers – at their Home Table:

EVENT MENU

- Event Details
- Player Names
- Seating Lineup
- Assignments
- Match Results
- Enter Scores
- Bridgemate Scoring
- Properties
- Reports
- Exit Event

To create a seeding file for ACBLscore

Open **Player Names** ➤ **Player Database** ➤ **Player Lists**

Select the "multi" event

No	Event Name	Date	Sess	Sect
1	Friday Swiss Teams	7/14/17	1	L
2	Friday Swiss Teams	7/14/17	1	M
3	Friday Swiss Teams	7/14/17	1	Multi

Set ACBL Seeding CSV File

The seeding file is created to transfer names into an ACBLscore (tournament) file.
For Club games, there is a second step to import the movement & names into an ACBLscore club game.

Save the Seed file and give it a name. Perhaps C:\ACBLSCOR\GAMEFILE\\170925E Seed File.csv

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Electronic transfer of player names into an ACBLscore

For Club games – change to Tournament mode.
For Tournaments – stay in Tournament mode..

Set up Team game with the number of tables (i.e., number of teams) in play.

Use the same Section letter as used in TeamsScorer.
For STS use any Section letter.

Team Game Option:

Number of matches - as set up in TS or STS
Select the number of teams playing.

Select pairing and posting option

1 Swiss: Pairing by computer
2 Swiss / Round Robin: Manual / auto pairing, match score entry
3 Swiss / Round Robin: Final results only (old method)

OK   Cancel   Help

For Sanction Number – enter anything
For Event Code – enter anything

Game setup: Tournaments – as being played.
When final will be Club mode, the setup here – in tournament mode – may be anything.

Number of played sessions = 1

The seeding file should already be available having been created per the instructions at the top of this page.

In the ACBLscore game use F11 → TRANS

Select number 3 – csv file.

Select transfer option

1 Transfer names from another game file
2 Add names to tournament data base from this game file
3 Import players from Seeding CSV file

OK   Cancel

Select the seeding file that was created from STS or TS.
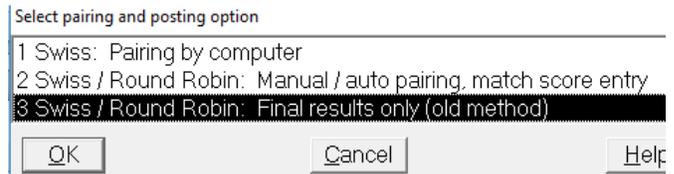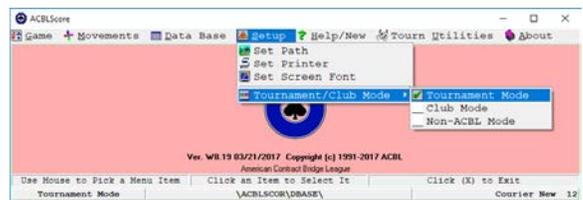
For seeding files from STS – enter "ST" as Event code. ───────┐

For seeding files from TS – enter "TS" as Event code. ───────┐

Seeding event code

Event code in seeding file (VN, SP, WK, etc.)

TS

OK   Cancel

Names will now be entered into ACBLscore (tournament) game file → F3 to verify.
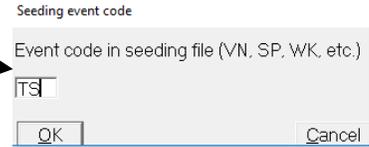
For the names entry, ACBLscore assumes there are 6 members per team. It will be necessary to "delete" the missing players from each team that has fewer than 6 members. See instructions at bottom of this page.

For **Club games**:
- Exit the tournament-mode game.
- Change to Club mode and start a new game – with a different game file name.
- Click OK to confirm setting a game. There is no need to actually configure the game, it comes from the next step.
- F11 → IMP
- Select the earlier "Tournament" game file.
- After file imported: F9 → 10 Set Master Point Rating
  F11 → Strat " → F3 to Auto Stratify teams
- The import brings in the actual game movement and player names.
- For the names entry, ACBLscore assumes there are 6 members per team. It will be necessary to "delete" the missing players from each team that has fewer than 6 members. See instructions at bottom of this page.

Delete missing players from each team.

From the ACBLscore game file (Tournament or Club) screen – Use F3 and go to the NAMES screen.
Press F6 --. Start Sequential Entry

This displays the names in each team.

It is necessary to delete missing players from each team with fewer than 6.players.

➤ Press F5 to delete "empty" Player 6

➤ Press "Up arrow" ⬆ to go to Player 5
➤ Press F5 to delete "empty" Player 5
➤ Press [Page Down] multiple times (once for each team) and repeat the above 3 steps.

LAST NAME   PLAYER#

5 [   ] [   ]   [   ]

6 [   ] [   ]   [   ] [   ]
  Data Base Search
  F10=Not in DB
  F9: Done   F2=Search by Surname
  PgUp: =Prev Team PgDn: =Next Team F5: Delete Player

When this is finished, exit the player name screen.

FINAL – Enter Wins/Draws and Victory Points into ACBLscore

Key F2 → 1 → to enter "Wins and Points" (from TS or STS).

Press F6 – Begin Sequential Entry.

Enter the Wins and VPS for each team.
    Use ENTER to move to the next cell.

#	CAPTAIN	#	WINS	VPS
1	William Hasty Jr	1	-1.00	-1.00
2	Churchill Blakey	2	-1.00	-1.00
3	Nancy Olson	3	-1.00	-1.00
4	Eleanor Brumberg	4	-1.00	-1.00
5	Betty McNally	5	-1.00	-1.00
Check Totals:			0.00	0.00
F6=End Sequential Entry F9=Done				

When there are teams with more than 4 players, the number of matches played by each team player will need to be manually entered.

There may be a way to get a report from TS/STS, but that is yet to be determined.

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