

Corrections for unusual conditions

- Teams sit the wrong direction. Team 1 sat NS at B1 instead of at A1 – Team 2 sat NS at A1 instead of at B1. After the results have been received into STS, go to the Assignments screen and enter the team numbers as they actually sat. Then, click on “Change Assigns” and accept the change.

Section - Table	NS	EW
a/b - 1	2	1

This change may be MADE during any subsequent round or even after the game has finished.

- Team Withdraws. When a team withdraws, it is easiest to handle when they leave at the end of an **even-numbered round**. Before doing the “draw” for the next round, go to the Missing Teams tab and click on the withdrawing team’s number. Then do the normal “draw” for the next round and proceed normally.

When a team leaves after an **odd-numbered round**, more care is needed – including the possibility of a score adjustment per ACBL guidelines.

- If there were an **even number of teams** (in head-to-head matches):
 - Go to Assignments → Missing Teams and click the Team number to move them to the “Missing” column.
 - Return to the Draw tab.
 - Since there are now an odd number of teams, there will now be a “short” Round Robin for 3 teams during the upcoming even-numbered round. Check the SHORT Triple box for the upcoming round.
 - Do the draw and announce/display table assignments for the players.
 - If there were an **odd number of teams** (with a round robin), do the even-numbered round draw as if all the teams are still there. If the team withdrawing was a:
 - Round Robin team – the remaining two teams play the round and then use ACBL guidelines to adjust.
 - Head-to-head team – the remaining team will have a sit-out. Adjust their score per ACBL guidelines.
 - During the round, go into Enter Scores and enter “0” as a “pass out” for all un-played boards in both sections.
 - After the last result has been entered in the Bridgemates, go to BCS → Session → Close Rounds and close “Round 1 to the current round.” This prepares all the Bridgemates for normal operation in the next round.
 - When you are ready for the next round draw, go to the Missing Teams tab (in Assignments) and click the missing Team’s number to move them into the “Missing” column.
 - Do the next-round draw and proceed normally with the game.
- Teams played at Wrong Tables

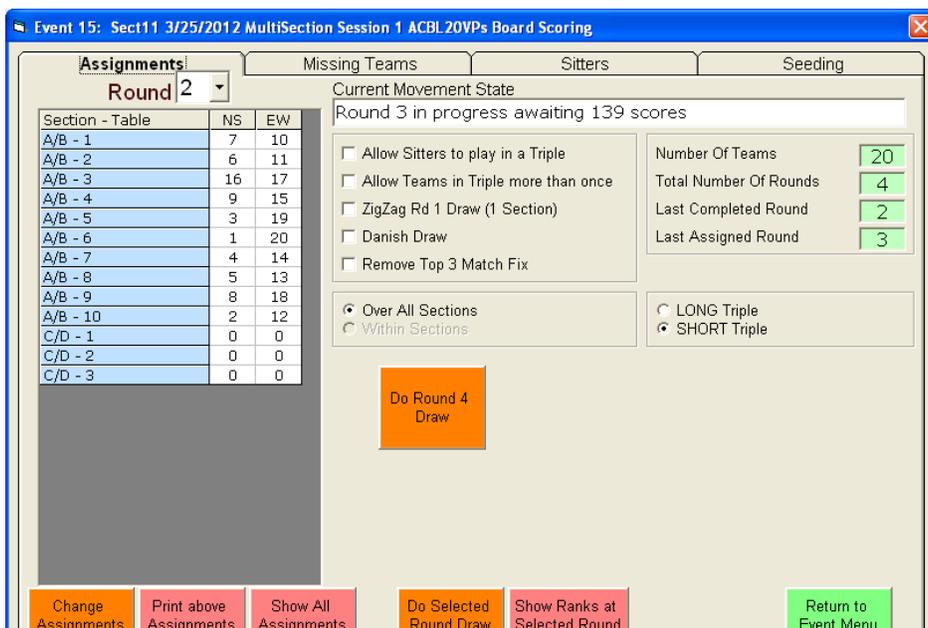
Section - Table	NS	EW
A/B - 1	6	17
A/B - 2	7	11
A/B - 3	10	19
A/B - 4	1	4
A/B - 5	2	15
A/B - 6	3	12
A/B - 7	13	16
A/B - 8	8	20
A/B - 9	14	18
A/B - 10	5	9
C/D - 1	0	0
C/D - 2	0	0
C/D - 3	0	0

These Assignments were for Round 3 before discovery that teams played at wrong tables.

Section - Table	NS	EW
A/B - 1	7	10
A/B - 2	6	11
A/B - 3	16	17
A/B - 4	2	13
A/B - 5	3	19
A/B - 6	1	20
A/B - 7	4	14
A/B - 8	5	15
A/B - 9	8	18
A/B - 10	9	12
C/D - 1	0	0
C/D - 2	0	0
C/D - 3	0	0

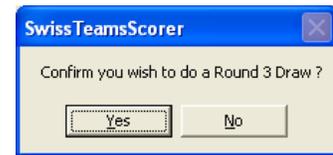
Round 2 as originally assigned.

Use **Change assignments** to correct team numbers to match actual play.

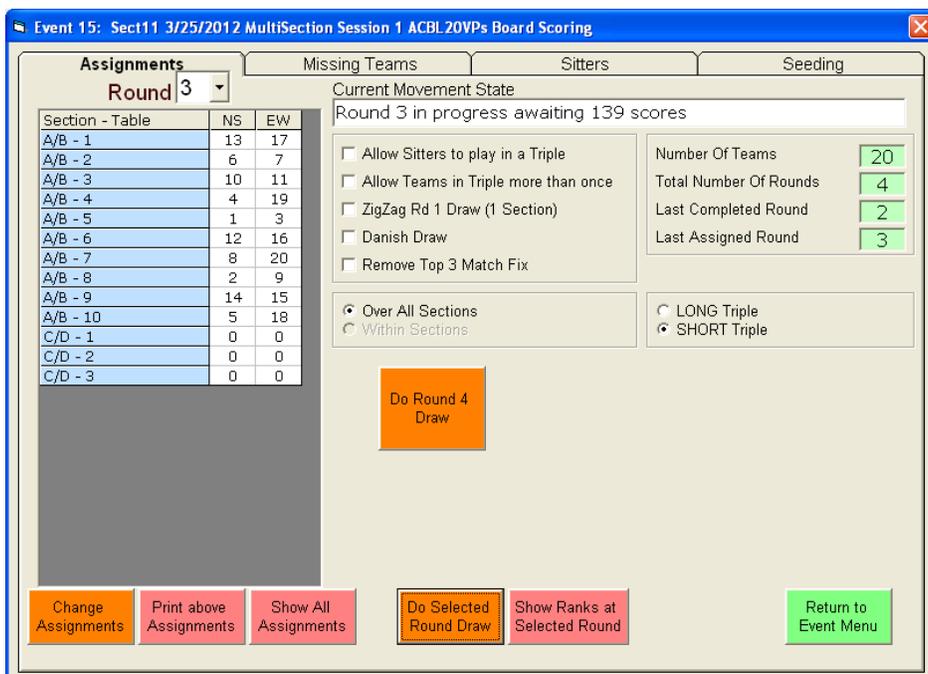


This is Round 2 assignments as actually played.

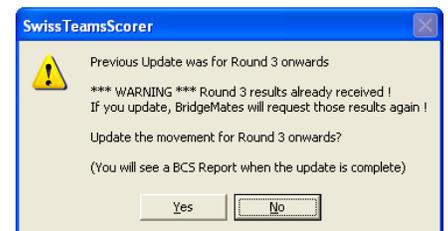
Go to Assignments screen and change to show the current round, i.e., “3” → Click on **Do Selected Round Draw**



Answer **Yes**



After the round “draw” has been “changed,” go to **Bridge Unit Scorer** and click **Update Database**.



Answer **Yes**

This will update the Bridgmates – and alert you that any entered scores will have to be re-entered. STS will pick up the correct scores since it compares team numbers and only records the “latest” assigned players.

In lieu of “Do Selected Round Draw” which could change every table, it would probably be better to manually enter new assignments for Round 3 – to change the affected teams that played the wrong direction. This would involve manually checking the matches (of the erroring teams) to be sure no duplicated matches.