

## Matches may be assigned and/or changed manually.

### Change Entire Round

Place the cursor on Table 1 NS.

Press Delete key to erase the team number.

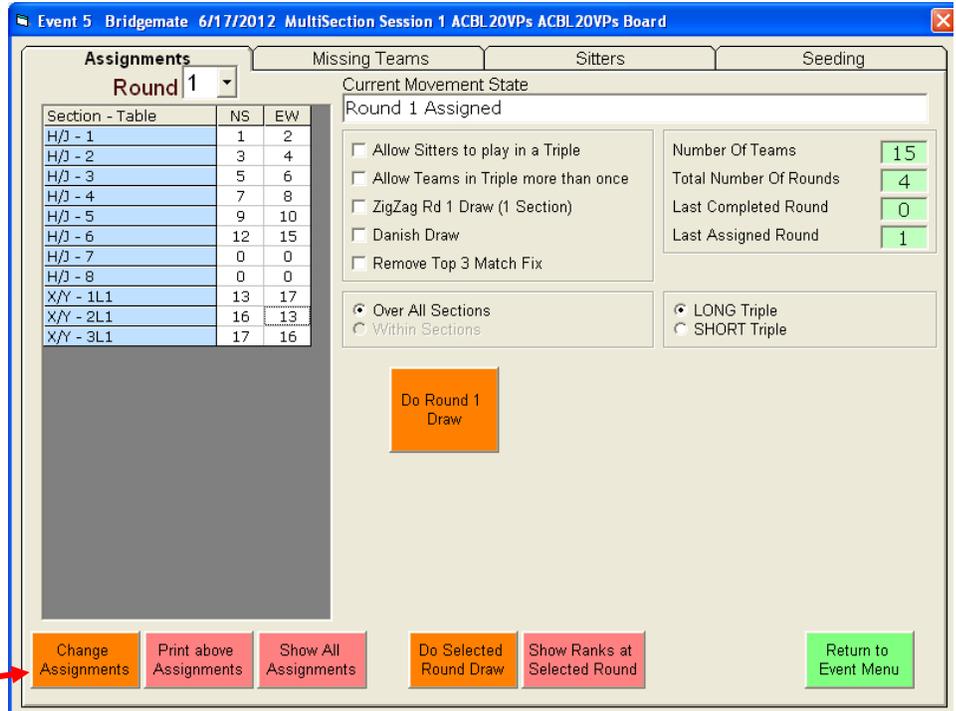
Press Enter to move to each of the NS and EW cells and Delete each entry.

When all the pairings have been erased, manually enter the desired pairings – using the Enter key to move from Table 1 NW→1EW→2NS→2EW, etc..

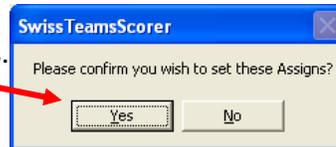
### Change some assignments:

Go to selected team numbers and change as desired. Be sure there are no duplicates.

**After all the changes have been made, click**



Click Yes to confirm the manual (new) pairings.



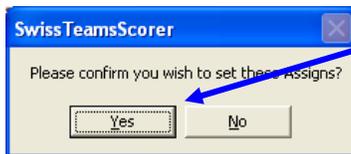
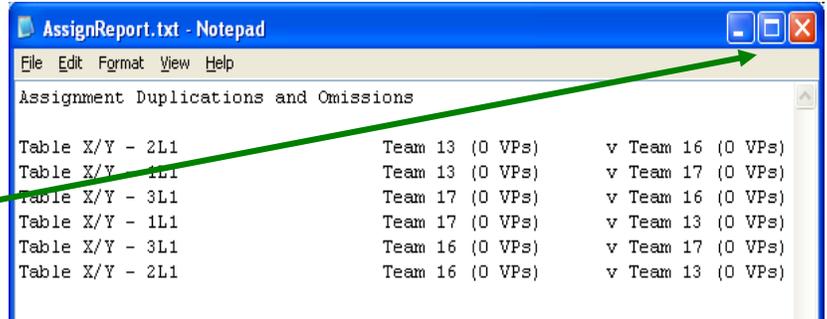
Then click OK



Note: If there are Round Robin teams and any pairing (or table assignment) change(s) are made, there will be an "Assignment Duplications and Omissions" screen.

Verify that the notice only references teams in the Round Robin (Triple) – and that the Round Robin teams are correctly assigned. If so, you may close the Notepad display.

This screen will appear. Click Yes to confirm.



Click OK.



After the manual assignments have been made:

1. Post assignments on the wall - or - Click **Return to Event Menu** and open **Reports**  
Select **Assignments** and **Web Table** and **Display on Screen**.
2. Click **Return to Event Menu**  
This works well with a wall projector – especially with a dual screen display.
3. Open **Bridge Unit Scorer**  
Leave this display on the wall as long as necessary.
4. Click **Update Database**  
Then, follow steps 3 – 6 to set the next round for Bridgemate score entry.
5. BCS will be updated
6. Click **Receive Results**

Note: Step 6 is not required with STS v3.3.64 (or later)

## Stationary Teams (Sitters)

Often there are players who wish to remain stationary throughout a game. These teams are called “Sitters” in the STS program.

For the first Round, “sitters” placement is handled manually.

- Be sure that two stationary teams are **not** matched against each other in the first round.
- First-round assignment recommendations:
  - Odd-numbered sitter teams – “Primary” Section.
  - Even-numbered sitter teams – “Mirror” Section.

The “Sitters” tab on the Assignments screen is applicable for table assignments starting with Round 2.

After first-round play has started [and before the “draw” for Round 2], go to the STS Main menu and click on Assignments:

- Click on the Sitters tab to bring up this screen.
- Click on the Team number and then click on the Table. This moves the team and their “stationary” table assignment to the right side of the screen.
- Sitters may be removed by clicking on the Team number in the Sitter column.

Team	Table	Sitter	Table
1	A/B 2	2 ...	A/B 1
3	A/B 3	8 ...	A/B 4
4	A/B 6	9 ...	A/B 5
5	A/B 7		
6	A/B 8		
7			
10			
11			
12			
13			
14			
15			

Sitters will be placed in the Primary Section for Odd Numbered Teams and Mirror Section for Even Numbered Teams

Return