ROUND ROBIN TEAMS WITH A SPLIT MATCH

These notes refer to a special process when you're running a Round Robin Teams event with a split match i.e. 6 teams, 5 matches, over 2 sessions, where Match 3 will be split between the end of Session 1 and the start of Session 2.

Run the event the same as normal Round Robin (i.e. from **New** then **Round Robin Teams Event**.

All Round Robins work off one template for the whole event, regardless of how many sessions they have. The difference with a split round is that the template must show the 2 half rounds as separate rounds, so that for a 6-team event (ordinarily 5 matches), the template and Compscore3 will appear to have 6 rounds, as the split round will be covering 2 of those "rounds". Both the split rounds will have the identical pair numbers and board sets.

When the players reach the first of the split rounds, the Bridgemates will be expecting all boards in the round. Players should enter "no play" in their Bridgemates for the boards they don't play e.g. in the first half match of a 6 team event, Round 3 will come up as Boards 25-36. They will play 25-30 and enter "no play" for Boards 31-36. The next week they will be finishing their half match first, so the Bridgemates will again be expecting 25-36 and they will play   Boards 31-36 and record "no play" for 25-30. Make sure that they play different board numbers in the second half of the split match i.e. first half-match at the end of the first day, play Boards 25-30, at the beginning of the second day, play Boards 31-36. It doesn't matter what box the first Week 2 boards come from, though it makes sense to use the Week 2 box, so in Week 1, Boards 31-36 don't get played, and in Week 2, Boards 25-30 don't get played.

In the first session, results should be printed out and uploaded only up to the completion of the last full match played. To score up and calculate VPs on the half match is misleading.

When the half match is complete in Session 2, there is a new button on the Bridgemate tab titled Merge Splits to be fired. This will push all the results from the 2nd half-match back into the first half-match, making the first one a complete match. You will then appear to have a completely empty round which will be ignored by the system except perhaps in some warning dialogs. For example, with a 6-table event you will be merging Matches 3 and 4, and after the Merge Splits process, Match 4 will have no results.

To make any edits to the second half of the split match, they will appear under the first round of the half match.

Because the Bridgemate system needs 2 separate matches for your split match, the Compscore3 reporting system treats the 2 half-matches as separate matches, so the report heading might reflect something other than what you're expecting. For example, in a 6 Team event playing 5 matches, the final results will show Results After Match 6 as there will have been 6 matches, even though 2 of them were only half matches.