

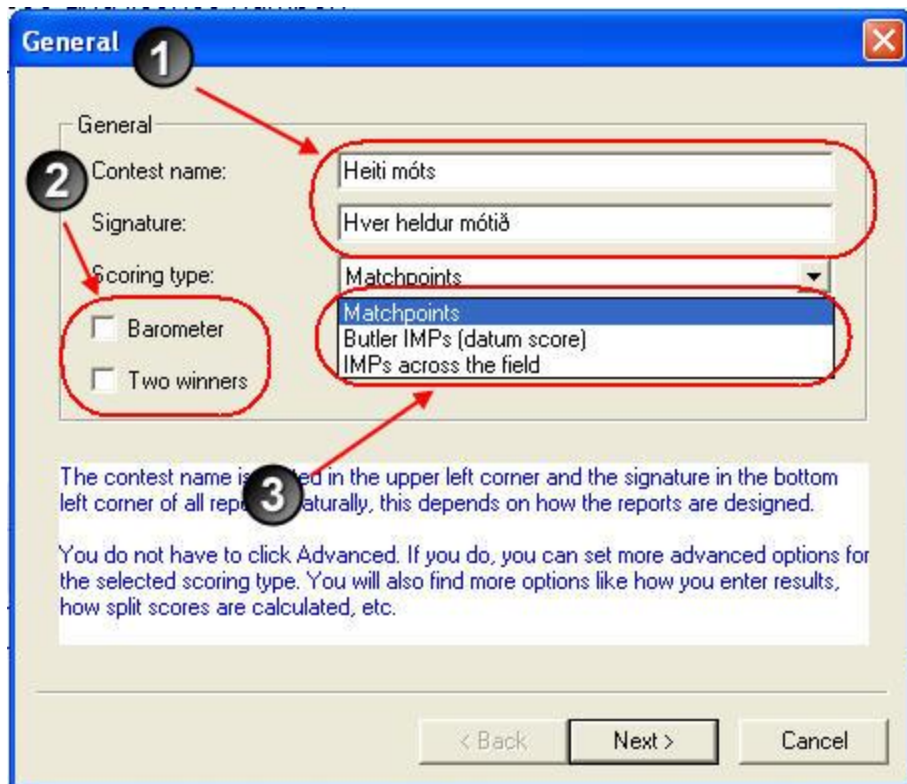
Stofnun á Barometer eða Mitchel tvímenningi

Þessi lýsing tekur ekki til fjölda para. Skráning para og form móts er lýst síðar

Opna skal Magic Contest forritið

- 1) Velja skal Special
- 2) Velja skal Swiss
- 3) Velja skal New pair contest





1. Skrá skal inn heiti móts og hvaða félag heldur mótið
2. Velja skal
 - a. Barometer (hefðbundinn barometer eða
 - b. Howell) eða Two winners (Mitchel)
 - c. Það má alls ekki velja báða valkostina
3. Einnig er ákveðið útreikningsform mótsins hér. Það eru...
 - a. Hefðbundinn tvímenningsútreikningur (Matchpoints)
 - b. Sveitakeppnisútreikningur í heildar IMP stigum (Butler IMPs (datum score))
 - c. Meðaltals sveitakeppnisútreikningur (IMPs across the field)

Contest date [X]

select contest date

Today

Yesterday

Enter date(s)

Contest date

	Day	Month	Year
From:	21	07	2009
To:	21	07	2009

The contest date is used in several situations:

- * It can be printed on reports
- * It is used for contest reports to your bridge federation

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Tilgreina skal dagsetningu mótsins



Spilagjöfin er sótt hér. Ekki er nauðsynlegt að sækja spilagjöfina á þessu stigi málsins, en ef það er ekki gert, þá er nauðsynlegt að taka burt hakið í "View first deal to verify the hand record"

Section

Section

Number of sections:

First section letter:

Score the sections separately

Enter all names, prepare the seating, and then select number of sections

Specify the number of sections in your contest.

If you enter more than one section you will have to select a movement for every section. Names and results are also entered separately for each section.

The final score is calculated for all sections to get an overall winner. You may score the sections separately if you like.

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Á Íslandi eru keppnir yfirleitt svo fámennar að hér þarf ekki að skipta tvímenningi í riðla. Ekki skal gera neitt hér, nema að smella á “Next”

What next?

What do you want to do next?

Enter names

Close preparations

Do nothing at the moment

Most simplified, scoring a contest consists of the following steps:

1. Prepare contest (this step has just been carried out).
2. Enter names.
3. Close preparations. This is where you enter number of tables, movement, etc.
4. Enter results.
5. Report contest (voluntary).

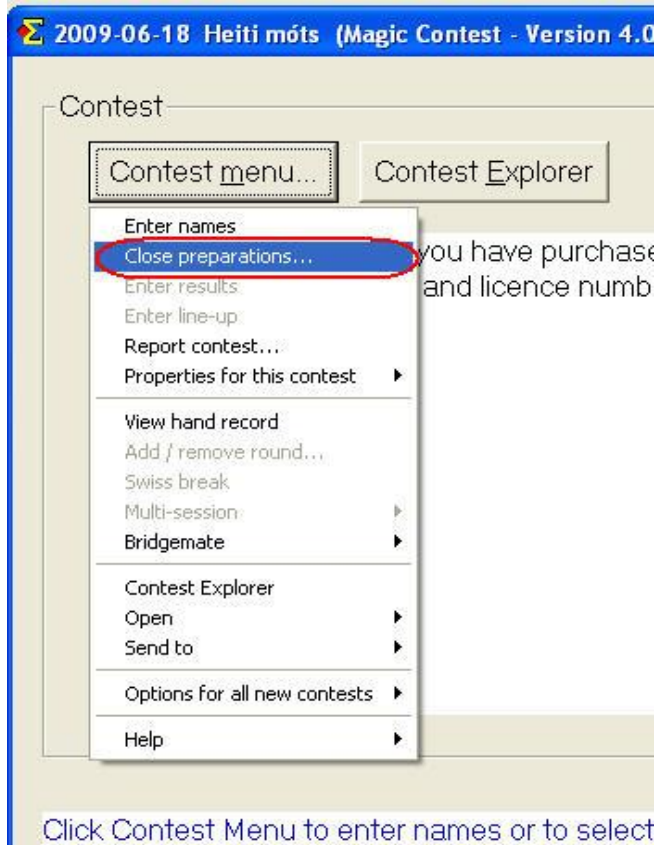
Steps 2 and 3 can be carried out in optional order. If you do not know the number of tables you should start by entering names while the order is optional if you do.

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N

Næst er að skrá keppendur. Unnt er að sleppa því á þessu stigi málsins. Það má alls ekki velja “Close preparations.”

Að lokinni skráningu para skal ljúka undirbúningi



Og velja “Close preparations”

Close preparations

Table

Number of tables: Random seating

Section letter: Scorecard colour:

Enter number of tables. If you have an odd number of pairs, add one table, i.e. enter 5 tables if you have 9 pairs.

If you click Random seating, the entered pairs will be positioned at the tables in a random order. This is to prevent players from strategically selecting opponents the first round. This, of course, means that you have to notify the player of the seating by printing a starting list.

Any pairs you enter after you have closed the preparations will stay at the tables where you have entered them.

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Í þessu dæmi hafa 26 pör verið skráð, Lang oftast eru pör látin raðast tilviljanakennt í fyrstu umferð.

Board

Board

Total number of boards:

Number of boards per round:

Your entries will be used to select a movement in the next window. If you want to use free pair entries, i.e. the alternative No movement, you can not use intervals but you must enter exact values in the fields above.

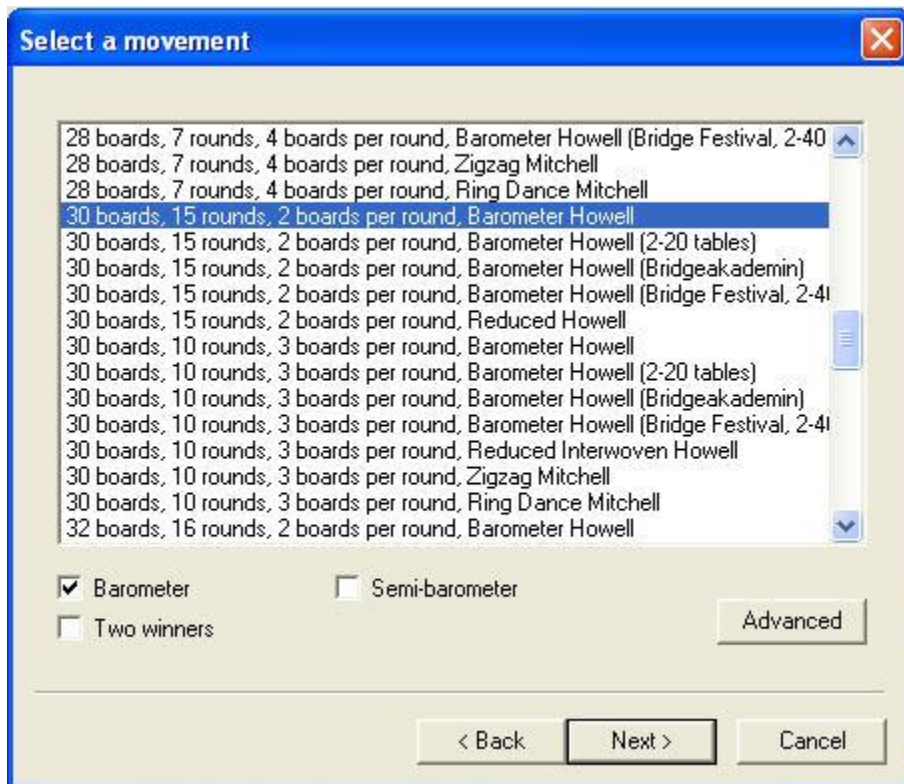
If you do not know, or do not care about, the exact number of boards or number of boards per round you may enter intervals in the following manner:

25-27 and 2-4 respectively

That way, Magic Contest will suggest all movements that fit the entered intervals. On the other hand, the alternative No movement (see the text above) will not be suggested since that requires exact entries.

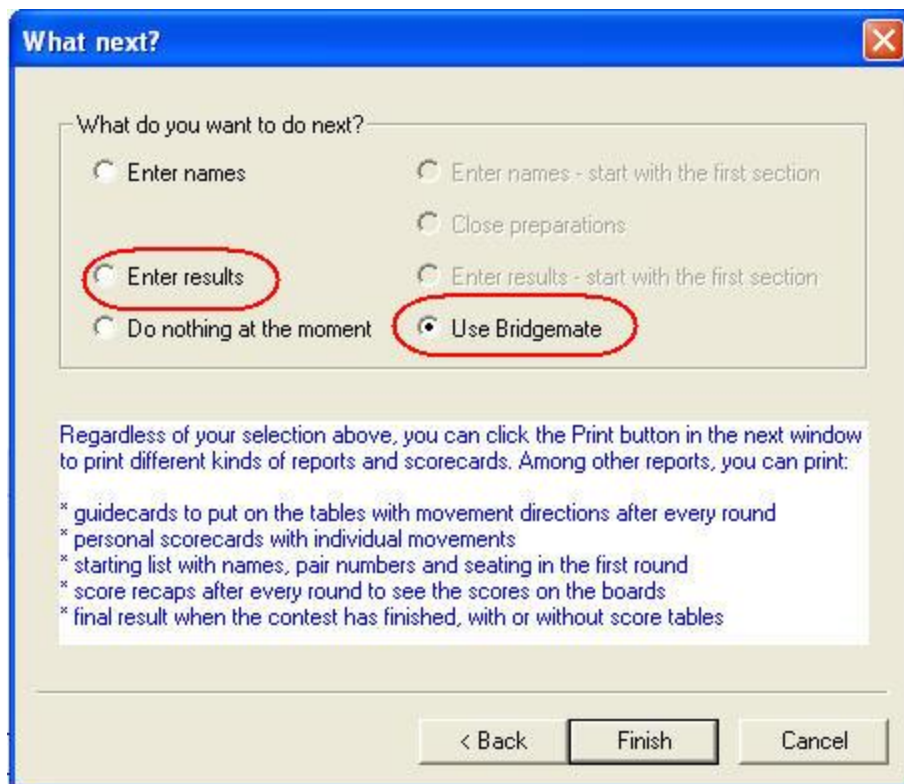
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Tilgreina skal fjölda spila milli para og heildarfjölda spila. Hér er stungið upp á 2, 3 eða 4. Nánari útfærsla næsta mynd.



Hér er valið að spila skuli 15 umferðir og 2 spil milli para. Athugið að það spila ekki allir við alla í þessu móti.

Unnt er að velja um marga möguleika varðandi fjölda umferða og fjölda spila milli para.



Ef borðtölvur eru notaðar, þá skal merkja við “Use Bridgemate”, annars skal merkja við “Enter results”



Svara skal játandi að raðað skuli tilviljunarkennt í fyrstu umferð