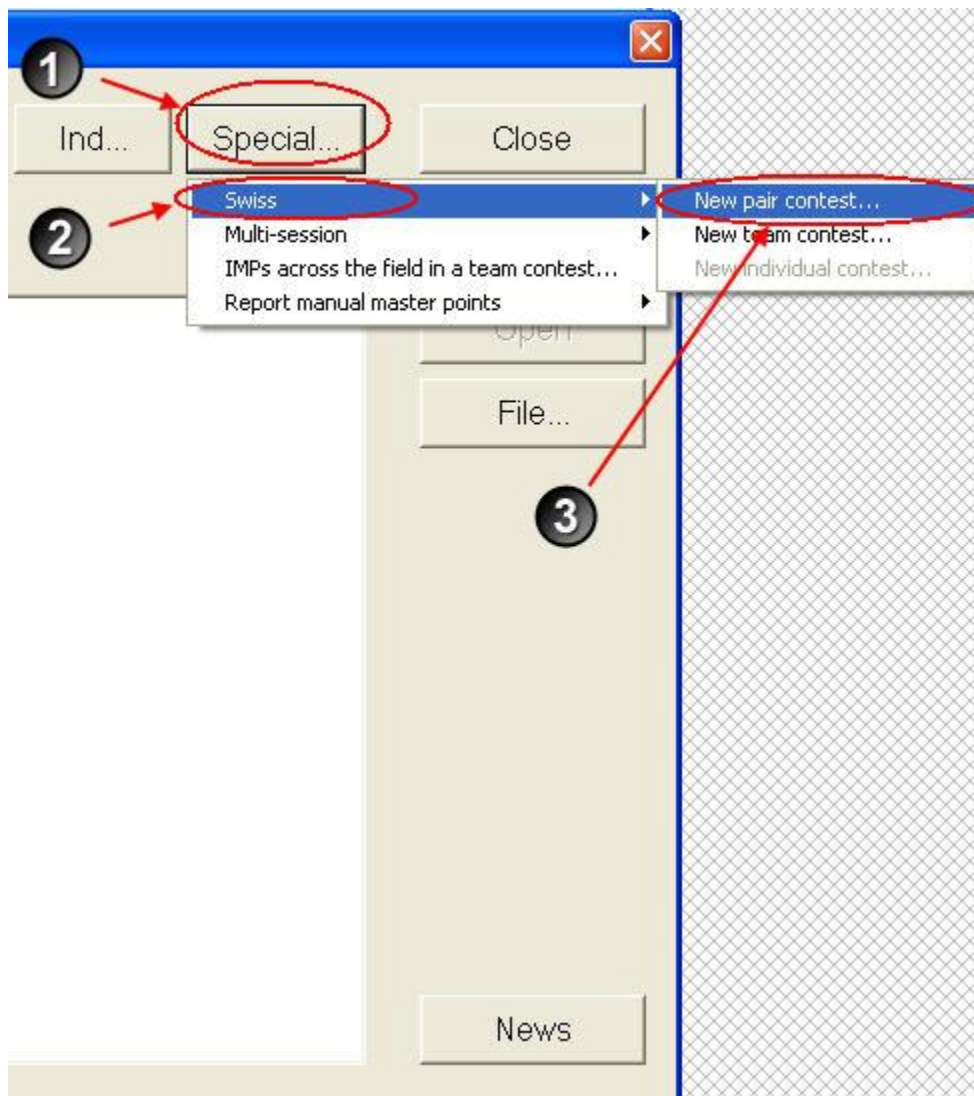


# Stofnun á Monrad tvímennungi

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



General

General

Contest name: Heiti móts

Signature: Hver heldur mótið

Scoring type: Matchpoints

- Barometer
- Two winners

The contest name is printed in the upper left corner and the signature in the bottom left corner of all reports. Naturally, this depends on how the reports are designed.

You do not have to click Advanced. If you do, you can set more advanced options for the selected scoring type. You will also find more options like how you enter results, how split scores are calculated, etc.

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Skrá skal inn heiti móts og hvaða félag heldur mótið

Einnig er ákveðið útreikningsform mótsins hér. Það eru...

- Hefðbundinn tvímenningsútreikningur (Matchpoints)
- Sveitakeppnisútreikningur í heildar IMP stigum (Butler IMPs (datum score))
- Meðaltals sveitakeppnisútreikningur ( IMPs across the field)

**Contest date** ✕

**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



**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:

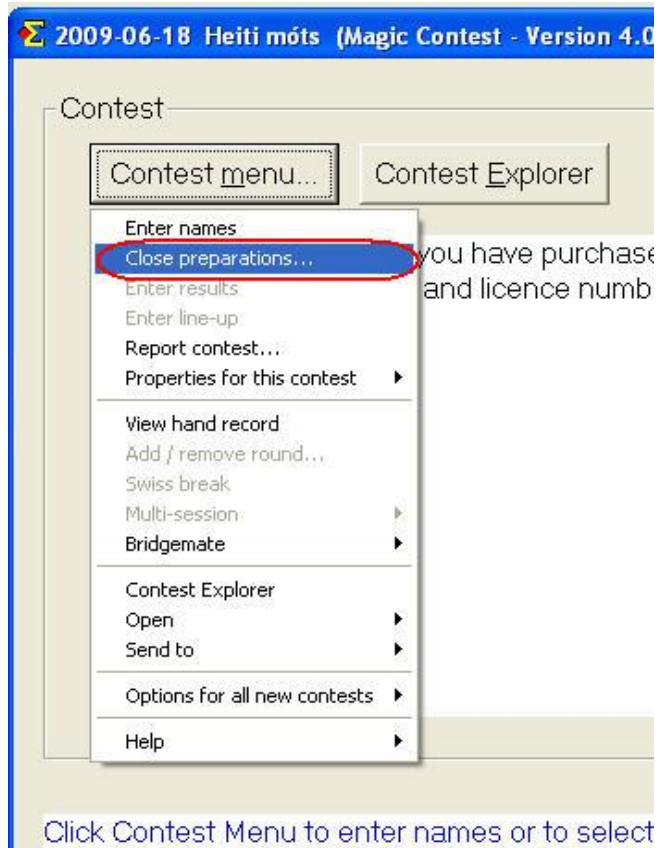
1. Prepare contest (this step has just been carried out).
2. Enter names.
3. Close preparations. This is where you enter number of tables, movement, etc.
4. Enter results.
5. Report contest (voluntary).

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.

< Back   Finish   Cancel

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.

Í þessu dæmi hafa 24 pör verið skráð, Lang oftast eru pör látin raðast tilviljanakennt í fyrstu umferð.

**Board** ✕

Board

Total number of boards:

Number of boards per round:

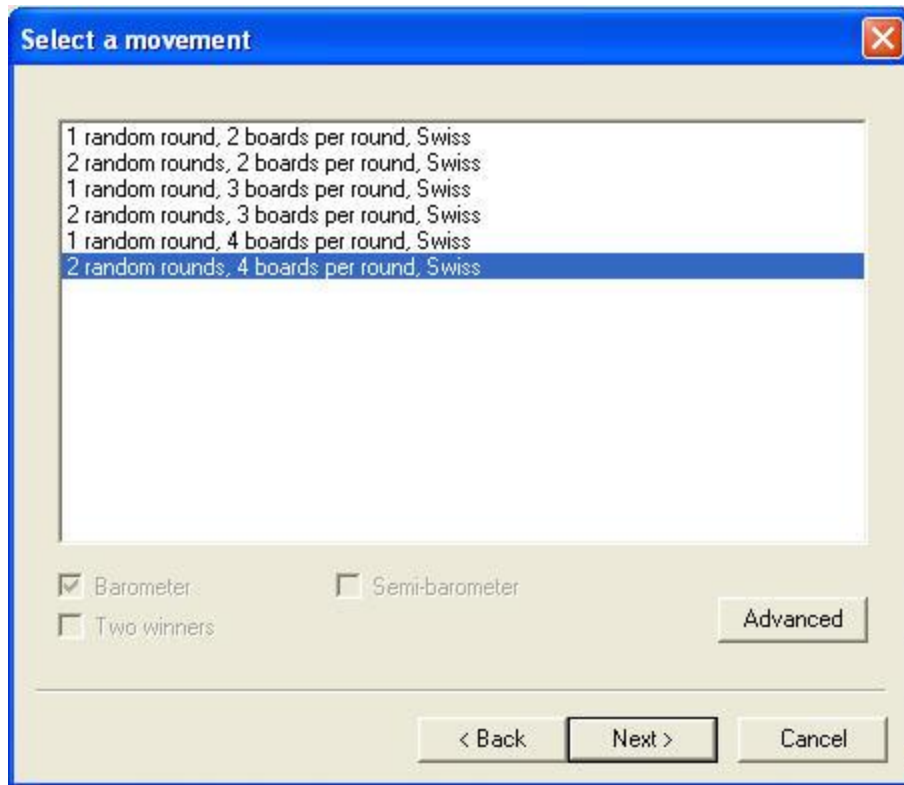
Your entries will be used to select a movement in the next window. If you want to use free pair entries, i.e. the alternative No movement, you can not use intervals but you must enter exact values in the fields above.

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:

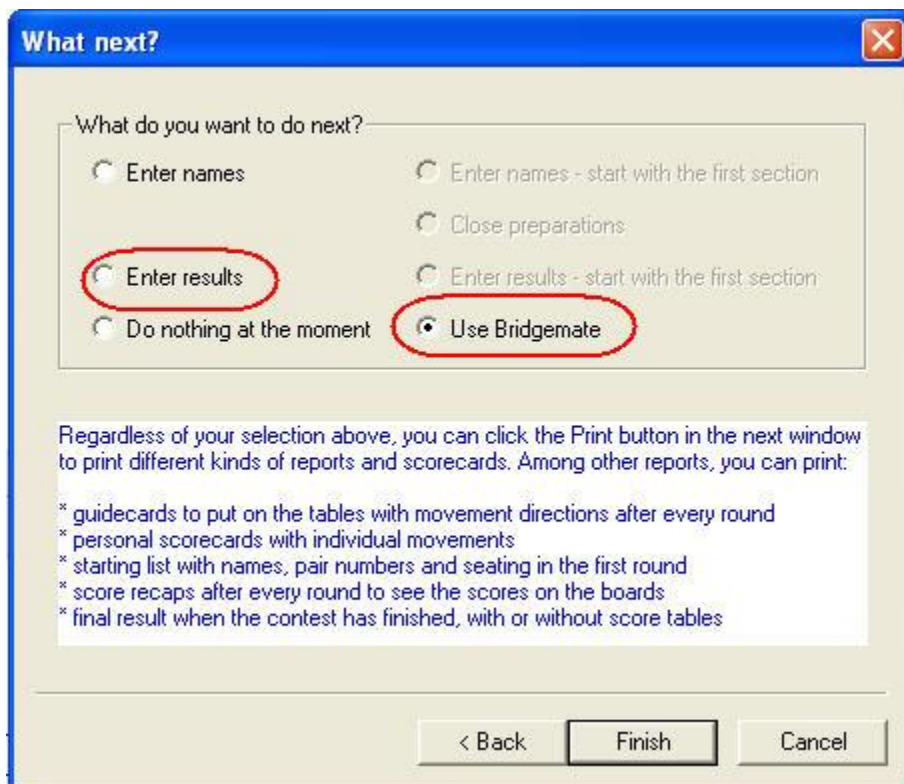
25-27 and 2-4 respectively

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.

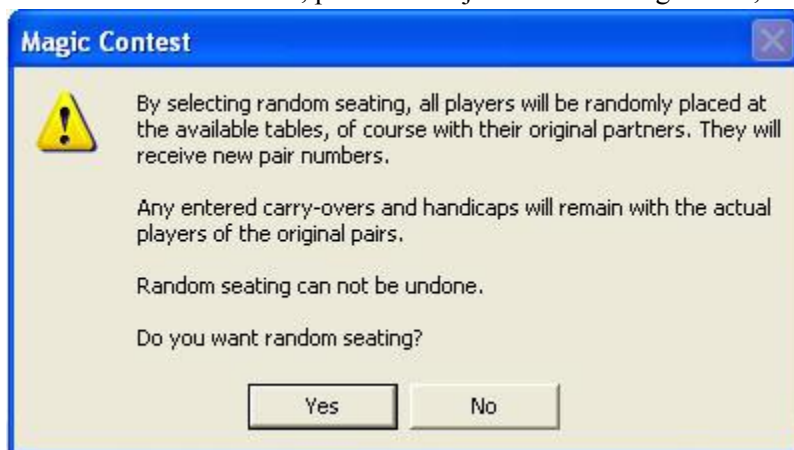
Tilgreina skal fjölda spila milli para. Hér er stungið upp á 2, 3 eða 4. Nánari útfærsla næsta mynd.



Með þessu vali er forritið látið raða þörunum tilviljunarkennt í fyrstu 2 umferðunum, og 4 spil milli para í hverri umferð.



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 2 umferðirnar