



Australian seating in team events is a method of giving each team a home table, i.e. a stationary table where one pair will play as N-S all through the event (not necessarily the same pair all in all round). This table number is the same as the team number. This means that with 16 teams you will have 16 tables numbered from 1 to 16.

This document covers the following:

- Activate Australian seating
- Players vs Tournament director
- Open room, closed room, no room
- Bridgemate database
- Import Bridgemate results
- Import Bridgemate line-up
- Print reports and report to the internet
- Master/slave
- Swiss ideas

### Activate Australian seating

Select *Contest menu-Properties...-General*. In the *Team* tab you find the setting called *Use Australian seating*.

### Players vs Tournament director

Australian seating is mainly a help for the players, i.e. using Bridgemate, printing reports, etc, which is simplified by each team having a home table. Inside Magic Contest, everything is just as before with tables and open and closed rooms, so this is something you need to think of as a tournament director.

### Open room, closed room, no room

Let us assume that you have 16 teams seated at tables 1-8 (in Magic Contest). With the original Magic Contest team scoring method this would mean 8 open and 8 closed tables, which means Bridgemate tables A1-8 and B1-8.

When Australian seating is used there is no concept of open and closed room. Instead, 16 tables numbered from 1 to 16 are used. From a Bridgemate perspective, and this is important, C1-16 are used. Note, you must use section letter C for this to work.

### Bridgemate database

When the Bridgemate database is created, tables in sections A, B and C are created. However, In Bridgemate Control Software you will only see section C as part of the scoring client, and only section C is uploaded to the Bridgemate server. The other tables exist in the background for scoring purposes.

In team events where you use A/B Bridgemates, no team numbers are ever shown in the Bridgemate. With Australian seating the team numbers will show, so it is easy to verify that the seating is right.

Note! The tables that are visible (and available in the Bridgemate server) differ depending on a setting you can make in Bridgemate Control Software. Go to *BCS. Select Tools-Options-General*. There you can find a setting called *Mode* with the two options *Club* and *Tournament*. The above information is valid in case you use *Tournament* mode. In *Club* mode all tables (A, B and C) will be uploaded to the Bridgemate server. However, the basic information that only Bridgemates C are to be used, is correct.

### Import Bridgemate results

In the pair window you will only see open and closed rooms according to the original scoring method. If you start importing results in the pair window you will not see any imported results as they so far "do not exist". The reason for this is that the pair window only understands A/B Bridgemates.

The only way of getting results into the pair window is by importing results in the team window. From a technical point of view, Magic Contest's team window locates the results from Bridgemates C1-16, then logically convert these into results in section A or B according to the original seating (had there not been any Australian seating), and stores those A/B results in the Bridgemate database.

Once this last step has taken place the pair window will start importing results. From a director perspective this is no different from a regular team event.

### Import Bridgemate line-up

This is something that always takes place in the team window, so this is no different from a regular team event.

**Print reports and report to the internet**

Scorecards are printed ordered by team number. There is no mention of open or closed rooms.

The starting list ordered by team shows the home table number (for N-S) as well as the E-W table number for the pair that is not stationary.

Score tables are always shown according to the old model, i.e. sorted by table with the table according to the movement. This is for technical purposes.

The butler will show the detailed scores according to the old scoring method, but since pair numbers are unique per segment there should be no problems interpreting them.

**Master/slave**

If you run a team event with a master/slave setup with multiple team events in the same Bridgemate server, you cannot use Australian seating. This simply does not work.

**Swiss ideas**

In a Swiss event there is even a way to figure out your next table assignments without looking at any printouts or projectors.

Ask the teams to stay at their home table until the new seatings have been published and the Bridgemate database for next round has been created. Then ask them to press OK on the Bridgemate. When it says NS:2 and EW:9 in the display one pair will stay at table 2 as North-South (the team number is 2 since the players stayed at their home table) and one pair will move to table 9 as East-West.

This even means that if you feel like it you can tell the players to bring the Bridgemate to the bar and then press OK when it is time for play. Might not be recommended, though...