Team triangles are a little complicated to set up. However, if you follow these instructions carefully there should be no problems.

In this introduction you can read some of the basics that apply to triangle matches. The details will be found later in this document.

Anytime you want (in a Swiss event) you can alternate between playing a triangle and using a bye. The only restriction is that you need to play two rounds to complete the triangle.

In all examples in this document the first round will be referred to as "round 1" while the second is "round 2". This could of course be rounds 3 and 4 respectively, or 5 and 6, and so on.

Magic Contest supports two types of triangles:

- 2 rounds, 1 segment per round
- 2 rounds, 2 segments per round

In the first case it is only possible to calculate VPs after the second round as there are no comparisons until then.

In the second case half the boards can be compared after the first round. These comparisons are transferred to the second round as a carry-over, and just as in the first case VPs are only calculated after the second round.

This document will show a large number of examples. They are all based on 17 teams with teams 6, 9 and 12 playing the triangle matches.

This means there are in fact 14+3 teams, 14 teams playing at the main tables (tables 1-7) and 3 teams playing the triangle matches.

From a Bridgemate perspective the main tables offer no problems. The are configured as A1-A7 and B1-B7 for open and closed rooms just as in any other team event.

The three triangle tables will not follow the same logic. Instead of offering a variety of options I have decided that the triangle matches are played at tables B8-B10.

You can specify board numbers any way you like. The main tables get their own board numbers while the triangle tables can have the same board numbers (1-10 at all tables) or different board numbers (1-10, 11-20 and 21-30). Either way, the triangle boards will be different at each triangle table.

If you calculate a butler this will only be for the main tables. Results from the triangle tables are ignored.

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Seating

As mentioned in the introduction, teams 6, 9 and 12 will play the triangle matches in this document. The triangle matches are played at tables 8-10 in the closed room.

What is written below is not configurable. If you use other methods in your country you need to change those in order to use triangle matches in Magic Contest.

One segment per round

Do the following to organize the seating for the first round:

- Both pairs of the team sit down at their main table:
    Table 8   Team 6
    Table 9   Team 9
    Table 10   Team 12

- East-West moves to the next lower table:
    Table 8   Team 6   E-W to table 10
    Table 9   Team 9   E-W to table 8
    Table 10   Team 12   E-W to table 9

- The boards are played

Do the following for the second round (based on where the pairs play in the first round, i.e. after the initial East-West movement):

- Leave the boards at the table

- North-South moves to the next lower table:
    Table 8   Team 6   N-S to table 10
    Table 9   Team 9   N-S to table 8
    Table 10   Team 12   N-S to table 9

- East-West moves to the next higher table:
    Table 8   Team 9   E-W to table 9
    Table 9   Team 12   E-W to table 10
    Table 10   Team 6   E-W to table 8

- The boards are played, now with North-South and East-West reversed at all tables compared to the first round.

This leads to the following seatings:

Table	Round 1		Round 2	
	N-S	E-W	N-S	E-W
8	6	9	9	6
9	9	12	12	9
10	12	6	6	12

Two segments per round

For two segments per round the above described procedure is repeated twice, leading to the following seatings:

Tbl	Rnd 1:1		Rnd 1:2		Rnd 2:1		Rnd 2:2	
	NS	EW	NS	EW	NS	EW	NS	EW
8	6	9	9	6	6	9	9	6
9	9	12	12	9	9	12	12	9
10	12	6	6	12	12	6	6	12

This means that the boards in round 1 are finished after round 1, but only with half the number of comparisons as the normal matches.

In spite of this no VPs are awarded after round 1. Instead, the total IMPs are carried forward to round 2 where the cumulative IMPs create VPs for all triangle matches.

Basics

Start the event

Start the event like a normal Swiss Teams. Once you are asked for number of teams you have the option between triangle and bye in case you have specified an odd number of teams.

This is the only thing extra you need to do compared to setting up a normal team event.

Boards

In a regular team event there are two events that trigger Magic Contest to ask for what board numbers to use:

- Create Bridgemate database
- Print empty scorecards

The question is in fact what starting board number is used in each round. Then the specified number of boards per round is used to create the board interval.

When you use triangle matches you are asked twice, once for the main tables (just as in normal team events), and once for a combination of all triangle matches.

For the main tables you enter the starting board number. For the triangle tables you enter the starting board numbers for all three tables at the same time in the following format:

1 , 11 , 21

Once you have entered the board numbers for round 1 the same board numbers will be used for round 2, but you will still be asked in round 2.

Print empty scorecards

Printing of empty scorecards works exactly like for a normal team event. First the open scorecards are printed, then the closed, and last the triangle ones.

In the top right of the empty scorecard, where the scorecards for the main tables indicate open or closed room, you get the following type of information:

Round 1	Round 2
Table 8	Table 8
"Open room"	"Closed room"
Triangle	Triangle

Bridgemate

As mentioned in the introduction, from a Bridgemate perspective the triangle tables play in the closed room.

This means that if you have 17 teams you will have 14 main tables (A1-A7 and B1-B7) and 3 triangle tables (B8-B10).

Player names and Bridgemate II

If you go to *Enter names* in the pair window you will see player names for all main tables. This of course only works once you have made the line-up for the round. Before the line-up is complete team numbers and team names are shown instead of player names.

If you use Bridgemate II the player names (or the team names) will show on the display before play starts. This allows the players to verify that they sit in the right direction.

Once the line-up has been made (before or after play has started) the player names show in the pair window. However, for the triangle matches there is a special solution:

Player names will never show for the triangle matches!

The reason why no player names are shown for the triangle matches is that this is the only way Magic Contest can exclude the triangle tables from the butler (see below). Team numbers and team names still show.

Butler

If you calculate a butler all player names and all results from the triangle matches will be ignored.

Even if it is theoretically possible to calculate a butler for the triangle tables (with two comparisons per triangle result) this is not an option in Magic Contest.

In order to avoid comparisons between main tables and triangle tables one more thing is done. (This is done completely automatically, so it is only described in case you wonder.)

What is done is that the triangle results are automatically taken out of the normal scoring comparison by assigning them a fouled version (>g, >h and >i). This means they will never affect normal scoring in case board numbers are the same at the main tables and the triangle tables.

Scoring (1 segment per round)

In *Enter results* the results are viewed in the following way for the triangle matches in the first round:

Round 1

Table	Home	Away	C-O	> 1 <	...
8	6	--3--			
9	9	--3--			
10	12	--3--			

The "--3--" indicates that it is a triangle match. In the second round it looks like this:

Round 2

Table	Home	Away	C-O	> 1 <	...
8	9	--3--			
9	12	--3--			
10	6	--3--			

If you compare the above with the seating details found in the separate chapter above you will see that the numbers correspond to the teams playing North-South in the respective round.

Note, however, the exception described later in this document for 2 segments per round.

Results for the triangle tables

After the first round there are no VP results, or rather, the VP result is 15-15 for all triangle matches. This is because there have been no comparisons so far.

After the second round the *Enter results* window for the second round looks like this:

Round 2

Table	Home	Away	IMP	VP	
8	9	--3--	67-46	21-9	
9	12	--3--	72-70	16-14	
10	6	--3--	39-49	12-18	*

* See example below

When Bridgemate results are import the matches are automatically scored. What also takes place is that the total IMPs and VPs are transferred back to round 1 (and reversed). This means that if you now go back to round 1 the scores will look like this:

Round 1

Table	Home	Away	IMP	VP	
8	6	--3--	46-67	9-21	
9	9	--3--	70-72	14-16	
10	12	--3--	49-39	18-12	*

As mentioned above the team numbers referred to actually are the teams playing as North-South at the triangle tables.

If we look at table 10 (marked by * above) in round 2 (the first table above) we find team 6.

The result is 39-49 in IMPs and 12-18 in VPs. It is only the -10 IMPs and the 12 VPs that are credited a team, namely team 6. The opponent (--3--) is only there for show.

Since the match at table 10 is between teams 12 and 6 we go to table 10 in the first round (the bottom table above).

Here the result is 49-39 and 18-12 and the team number is 12 which gets credit for +10 IMPs and 18 VPs.

The same logic applies to the other triangle tables.

It is always the seating in the first round that decides how the match is viewed. This brings us to a possibly confusing issue that is described in the next section.

Reversed scorecard (by design)

If you go to round 2, select table 10 and click *Edit* you are shown the scorecard of the match.

To the left you see all scores from the first round. To the right you see all scores from the second round.

Since you are currently viewing round 2, where team 6 plays as North-South versus team 12 as East-West, the situation is the reversed in the open room (where the results originate come from round 1).

The IMPs and VPs in round 2 are from the perspective of team 6 (that is North-South at table 10 in round 2). This is of course reversed if compared to round 1.

For that reason the IMPs and the VPs in the scorecard are reversed as compared with the *Enter results* window for round 2.

This statement takes some thinking. To summarize:

- In the title of the window it says team 12 vs team 6, i.e. the teams from the perspective of the first round since that is the perspective of the match.

- In the *Enter results* window (which is round 2) the IMPs and VPs show as 39-49 (from the perspective of team 6). When you view the scorecard the scores show as 49-39 (since it is now shown from the perspective of team 12).

Perfectly logical!

Bridgemate comparisons in the team window

As you know, the number of comparisons are shown at the far right in the results window. The title of the column is a hash-mark or a number sign, i.e. #.

There are three types of comparisons:

- At the main tables the comparisons shown are based on both tables having results. There is nothing special compared to a normal team event.

- At the triangle tables in the first round the comparisons shown are based only on the one table per match playing, so the number of comparisons is in fact the number of results.

- At the triangle tables in the second round the comparisons are, just like at the main tables, based on comparisons between the results from the first round (in the "open room") and the results of the second round (in the "closed room").

Open room and Closed room

From a scoring perspective Magic Contest needs an "Open room" and a "Closed room". This should not be confused with what previously has been mentioned about play taking place in the closed room using Bridgemates B8-B10.

You do not have to make any special preparations as Magic Contest automatically takes care of all of this.

In the pair window all results arrive in the closed room, both in the first and the second round, since the Bridgemates have the letter B = Closed room.

In the team window the results in the first round arrive in the "open room", i.e. to the left if you view a scorecard.

In the second round you will see the results of the first round in the "open room" (to the left) and the results of the second round in the "closed room" (to the right).

View scorecard for round 1

As long as you have not created the Bridgemate database for round 2 you can edit the scorecard for round 1. As previously mentioned the results of the first round are shown to the left as they were played in the open room.

Once the Bridgemate database is created for round 2 the results from round 1 are transferred to round 2. All scoring takes place in round 2 and the results are as mentioned above transferred back to round 1.

In *Enter results*, if you go to round 1, you cannot edit the scorecard after you have created the Bridgemate database for round 2.

This is not a problem. If you go to round 2, you can edit the scorecard that contains the results from the first round.

Manual scoring

If you score the event manually you need to enter the IMP results manually in both round 1 and round 2. There is no automatic transfer of manual results from one round to the other.

Scoring (2 segments per round)

For 2 segments per round the logic is a little different.

As described in the seating chapter (see above) the direction of teams changes from one segment to the other within the same round. This means that what is shown in *Enter results* only displays half the truth:

Round 1

Table	Home	Away	C-O	> 1 <	2
8	6	--3--			
9	9	--3--			
10	12	--3--			

The team numbers indicate what teams play North-South <u>in the first segment</u> of round 1.

In the second segment of the round 1 those teams <u>play East-West</u> at the indicated tables.

For round 2 it is a completely different story. This is how it looks (and that is for purely internal and technical reasons):

Round 2

Table	Home	Away	C-O	> 1 <	2
8	9	--3--			
9	12	--3--			
10	6	--3--			

Just as in the case of 1 segment per round the teams shown change for round 2. However, in the first segment of round 2 with 2 segments per round they are not North-South as they would be for 1 segment per round. The following applies:

The team numbers indicate what teams <u>play East-West</u> in the first segment of round 2.

In the second segment of round 2 those teams <u>play North-South</u> at the indicated tables.

Line-up

When making the line-up normal teams sit North-South in one room and East-West in the other room at the same table number in both rooms.

For triangle teams that is not the case which makes displaying the line-up a little complicated. It is however pretty straight-forward as long as you completely understand the seating discussed in previous sections in this document.

Bridgemate

Line-up for the triangle tables can be imported just as any other tables. There is nothing special to think about.

"This table" and "Other table"

There is always a main table where the team is seated North-South at the beginning of the triangle. This is referred to as "This table".

The triangle movement stipulates that the pairs alternate with another table. This table is referred to as "Other table".

In the line-up window you will find the teams playing in the triangle at a table number. This is their main table number. If you select the team you will see "This table" and "Other table" in the bottom-right window referring to either North-South or East-West.

If you look at the seating details earlier in this document you can compare those with the displayed texts in Magic Contest and understand how things are connected.

Assume you have 2 segments per round. This means the triangle is completed after 4 segments (2+2). The home team of the match will in order play N-S, E-W, N-S, and E-W at their table ("This table").

Since the players are always shown in the order North, South, East, West from top to bottom, the reference to the tables will be "This", "Other", "Other", and finally "This" for the 4 segments (2+2). The reason for this is that the home team is shown at their main table only in the first round of the two.

This might not make any sense right now, but please look at the examples below and I am certain things will become clear.

1 segment per round

For 1 segment per round it is pretty easy. The line-up window looks like this for round 1 (with the right part of the table indicating the bottom-right Line-up window):

```
Round 1
Table      Team               | Line-up
8            6                 | This table   N
           --3--               |              S
9            9                 | Other table  E
           --3--               |              W
10          12
           --3--
```

The "--3--" indicates that it is a triangle match. If you click it nothing happens and the Line-up window is empty. Those lines are there only for visual reasons.

This is how it looks for round 2:

```
Round 2
Table      Team               | Line-up
8            9                 | This table   N
           --3--               |              S
9           12                 | Other table  E
           --3--               |              W
10           6
           --3--
```

2 segments per round

For 2 segments per round it gets a little more complicated. This is how it looks for segment 1 in round 1:

```
Round 1:1
Table      Team               | Line-up
8            6                 | This table   N
           --3--               |              S
9            9                 | Other table  E
           --3--               |              W
10          12
           --3--
```

This is how it looks for segment 2 in round 1:

```
Round 1:2
Table      Team               | Line-up
8            6                 | Other table  N
           --3--               |              S
9            9                 | This table   E
           --3--               |              W
10          12
           --3--
```

As you can see the teams are the same but the order of "This table" and "Other table" has changed as there have been a pair movement between the segments.

This is how it looks for segment 1 in round 2:

```
Round 1:2
Table      Team               | Line-up
8            9                 | Other table  N
           --3--               |              S
9           12                 | This table   E
           --3--               |              W
10           6
           --3--
```

Just as in the case of the second segment of the first round the team numbers shown do not refer to the North-South but the East-West team. You can see that "This table" and "Other table" have the same positions in round 2:1 as in round 1:2.

And finally, segment 2 of the last round, that just as the first segment looks "correct" with reference to "This table" and North-South:

```
Round 2:2
Table      Team               | Line-up
8            9                 | This table   N
           --3--               |              S
9           12                 | Other table  E
           --3--               |              W
10           6
           --3--
```

Bridgemate results

As mentioned before, the triangle tables use Bridgemates programmed for section B indicating they belong in the closed room. This is not correct as Magic Contest, depending on what round and what segment it is, automatically changes "closed" results into "open" results.

1 segment per round

This means that if you create the database for round 1 (with 1 segment per round) and start importing results those will actually arrive in the open room. You can see this for yourself if you click the *Bridgemate Edit* button. The left part of the scorecard (=open room) contains results while the right part (=closed room) is empty.

When you move on to round 2 and create the database and import results you will now see the new results arrive in the right part of the scorecard. The results to your left come from round 1 and are referred to as the open room. In the scorecard you can edit both open and closed results.

By this follows that if you now go back to round 1 you can no longer edit the triangle tables. The reason for this is that the results have been physically moved from one database to another, and it is only in the last database they can be edited for team comparison reasons.

On the other hand, if you edit a scorecard for round 2 and save it you can see IMPs and VPs change for both round 2 and round 1 (but reversed). This is done completely automatically and you do not have to think about anything.

2 segments per round

Similar mechanics as above work for 2 segments per round, but it is a little more complicated.

Create round 1:1. Those results can be edited, and they will show as "open" results.

Create round 1:2. Those results can be edited as "closed" results. You can also see the open results that have been transferred from round 1:1. You can no longer edit round 1:1.

Create round 2:1. No results are transferred. Instead, just as in round 1:1, you can see the results show as open results that can be edited. You can still edit round 1:2.

Create round 2:2. Results are transferred both from round 2:1 as open results and from round 1:2 to create a complete scorecard. If you edit the results you will, in the same window, see the results of round 2 at the top and the results of round 1 below that. The titles used to distinguish the two are 2:2 and 1:2. At the far bottom you will see the total IMPs based on the complete scorecard.

There are no limitations to the board numbers used in the triangle. Even if you play boards 1-7 in round 1 you can repeat those boards in round 2. The scorecard will simply show double sets of boards 1-7.

Pair window and Team window

When it comes to editing triangle results you must be careful with the timing.

When editing is blocked, as described above, there is nothing stopping you from editing those results in the pair window.

The main problem is that as the results are edited in the pair window they are also stored in the corresponding Bridgemate database to enable the team window to read the new results. However, since those results have already been transferred into the new Bridgemate database nothing you do in the pair window will affect triangle table scores in the team window.

Conclusion: Always edit results in the team window. That is safer.