

DIRECTORS' ZOOM SEMINAR 2026 RUNNING SHEET

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I'm assuming everyone has had experience with using CS3. Rather than running through the mechanics of running a session or event, I'll be focusing on several specific topics that clubs and directors have difficulty with or may find interesting.

Lots of data on altosoft.com.au/cs3faqs.asp – Compscore3 Resources page

Web Mitchells

Under-utilised in club sessions.

Basic principle – fixed number of rounds for any number of tables typically 9x3 or 11x3.

Consists of one or more full sections and a tail containing an even number of tables.

Benefit is everyone plays the same boards, though not all the same opponents. Not perfect, but a step in the right direction. Some field seeding can minimise the fallout of not playing every other pair.

Good where there's a multi session event- the web continues for the second and subsequent sessions – e.g. the Qualifying rounds for the ANC Butter.

A web can also consist of no full sections but just the 2 halves of the tail. The principle is the same e.g. 14 tables playing 11 x 3-board rounds.

In the following, assume we are running 17 tables 9 x 3-board rounds, so this is one full segment and a tail of 8 tables:

Initial Board placement:

- Distribute boards in the usual way to all full sections (Tables 1-9 in our example). Do the same with the first half of the tail (Tables 10-13). Surplus boards in the first half of the tail are left with that highest numbered table (13).

- The end half of the tail (14-17) gets their initial boards in a special layout. The highest table number (17) starts with the highest board set (25-27), then boards are distributed to tables as you walk down from that highest numbered table, starting with the lowest set number, so the second highest table number (16) gets the Board Set 1 (1-3) etc (put Boards 4-6 on Table 15 etc). When all tables in the top half of the tail have their boards, the remaining boards in that box get left to feed-in at the highest table number (Boards 10 to 24 feeding into Table 17).

Board flow is also little more complicated than straight Mitchells:

- Boards at tables in full segments and in the first segment of the tail all flow to the next lowest numbered table, and feed back in the highest number in the first segment of the tail (in our 17-table example, that's Tables 1 to 13 and feeding back in from Table 1 at Table 13)
- Boards in the second half of the tail segment still move to a lower number table but only within their segment, and then feed back into the highest table number, so in our example, tables 14 to 17 are in this group and boards move down to Table 14 then back into 17 Table 17.

There is usually a box of boards feeding into the highest table (Table 17) and into the highest table number in the first segment (Table 13). There is a feed-out box after Table 1 and after the lowest table number in the upper group of the web (Table 14 in our example). Make sure Tables 13 and 14 don't get their feed-in / feed-out boxes mixed up!

In webs, EW players always move to a higher numbered table just like a normal Mitchell. NS players remain stationary. NS pairs in all full segments and the first half of the tail segment play their boards in the traditional sequence. NS Pairs in the final half of the tail will play the in reverse sequence (e.g. 25-27, then 22-24 etc)

Works with sit-outs just like other movements.

Simple structure - choose base - usually 9 x 3 (27) or 11 x 3 (33). Pattern for complete segments and pattern for tail.

Web builder in CS3 – build and show template.

CS3 Session Setup - choose "Templated movement". In all other respects running this movement is the same as normal Mitchells.

Deal Files and importing them into CS3

Why? Souped-up anomalies testing, loaded to web site (including Bridgewebs, Pianola and Bridge-club.org) without needing separate upload, lead validation.

When importing deals into a session and not relying on uploading the TXT file, they can go straight into \Archive – this way they won't be uploaded to the web site

Import deal fil via Session Setup (NBC719 – watch if red or black) – looks at

- \Deal Files\
- Deal Files\ Archive
- Alternate deal file path set up in Setup | Options (if there).

Also, can be loaded via Advanced Functions

Check with “Show Deal” button

DDS option

Print hand record from Session Reports or Advanced Functions

If using BA web site, can also include PDF and/or PBN of deal

Lead validation in BMs – Setup in CS3, what if lead is rejected (NS-SN change declarer, load correct deal file, or turn off lead validation (send preferences)

Running Teams sessions / events with Compscore3

Two ways to do it in CS3 – Events, or Sessions and optionally a Multi. Any teams competition can be run either way - SSTs are simpler to run requiring almost no director involvement (just like a Mitchell and Howell) but are considered by some not to be a true teams' event because you don't get to score up after each match.

Teams Event:

- Assumes head-to-head encounters at every match (except when there's a triangle)
- Each match is created, then results imported, match closed and next match created
- Usually pre-populated teams
- Entire event scoring is handled within the one event

- Typically needs more than one set of boards – boards are returned and new boards put out each match turnaround
- Can also be run as a Swiss event if there are enough teams
- Pair seating (NS and EW) can be recorded and this produces Pair Datums

Single session teams (SST) - typically New England or Whist

- Encounters are scattered across the session e.g. you might play Team 2 in the first round, but your teammates might not meet them and the correct board set till a later round
- Each session is run exactly like a template-based Mitchell or Howell
- Players enter their names at the Bridgemate at the start.
- Multiple SSTs can be consolidated using a Teams Multi but this relies on the SST sessions being identical in team numbers and of course field size. Teams can consist of different team members e.g. a sub or a whole new pair, but the Teams Multi uses Team numbers and not Player numbers like the Pairs Multi's do.
- Usually, one set of boards in play
- Templates can involve special table layout, and different EW pair / board movement

Note that while SSTs and Template Teams event use templates, you cannot use SST templates to run Teams events.

Consolidations with Compscore3

Options

- Traditional Muti – factors when individual sessions are different number of tables / boards
- Multi Ladder – typically works on session percentages (can be done on matchpoints but there's no factoring); better presentation in report and web site
- Eclectic – combines sessions on percentage but pairs don't need to have play in all sessions. Can calculate results on individual or pairs basis. Some clubs do this for any sessions that are not already part of a Multi so more people get masterpoints.

- Barometer – when a round-robin where pairs play the same board set at the same time. Requires lots of sets of boards but allows meaningful progressive results throughout whole event

Subs are handled, but record the sub in the session itself, on the Sessions Names tab

There is the option to selectively send pairs from a Multi to another event file based on their finishing position. This is useful for setting up Finals events after running the Qualifying in a Multi.

Teams Multi – for SST teams sessions similar but different to above.

New Masterpoints regulation re Grade Weighting

Optional now. The change is good (and long overdue).

Automatic in Compscore3 for sessions and Multi's – needs manual interventions to record the grade weighting for Pairs and Teams events. CS3 computes the applicable weighing when importing names from the Bridgemates – if you change a name, force the recalculation from the Median button.

Weighting used appears at the foot of the printed results

Some useful Compscore3 reports

- Player frequency
- Player performance
- Lost players
- others

Bridgemate 3's

Compscore3 is fully compatible.

Currently about 40 clubs in Australia are using them.

Advantages – much better interface (players love them), drinks orders

Drawbacks – battery charging (10-15 sessions, charging is by USB-C charger or the BM3 charging case - recommended), bulkier and heavier than BM2's, slightly more expensive

Full manual with illustrations on their web site

