

## Usage of USEBIO XML in communications with the EBU

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# 1 Overview

## 1.1 Introduction

USEBIO XML is an acronym representing the **Universal Standard for Exchange of Bridge Data Over XML**. It describes a data format which is used for the transmission of files between the EBU and other Bridge organisations, such as Clubs and Counties.

Specifically, USEBIO XML is used for:

- Transmission of results files from Clubs to the EBU for allocation of master points and P2P invoicing;
- Transmission of results files from Clubs to the EBU for use in the National Grading System (NGS).

It should be noted that the USEBIO XML definition includes scope for much more than the intended use by the EBU. Notes on further use of USEBIO XML are given in later sections of this document.

## 1.2 Data Flow

### 1.2.1 Clubs

The results of the various types of Pairs and Teams events which Clubs run can be encapsulated in USEBIO XML format. The supported event types are:

- Match-Pointed Pairs (the 'standard' duplicate bridge event type used by most clubs across the country on a regular basis)
- Butler-Pointed Pairs
- Teams of 4 (scored by either IMPs or VPs)
- Match-Pointed Individual
- Butler-Pointed Individual
- Swiss Pairs
- Swiss Teams

USEBIO XML results data are sent to the EBU over the internet – see [www.ebu.co.uk/usebio](http://www.ebu.co.uk/usebio) for details.

The EBU's Central Processing Software reads the XML file and:

- Validates the file, resolving issues through dialogue with the originator;
- Extracts the Master Point information for storage in the central database;
- Sends the file on to the National Grading engine, which processes the data for player's ranking information;
- Returns an Invoice to the originating Club

### 1.2.2 Counties

The events which Counties run split into three types;

- Events similar to those run in Clubs (see the list above);
- Multi-Session and Multi-Section events, similar to those run in Clubs;
- Knock-Outs, Leagues and Simultaneous Pairs events;

For the first two of these, results can be encapsulated in USEBIO XML format and processed in the same way as Clubs' results. For such events, a County is considered by the central processing software to be a 'County Club'.

For Knock-Outs, Leagues and Simultaneous Pairs events, a spreadsheet format will be provided to allow Counties to submit Master Points to the EBU by e-mail for inclusion in the central database. This mechanism is outside the scope of this document. Note that results from such events will not be passed to the National Grading Engine.

### 1.2.3 BGB

BGB runs Simultaneous Pairs events; for these, the same approach will be used as for Simultaneous Pairs events run by Counties – see above.

Figure 1 on the following page illustrates the flow of data.

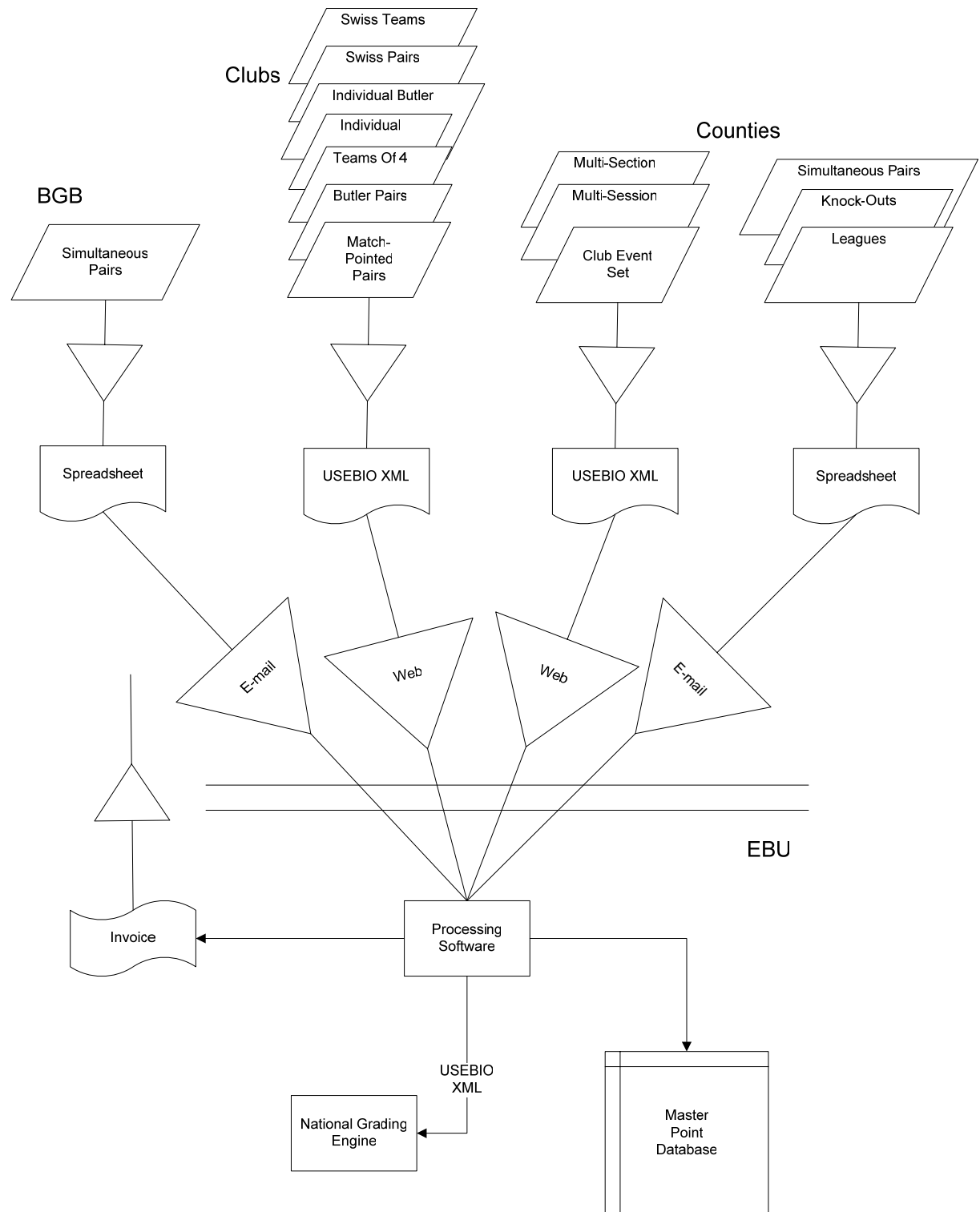


Figure 1 – Data Flow between Bridge Organisations

## 2 Data Format

### 2.1 What is XML

XML (eXtensible Markup Language) is a data format used widely in internet-facing software applications. It is similar to HTML (Hyper-Text Markup Language), the language in which web pages are written.

The structure is simple to understand – data values are contained within **tags**, the names of which describe the data within them, e.g.:

```
<DATE>16/04/2009</DATE>
```

- <DATE> is a start tag, signifying that the next thing is a DATE; you can tell that it is a start tag, because it starts with a '<' and ends with a '>';
- 16/04/2009 is the date value;
- </DATE> is an end tag, signifying that the DATE tag has finished; you can tell that it is an end tag, because it starts with '</' and ends with a '>';
- By convention, USEBIO XML tag names are in upper case.

Essentially, an XML file is a sequence of tags which describe something. A USEBIO XML file is a sequence of tags which describe something about bridge.

Some tags have a hierarchy associated with them, in that a tag can be contained within another tag:

```
<PLAYER>  
  <PLAYER_NAME>Zia Mahmood</PLAYER_NAME>  
  <NATIONAL_ID_NUMBER>12345</NATIONAL_ID_NUMBER>  
</PLAYER>
```

Here, the PLAYER tag has a PLAYER\_NAME tag and a NATIONAL\_ID\_NUMBER tag contained within it – this represents a logical link, since the player's name and his National ID number are bits of information associated with the PLAYER. XML is an eXtension of HTML because it allows users to define their own tag names, and thus we can create our own definition of XML which can hold tags related to Bridge, to allow us to encapsulate data about anything we like about the bridge world.

### 2.2 XML Definition and Validation

The information about the tags that are defined is captured in a Data Type Description (DTD) file – this defines the tag names that can be used, and their hierarchy. There are various tools available over the internet (free) which can be used to validate the content of a USEBIO XML file against the associated DTD file. The simplest method of viewing an XML file is to open it using a standard browser (e.g. Internet Explorer or Mozilla Firefox) and see that the sections can be expanded or contracted in the browser.

### 2.3 File Naming convention

For files sent to the EBU, the file names should be of the following format:

```
<originator>_<date>_<free format>.XML
```

- The originator should be an identifier for the organisation sending the data, i.e. the Club name, County name, or similar;
- The date should specify when the event took place, in YYYYMMDD format (this means that a computer listing of the files would show them in chronological order);
- The free format section allows the sending organisation to differentiate where they are sending more than one set of data on the same day;

These elements of the file names should be separated by underscores, e.g.

```
Woking_090523_sectionA.XML  
or  
Surrey_090524_mixed_pairs.XML
```

## 3 Example XML for Match-Pointed Pairs

### 3.1 Example XML Extract

The following is an extract from a typical USEBIO XML file for a Math-Pointed Pairs event. It only shows the data for two of the pairs and two of the boards, for ease of reading.

```
<?xml version="1.0"?>
<!DOCTYPE USEBIO SYSTEM "usebio_v1_0.dtd">
<USEBIO Version="1.0">
<CLUB>
  <CLUB_NAME>The P2P Club</CLUB_NAME>
  <CLUB_ID_NUMBER>509990</ CLUB_ID_NUMBER >
</CLUB>
<EVENT EVENT_TYPE="MP_PAIRS" RATEABLE="N">
  <EVENT_IDENTIFIER>9999</EVENT_IDENTIFIER>
  <EVENT_DESCRIPTION>Regular weekly Pairs</EVENT_DESCRIPTION>
  <TITLE>Tuesday</TITLE>
  <DATE>16/04/2009</DATE>
  <VENUE>Clubs</VENUE>
  <TOWN>Town Name</TOWN>
  <COUNTY>Surrey</COUNTY>
  <COUNTRY>England</COUNTRY>
  <WINNER_TYPE>1</WINNER_TYPE>
  <MASTER_POINT_SCALE>Club</MASTER_POINT_SCALE>
  <MASTER_POINT_TYPE>BLACK</MASTER_POINT_TYPE>
  <SESSION_COUNT>1</SESSION_COUNT>
  <SECTION_COUNT>1</SECTION_COUNT>
  <P2P_CHARGE_RATE>1</P2P_CHARGE_RATE>
  <MPS_AWARDED_FLAG>Y</MPS_AWARDED_FLAG>
  <CONTACT>
    <FULL_NAME>Michael Clark</FULL_NAME>
    <TELEPHONE>07973 68241</TELEPHONE>
    <FAX>N/A</FAX>
    <EMAIL>michael@ebu.co.uk</EMAIL>
  </CONTACT>

  <PARTICIPANTS EVENT_TYPE="MP_PAIRS">
    <PAIR EVENT_TYPE="MP_PAIRS">
      <PAIR_NUMBER>1</PAIR_NUMBER>
      <DIRECTION></DIRECTION>
      <ADJUSTMENT></ADJUSTMENT>
      <HANDICAP></HANDICAP>
      <CARRY_FORWARD>0</CARRY_FORWARD>
      <TOTAL_SCORE>204</TOTAL_SCORE>
      <PERCENTAGE>65.38</PERCENTAGE>
      <PLACE>1</PLACE>
      <MASTER_POINTS_AWARDED></MASTER_POINTS_AWARDED>
      <PLAYER RATEABLE="N">
        <PLAYER_NAME>Ian Fraser</PLAYER_NAME>
        <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
      </PLAYER>
      <PLAYER>
        <PLAYER_NAME>Peter Langford</PLAYER_NAME>
        <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
      </PLAYER>
    </PAIR>

    <PAIR EVENT_TYPE="MP_PAIRS">
      <PAIR_NUMBER>2</PAIR_NUMBER>
      <DIRECTION></DIRECTION>
      <ADJUSTMENT></ADJUSTMENT>
      <HANDICAP></HANDICAP>
      <CARRY_FORWARD>0</CARRY_FORWARD>
      <TOTAL_SCORE>184</TOTAL_SCORE>
      <PERCENTAGE>58.97</PERCENTAGE>
      <PLACE>2</PLACE>
      <MASTER_POINTS_AWARDED></MASTER_POINTS_AWARDED>
      <PLAYER>
        <PLAYER_NAME>Peter Hardyment</PLAYER_NAME>
        <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
      </PLAYER>
    </PAIR>
  </PARTICIPANTS>
</EVENT>
</USEBIO>
```

```

        </PLAYER>
        <PLAYER>
            <PLAYER_NAME>Bob James</PLAYER_NAME>
            <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
        </PLAYER>
    </PAIR>
</PARTICIPANTS>

<BOARD EVENT_TYPE="MP_PAIRS">
    <BOARD_NUMBER>1</BOARD_NUMBER>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>1</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>3</EW_PAIR_NUMBER>
        <SCORE>300</SCORE>
        <NS_MATCH_POINTS>11</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>1</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>2</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>6</EW_PAIR_NUMBER>
        <SCORE>140</SCORE>
        <NS_MATCH_POINTS>2</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>10</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>4</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>9</EW_PAIR_NUMBER>
        <SCORE>140</SCORE>
        <NS_MATCH_POINTS>2</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>10</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>5</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>12</EW_PAIR_NUMBER>
        <SCORE>140</SCORE>
        <NS_MATCH_POINTS>2</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>10</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>14</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>11</EW_PAIR_NUMBER>
        <SCORE>150</SCORE>
        <NS_MATCH_POINTS>7</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>5</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
</BOARD>

<BOARD EVENT_TYPE="MP_PAIRS">
    <BOARD_NUMBER>2</BOARD_NUMBER>
    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>1</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>3</EW_PAIR_NUMBER>
        <SCORE>660</SCORE>
        <NS_MATCH_POINTS>11</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>1</EW_MATCH_POINTS>
    </TRAVELLER_LINE>

    ... and so on ...

    <TRAVELLER_LINE>
        <NS_PAIR_NUMBER>2</NS_PAIR_NUMBER>
        <EW_PAIR_NUMBER>6</EW_PAIR_NUMBER>
        <SCORE>630</SCORE>
        <NS_MATCH_POINTS>5</NS_MATCH_POINTS>
        <EW_MATCH_POINTS>7</EW_MATCH_POINTS>
    </TRAVELLER_LINE>
</BOARD>
</EVENT>
</USEBIO>
```

### 3.2 Header Area

The first few elements of the file identify the data as being XML format and specify the version of USEBIO XML used and the version of the DTD file which applies.

```
<?xml version="1.0"?>
<!DOCTYPE USEBIO SYSTEM "usebio_v1_0.dtd">
<USEBIO Version="1.0">
    [content]
</USEBIO>
```

### 3.3 Club Area

The next part of the file identifies the Club by name and ID number.

```
<CLUB>
    <CLUB_NAME>The P2P Club</CLUB_NAME>
    <CLUB_ID_NUMBER>509990</ CLUB_ID_NUMBER >
</CLUB>
```

### 3.4 Event Area

The next part of the file identifies information about the event from which the results have been created:

```
<EVENT EVENT_TYPE="MP_PAIRS" RATEABLE="N">
    <EVENT_IDENTIFIER>9999</EVENT_IDENTIFIER>
    <EVENT_DESCRIPTION>Regular weekly Pairs</EVENT_DESCRIPTION>
    <TITLE> Tuesday </TITLE>
    <DATE>16/04/2009</DATE>
    <VENUE>Clubs</VENUE>
    <TOWN>Town Name</TOWN>
    <COUNTY>Surrey</COUNTY>
    <COUNTRY>England</COUNTRY>
    <WINNER_TYPE>1</WINNER_TYPE>
    <MASTER_POINT_SCALE>Club</MASTER_POINT_SCALE>
    <MASTER_POINT_TYPE>BLACK</MASTER_POINT_TYPE>
    <SESSION_COUNT>1</SESSION_COUNT>
    <SECTION_COUNT>1</SECTION_COUNT>
    <P2P_CHARGE_RATE>1</P2P_CHARGE_RATE>
    <MPS_AWARDED_FLAG>Y</MPS_AWARDED_FLAG>
    <CONTACT>
        <FULL_NAME>Michael Clark</FULL_NAME>
        <TELEPHONE>07973 682421</TELEPHONE>
        <FAX>N/A</FAX>
        <EMAIL>michael@ebu.co.uk</EMAIL>
    </CONTACT>
    [further content]
</EVENT>
```

Here, the fields take the following meaning:

EVENT_IDENTIFIER	A numeric identifier for the session, which might be used for the Session when it is supplied to ECATS as part of a Simultaneous Pairs event
EVENT_DESCRIPTION	Text describing the event
P2P_CHARGE_RATE	A number corresponding to the price band of the session or event 0 = The session is not charged for P2P purposes. This may be because it is a charity event, teaching session or the Christmas party. 1 = The session is charged a P2P fee as normal.

MPS_AWARDED_FLAG	A Y/N Flag to say if Master Points are awarded for this session or event
TITLE	A string identifier for the Event
DATE	The Event date, in DD/MM/CCYY format
VENUE	The name of the Event venue [Optional]
TOWN, COUNTY, COUNTRY	The address of the venue [Optional]
WINNER_TYPE	Single or Dual Winner (1 or 2)
MASTER_POINT_SCALE	The scale of Master Points awarded, e.g. Club, County, National, Regional, District
MASTER_POINT_TYPE	The colour of Master Points awarded, e.g. BLACK or GREEN
SESSION_COUNT	The number of sessions played in the event – 2 would indicate a 2-session event where the following data might be split by Session
SECTION_COUNT	The number of sections playing the event – 2 would indicate a 2-section event where the following data might be split by Section
CONTACT, FULL_NAME, TELEPHONE, FAX, EMAIL	Details of a contact person who can be used as a reference point for queries regarding the scoring
RATEABLE	The rateable flag in the EVENT tag can be used to indicate that a session should be ignored for NGS purposes (e.g. for the second submission of a session for some reason)

Dates can also be specified in an alternative format, like so:

```
<DATE>
  <DATE_DAY>31</DATE_DAY>
  <DATE_MONTH>12</DATE_MONTH>
  <DATE_YEAR>1999</DATE_YEAR>
</DATE>
```

### 3.5 Participant Area

The next part of the file identifies information about the event participants – in this case, the pairs:

```
<PARTICIPANTS EVENT_TYPE="MP_PAIRS">
  <PAIR EVENT_TYPE="MP_PAIRS">
    <PAIR_NUMBER>1</PAIR_NUMBER>
    <DIRECTION></DIRECTION>
    <ADJUSTMENT></ADJUSTMENT>
    <HANDICAP></HANDICAP>
    <CARRY_FORWARD>0</CARRY_FORWARD>
    <TOTAL_SCORE>204</TOTAL_SCORE>
    <PERCENTAGE>65.38</PERCENTAGE>
    <PLACE>1</PLACE>
    <MASTER_POINTS_AWARDED>36</MASTER_POINTS_AWARDED>
    <PLAYER RATEABLE="N">
      <PLAYER_NAME>Zia Mahmood</PLAYER_NAME>
      <NATIONAL_ID_NUMBER>107975</NATIONAL_ID_NUMBER>
    </PLAYER>
    <PLAYER>
      <PLAYER_NAME>Paul Hackett</PLAYER_NAME>
      <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
    </PLAYER>
  </PAIR>
  [further pair sections, one for each pair competing]
</PARTICIPANTS>
```



Here, the fields take the following meaning:

EVENT_TYPE	This defines the type of the event, e.g. MP_PAIRS for match-pointed pairs, BUTLER_PAIRS for butler pairs
PAIR_NUMBER	Pair number used in the BOARD section
DIRECTION	e.g. NS, EW or blank for a Howell movement
ADJUSTMENT	For use where a pair have been penalised for an infraction of some kind at an event level
HANDICAP	For use in handicapped events
CARRY_FORWARD	For use in multi-session events, where a score might have been carried forward from a previous session
TOTAL_SCORE	The total score – in this case, the total number of Match Points (after applying any handicap or adjustment)
PERCENTAGE	The pair's percentage (after applying any handicap or adjustment)
PLACE	The pair's final position – '1=' indicate a share of first position
MASTER_POINTS_AWARDED	The number of MPs awarded – use 25 for a quarter green point, etc.
PLAYER_NAME, NATIONAL_ID_NUMBER	This defines the players who make up a pair, identifying them by full name (separate fields are available for first name and surname where required); NATIONAL_ID_NUMBER can be blank or omitted where the number is not known
RATEABLE	The rateable flag in the PLAYER tag can be used to indicate that a player has opted out of this session for NGS purposes

Note that for some events, it is possible for players to be awarded both Black and Green points. Where this is the case, at the pair level, separate tags can be used, like so:

```
<MASTER_POINTS>
  <MASTER_POINTS_AWARDED>36</MASTER_POINTS_AWARDED>
  <MASTER_POINT_TYPE>BLACK</MASTER_POINT_TYPE>
</MASTER_POINTS>
<MASTER_POINTS>
  <MASTER_POINTS_AWARDED>50</MASTER_POINTS_AWARDED>
  <MASTER_POINT_TYPE>GREEN</MASTER_POINT_TYPE>
</MASTER_POINTS>
```

### 3.6 Board Area

The next part of the file identifies information about the boards played:

```
<BOARD EVENT_TYPE="MP_PAIRS">
  <BOARD_NUMBER>1</BOARD_NUMBER>
  <TRAVELLER_LINE>
    <NS_PAIR_NUMBER>1</NS_PAIR_NUMBER>
    <EW_PAIR_NUMBER>3</EW_PAIR_NUMBER>
    <CONTRACT>4S* </CONTRACT>
    <PLAYED_BY>E </PLAYED_BY>
    <LEAD>H6 </LEAD>
    <TRICKS>9 </TRICKS>
    <SCORE>200 </SCORE>
    <NS_MATCH_POINTS>11 </NS_MATCH_POINTS>
    <EW_MATCH_POINTS>1 </EW_MATCH_POINTS>
  </TRAVELLER_LINE>
```

*[further Traveller Line sections, one for each line on the Traveller]*

```
</BOARD>
```

*[further Board sections, one for each board played]*

Here, the fields take the following meaning:

EVENT_TYPE	Again, this defines the type of the event, e.g. MP_PAIRS or, BUTLER_PAIRS
BOARD_NUMBER	Board number within the session
NS_PAIR_NUMBER, EW_PAIR_NUMBER, SCORE, NS_MATCH_POINTS, EW_MATCH_POINTS	The standard description of a line on the traveller; note that the score is passed as a full string, not “zero-suppressed” or “divided by 10” as it might be entered on some scoring programs  The SCORE element can contain averages where awarded, e.g. “A6040” would imply an average where NS were awarded 60% (an average plus) and EW were awarded 40% (an average minus)
CONTRACT, PLAYED_BY, LEAD, TRICKS	The extended description of a line on the traveller, indicating the lower level of detail which might be provided, but is not necessary to compute the session result [optional]

## 4 Other Club Event Types

This section discusses the various sorts of events that might be run by Clubs or Counties which can be transmitted to the EBU using USEBIO XML files.

### 4.1 *Butler Pairs Event*

For Butler Pairs, the same structure as for Match-Pointed Pairs is used, but the TRAVELLER\_LINE data might appear like so:

```
<TRAVELLER_LINE>
  <NS_PAIR_NUMBER>3</NS_PAIR_NUMBER>
  <EW_PAIR_NUMBER>4</EW_PAIR_NUMBER>
  <CONTRACT>4S*</CONTRACT>
  <PLAYED_BY>E</PLAYED_BY>
  <LEAD>H6</LEAD>
  <TRICKS>9</TRICKS>
  <SCORE>-100</SCORE>
  <NS_BUTLER_POINTS>2</NS_BUTLER_POINTS>
  <EW_BUTLER_POINTS>-2</EW_BUTLER_POINTS>
</TRAVELLER_LINE>
```

The "Participants" section indicates the Event Type:

```
<PARTICIPANTS EVENT_TYPE="BUTLER_PAIRS">
```

### 4.2 *Multiple Teams Events*

These would use a combination of the following definitions:

- a) Players
- b) Section
- c) Session
- d) Event
- e) Team
- f) Match

The EVENT data would indicate whether the Event was scored using IMP or VP scoring, like so:

```
<EVENT>
  <SCORING_METHOD>IMP</SCORING_METHOD>
</EVENT>
```

There would be a TEAM section of data, parallel to the PAIR section for a Pairs event, like so:

```

<PARTICIPANTS EVENT_TYPE="TEAMS_OF_FOUR">
<TEAM TEAM_ID="1" EVENT_TYPE="TEAMS_OF_FOUR">
  <ADJUSTMENT>0</ADJUSTMENT>
  <HANDICAP>0</HANDICAP>
  <CARRY_FORWARD>0</CARRY_FORWARD>
  <TOTAL_SCORE>87</TOTAL_SCORE>
  <AVERAGE_SCORE>66</AVERAGE_SCORE>
  <PLACE>=4</PLACE>
  <WINS_OR_DRAW>1</WINS_OR_DRAW>
  <MASTER_POINTS_AWARDED>12</MASTER_POINTS_AWARDED>
  <PLAYER RATEABLE="N">
    <PLAYER_NAME>Zia Mahmood</PLAYER_NAME>
    <NATIONAL_ID_NUMBER>107975</NATIONAL_ID_NUMBER>
  </PLAYER>
  <PLAYER>
    <PLAYER_NAME>Paul Hackett</PLAYER_NAME>
    <NATIONAL_ID_NUMBER></NATIONAL_ID_NUMBER>
  </PLAYER>
  <PLAYER>
    <PLAYER_NAME>Justin Hackett</PLAYER_NAME>
    <NATIONAL_ID_NUMBER>607975</NATIONAL_ID_NUMBER>
  </PLAYER>
  <PLAYER>
    <PLAYER_NAME>Gier Helgemo</PLAYER_NAME>
    <NATIONAL_ID_NUMBER>232323</NATIONAL_ID_NUMBER>
  </PLAYER>

  <MATCH>
  <ROUND_NUMBER>1</ROUND_NUMBER>
  <OPPOSING_TEAM>2</OPPOSING_TEAM>
  <START_BOARD_NUMBER>1</ START_BOARD_NUMBER >
  <END_BOARD_NUMBER>5</END_BOARD_NUMBER>
  <SCORE>-12</SCORE>

  <BOARD>
    <BOARD_NUMBER>6</BOARD_NUMBER>
    <IMPS>10</IMPS>
    <TRAVELLER_LINE>
      <DIRECTION>NS</DIRECTION>
      <CONTRACT>4H</CONTRACT>
      <PLAYED_BY>South</PLAYED_BY>
      <LEAD>H7</LEAD>
      <TRICKS>10</TRICKS>
      <SCORE>420</SCORE>
    </TRAVELLER_LINE>
  </BOARD>
  <BOARD> ... board data ... </BOARD>
  <BOARD> ... board data ... </BOARD>
  |
  <BOARD> ... board data ... </BOARD>
</MATCH>
</TEAM>

<TEAM> ...team data... </TEAM>
<TEAM> ...team data... </TEAM>
|
<TEAM> ...team data... </TEAM>
</PARTICIPANTS>

```

### 4.3 *Individuals*

These would use a combination of the following definitions:

- a) Traveller Lines
- b) Boards
- c) Players
- d) Section
- e) Session
- f) Event

The SECTION data would contain an indication of the number of players, rather than NS or EW pairs, like so:

```
<SECTION>
  <PLAYERS>23</PLAYERS>
</SECTION>
```

The PLAYER data in the PARTICIPANTS section would contain the detail associated with the player in an individual event, like so:

```
<PARTICIPANTS EVENT_TYPE="INDIVIDUAL">
<PLAYER>
  <PLAYER_NUMBER>1</PLAYER_NUMBER>
  <ADJUSTMENT>0</ADJUSTMENT>
  <HANDICAP>0</HANDICAP>
  <CARRY_FORWARD>0</CARRY_FORWARD>
  <TOTAL_SCORE>87</TOTAL_SCORE>
  <AVERAGE_SCORE>66</AVERAGE_SCORE>
  <PERCENTAGE>53.42</PERCENTAGE>
  <PLACE>=4</PLACE>
  <MASTER_POINTS_AWARDED>12</MASTER_POINTS_AWARDED>
</PLAYER>
</PARTICIPANTS>
```

The TRAVELLER\_LINE data would contain an indication of the player numbers, rather than pair numbers, like so:

```
<TRAVELLER_LINE>
  <N_PLAYER_NUMBER>3</N_PLAYER_NUMBER>
  <S_PLAYER_NUMBER>32</S_PLAYER_NUMBER>
  <E_PLAYER_NUMBER>4</E_PLAYER_NUMBER>
  <W_PLAYER_NUMBER>14</W_PLAYER_NUMBER>
  <CONTRACT>4S*</CONTRACT>
  <PLAYED_BY>E</PLAYED_BY>
  <LEAD>H6</LEAD>
  <TRICKS>9</TRICKS>
  <SCORE>-100</SCORE>
  <NS_MATCH_POINTS>11</NS_MATCH_POINTS>
  <EW_MATCH_POINTS>1</EW_MATCH_POINTS>
</TRAVELLER_LINE>
```

For an Individual scored using BUTLER points, the same structure as for Match-Pointed Individuals is used, but the TRAVELLER\_LINE data might appear like so:

```

<TRAVELLER_LINE>
  <N_PLAYER_NUMBER>3</N_PLAYER_NUMBER>
  <S_PLAYER_NUMBER>32</S_PLAYER_NUMBER>
  <E_PLAYER_NUMBER>4</E_PLAYER_NUMBER>
  <W_PLAYER_NUMBER>14</W_PLAYER_NUMBER>
  <CONTRACT>4S*</CONTRACT>
  <PLAYED_BY>E</PLAYED_BY>
  <LEAD>H6</LEAD>
  <TRICKS>9</TRICKS>
  <SCORE>-100</SCORE>
  <NS_BUTLER_POINTS>2</NS_BUTLER_POINTS>
  <EW_BUTLER_POINTS>-2</EW_BUTLER_POINTS>
</TRAVELLER_LINE>

```

The "Board" section can be used to indicate the use of Butler Points:

```
<BOARD_EVENT_TYPE=" BUTLER_PAIRS">
```

#### 4.4 *Swiss Pairs*

These would use a combination of the following definitions:

- a) Event
- b) Boards
- c) Players
- d) Pairs
- e) Match
- f) Section
- g) Session

The SECTION data would contain an indication of the number of boards per match, and other data associated only with Swiss Pairs, like so:

```

<SECTION CURRENT_ROUND_ASSIGN="TRUE">
  <BOARDS_PER_ROUND>8</BOARDS_PER_ROUND>
  <MASTER_POINTS_PER_WIN>24</MASTER_POINTS_PER_WIN>
  <TOP_BONUS>96</TOP_BONUS>
  <BONUS_DIFFERENTIAL>24</BONUS_DIFFERENTIAL>
</SECTION>

```

The PAIR section might contain an additional field to indicate the matches won or drawn:

```

<PAIR>
  <WINS_OR_DRAWS>1</WINS_OR_DRAWS>
</PAIR>

```

Each Match would then be described individually, and each board within it, like so:

```

<MATCH>
  <ROUND_NUMBER>1</ROUND_NUMBER>
  <NS_PAIR_NUMBER>72</NS_PAIR_NUMBER>
  <EW_PAIR_NUMBER>96</EW_PAIR_NUMBER>
  <NS_VICTORY_POINTS>19</NS_VICTORY_POINTS>
  <EW_VICTORY_POINTS>1</EW_VICTORY_POINTS>

  <BOARD_EVENT_TYPE="SWISS_PAIRS">
    <BOARD_NUMBER>1</BOARD_NUMBER>
    <SCORE>-100</SCORE>
    <NS_MATCH_POINTS>72</NS_MATCH_POINTS>
    <EW_MATCH_POINTS>96</EW_MATCH_POINTS>
    <PERCENTAGE>43.56</PERCENTAGE>
  </BOARD>
  |
  |
  <BOARD_EVENT_TYPE="SWISS_PAIRS">
  <BOARD_NUMBER>8</BOARD_NUMBER>
    <SCORE>-100</SCORE>
    <NS_MATCH_POINTS>72</NS_MATCH_POINTS>
    <EW_MATCH_POINTS>96</EW_MATCH_POINTS>
    <PERCENTAGE>43.56</PERCENTAGE>
  </BOARD>
</MATCH>

```

#### 4.5 *Swiss Teams*

These would use a combination of the following definitions:

- a) Players
- b) Section
- c) Session
- d) Event
- e) Team
- f) Match

The EVENT data would indicate whether the Event was scored using IMP or VP scoring, like so:

```

<EVENT>
  <SCORING_METHOD>IMP</SCORING_METHOD>
</EVENT>

```

There would be a TEAM section of data, parallel to that for a Teams of Four event, like so:

```

<PARTICIPANTS EVENT_TYPE="SWISS_TEAMS">
<TEAM TEAM_ID="1">
  <ADJUSTMENT>0</ADJUSTMENT>
  <HANDICAP>0</HANDICAP>
  <CARRY_FORWARD>0</CARRY_FORWARD>
  <TOTAL_SCORE>87</TOTAL_SCORE>
  <AVERAGE_SCORE>66</AVERAGE_SCORE>
  <PLACE>=4</PLACE>
  <WINS_OR_DRAWNS>1</WINS_OR_DRAWNS>
  <MASTER_POINTS_AWARDED>12</MASTER_POINTS_AWARDED>
  <PLAYER RATEABLE="N">
    <PLAYER_NAME>Zia Mahmood</PLAYER_NAME>
    <NATIONAL_ID_NUMBER>107975</NATIONAL_ID_NUMBER>
  </PLAYER>
  <PLAYER> ... player data ... </PLAYER>
  <PLAYER> ... player data ... </PLAYER>
  <PLAYER> ... player data ... </PLAYER>

  <MATCH>
  <ROUND_NUMBER>1</ROUND_NUMBER>
  <OPPOSING_TEAM>2</OPPOSING_TEAM>
  <START_BOARD_NUMBER>1</START_BOARD_NUMBER>
  <END_BOARD_NUMBER>5</END_BOARD_NUMBER>
  <SCORE>-12</SCORE>

  <BOARD>
    <BOARD_NUMBER>6</BOARD_NUMBER>
    <IMPS>10</IMPS>
    <TRAVELLER_LINE>
      <DIRECTION>NS</DIRECTION>
      <SCORE>420</SCORE>
    </TRAVELLER_LINE>
  </BOARD>
  <BOARD> ... board data ... </BOARD>
  |
  <BOARD> ... board data ... </BOARD>
</MATCH>
<MATCH> ... match data ... </MATCH>
<MATCH> ... match data ... </MATCH>
</TEAM>
<TEAM> ...team data... </TEAM>
|
<TEAM> ...team data... </TEAM>
</PARTICIPANTS>

```



#### 4.6 *Multi-Session Events*

These would have separate Session tags in the EVENT tag, like so:

```
<EVENT>
  <EVENT_IDENTIFIER>0125677</EVENT_IDENTIFIER>
  |
  |
  <SESSION_COUNT>3</SESSION_COUNT>
  <SECTION_COUNT>1</SECTION_COUNT>

  <SESSION SESSION_ID="Morning">
    ...
  </SESSION>
  <SESSION SESSION_ID="Afternoon">
    ...
  </SESSION>
  <SESSION SESSION_ID="Evening">
    ...
  </SESSION>
</EVENT>
```

#### 4.7 *Multi-Section Events*

These would have separate Section tags in the EVENT tag, like so:

```
<EVENT>
  <EVENT_IDENTIFIER>0125677</EVENT_IDENTIFIER>
  |
  |
  <SESSION_COUNT>1</SESSION_COUNT>
  <SECTION_COUNT>3</SECTION_COUNT>

  <SECTION SECTION_ID="Green">
    ...
  </SECTION>
  <SECTION SECTION_ID="Red">
    ...
  </SECTION>
  <SECTION SECTION_ID="Orange">
    ...
  </SECTION>
</EVENT>
```

For Multi-Session, Multi-Section events, the Sections would appear as sub-tags of the Sessions.

#### **4.8 Aggregate Scoring Events**

These would have different Event Type attributes in the BOARD tag, like so:

```
<BOARD EVENT_TYPE="AGGREGATE">
  <BOARD_NUMBER>1</BOARD_NUMBER>
  <TRAVELLER_LINE>
    <NS_PAIR_NUMBER>1</NS_PAIR_NUMBER>
    <EW_PAIR_NUMBER>3</EW_PAIR_NUMBER>
    <NS_AGGREGATE_POINTS>200</NS_AGGREGATE_POINTS>
    <EW_AGGREGATE_POINTS>-200</EW_AGGREGATE_POINTS>
  </TRAVELLER_LINE>
```

#### **4.9 Cross-IMP Scoring Events**

These would have different Event Type attributes in the BOARD tag, like so:

```
<BOARD EVENT_TYPE="CROSS_IMP">
  <BOARD_NUMBER>1</BOARD_NUMBER>
  <TRAVELLER_LINE>
    <NS_PAIR_NUMBER>1</NS_PAIR_NUMBER>
    <EW_PAIR_NUMBER>3</EW_PAIR_NUMBER>
    <NS_CROSS_IMP_POINTS>20</NS_CROSS_IMP_POINTS >
    <EW_CROSS_IMP_POINTS>-20</EW_CROSS_IMP_POINTS >
  </TRAVELLER_LINE>
```

## 5 Other uses of USEBIO

This section discusses the various uses of USEBIO over and above the sorts of events that might be run by Clubs or Counties which can be transmitted to the EBU using USEBIO XML files. This is provided for information only.

### 5.1 Membership data

The following USEBIO XML example illustrates how data might be held on a Club:

```
<CLUB>
  <VENUE>Wimbledon B.C. </VENUE>
  <CLUB_NAME> Wimbledon Bridge Club </CLUB_NAME>
  <ADDRESS>
    <LINE>Name of Hall</LINE>
    <LINE>Name of Street</LINE>
    <LINE>Name of District</LINE>
    <TOWN>Wimbledon</TOWN>
    <COUNTY>Surrey</COUNTY>
    <POSTCODE>TW20 8EX</POSTCODE>
    <COUNTRY>England</COUNTRY>
  </ADDRESS>

  <NATIONAL_ID_NUMBER>345</NATIONAL_ID_NUMBER>

  <CONTACT>
    <ROLE>Secretary</ROLE>
    <FULL_NAME>John Smith</FULL_NAME>
    <TELEPHONE>01234567890</TELEPHONE>
    <FAX>09876543210</FAX>
    <EMAIL>john@aol.com</EMAIL>
    <ADDRESS>
      <LINE>House number or name</LINE>
      <LINE>Name of Street</LINE>
      <LINE>Name of District</LINE>
      <TOWN>Wimbledon</TOWN>
      <COUNTY>Surrey</COUNTY>
      <POSTCODE>TW20 8EX</POSTCODE>
      <COUNTRY>England</COUNTRY>
    </ADDRESS>
  </CONTACT>

  <NOTES>Free Text</NOTES>
  <MEMBER>
    <ADDRESS>
      <LINE>Number or name of house</LINE>
      <LINE>Name of Street</LINE>
      <LINE>Name of District</LINE>
      <TOWN>Wimbledon</TOWN>
      <COUNTY>Surrey</COUNTY>
      <POSTCODE>TW20 8EX</POSTCODE>
      <COUNTRY>England</COUNTRY>
    </ADDRESS>

    <ROLE>Secretary</ROLE>
    <TITLE>Mr</TITLE>
    <INITIALS>J</INITIALS>
    <FIRST_NAME>John</FIRST_NAME>
    <SURNAME>Smith</SURNAME>
    <TELEPHONE>01234567890</TELEPHONE>
    <FAX>09876543210</FAX>
    <EMAIL>john@aol.com</EMAIL>
    <GENDER>M</GENDER>
    <DATE_OF_BIRTH>220162</DATE_OF_BIRTH>
```

```

    <MEMBER_ID>35</MEMBER_ID>
    <NATIONAL_ID_NUMBER>10775</NATIONAL_ID_NUMBER>
    <MAIL_LIST_FLAG>Y</MAIL_LIST_FLAG>
    <HANDICAP>4.5</HANDICAP>
    <DATE_JOINED>220192</DATE_JOINED>
    <RANK>NATIONAL</RANK>
    <SUBSCRIPTION_AMOUNT="x" TYPE="y" METHOD="z" PAID="Y">
      <SUBSCRIPTION_YEARS_UNPAID>0</SUBSCRIPTION_YEARS_UNPAID>
    </SUBSCRIPTION>
  </MEMBER>
</CLUB>

```

## 5.2 Hand Details

The following example USEBIO XML shows how a handset for use in a Simultaneous Pairs event might be described, with all the details required by Duplimate included:

```

<HANDSET HANDSET_ID="Red">
  <HEADLINE>BLANK</HEADLINE>
  <STATUS>SHOW</STATUS>
  <DUPLICATES>1</DUPLICATES>
  <START_BOARD_NUMBER>1</START_BOARD_NUMBER>
  <END_BOARD_NUMBER>6</END_BOARD_NUMBER>
  <NEXT_BOARD>0</NEXT_BOARD>
  <PRINTOUTS>1</PRINTOUTS>
  <CRYPTO_KEY>0</CRYPTO_KEY>
  <CHECKSUM>6</CHECKSUM>
  <LEGEND>
    <LINE>EBU Spring Sim Pairs</LINE>
    <LINE>Tuesday 17th June 1999</LINE>
    <LINE>Hand Set ALPHA</LINE>
  </LEGEND>
  <BOARD_EVENT_TYPE="MP_PAIRS">
    <BOARD_NUMBER>1</BOARD_NUMBER>
    <HAND>
      <DIRECTION>North</DIRECTION>
      <SPADES>AKJ7</SPADES>
      <HEARTS>T5</HEARTS>
      <DIAMONDS></DIAMONDS>
      <CLUBS>QT87642</CLUBS>
    </HAND>
    <HAND>
      <DIRECTION>South</DIRECTION>
      <SPADES>Q5</SPADES>
      <HEARTS>AJ432</HEARTS>
      <DIAMONDS>KQ852</DIAMONDS>
      <CLUBS>K</CLUBS>
    </HAND>
    <HAND>
      <DIRECTION>East</DIRECTION>
      <SPADES>632</SPADES>
      <HEARTS>K87</HEARTS>
      <DIAMONDS>AT74</DIAMONDS>
      <CLUBS>A95</CLUBS>
    </HAND>
    <HAND>
      <DIRECTION>West</DIRECTION>
      <SPADES>T984</SPADES>
      <HEARTS>Q96</HEARTS>
      <DIAMONDS>J963</DIAMONDS>
      <CLUBS>J3</CLUBS>
    </HAND>
  </BOARD_EVENT_TYPE>
  <DUPLICATES>0</DUPLICATES>

```

```

    </BOARD>
  </HANDSET>

```

Clearly, the HAND section would appear once for each hand in the set.

### 5.3 Ladder Events

```

<EVENT EVENT_TYPE="LADDER">
  <EVENT_IDENTIFIER>0125677</EVENT_IDENTIFIER>
  <TITLE>Annual Pairs Ladder</TITLE>
  <VENUE>Burnham Beeches Bridge Club</VENUE>

  <LADDER_ENTRY>
    <MEMBER_ID>123</MEMBER_ID>
    <MASTER_POINTS_AWARDED>260</MASTER_POINTS_AWARDED>
    <AVERAGE_PERCENTAGE>53.1</AVERAGE_PERCENTAGE>
  </LADDER_ENTRY>

  <LADDER_ENTRY>
    <MEMBER_ID>234</MEMBER_ID>
    <MASTER_POINTS_AWARDED>370</MASTER_POINTS_AWARDED>
    <AVERAGE_PERCENTAGE>52.9</AVERAGE_PERCENTAGE>
  </LADDER_ENTRY>
  |
  |
  <LADDER_ENTRY>
    <MEMBER_ID>357</MEMBER_ID>
    <MASTER_POINTS_AWARDED>34</MASTER_POINTS_AWARDED>
    <AVERAGE_PERCENTAGE>47.2</AVERAGE_PERCENTAGE>
  </LADDER_ENTRY>

  <SESSION SESSION_ID = "TUESDAY">
    <DATE>20010623</DATE>

    <LADDER_ENTRY>
      <MEMBER_ID>123</MEMBER_ID>
      <MASTER_POINTS_AWARDED>20</MASTER_POINTS_AWARDED>
      <PERCENTAGE>56.2</PERCENTAGE>
    </LADDER_ENTRY>

    <LADDER_ENTRY>
      <MEMBER_ID>234</MEMBER_ID>
      <MASTER_POINTS_AWARDED> 0</MASTER_POINTS_AWARDED>
      <PERCENTAGE>60.1</PERCENTAGE>
    </LADDER_ENTRY>
    |
    |
    <LADDER_ENTRY>
      <MEMBER_ID>357</MEMBER_ID>
      <MASTER_POINTS_AWARDED> 0</MASTER_POINTS_AWARDED>
      <PERCENTAGE>43.5</PERCENTAGE>
    </LADDER_ENTRY>
  </SESSION>

  <SESSION>
  ...
  </SESSION>
  |
  |
  <SESSION>
  ...
  </SESSION>
</EVENT>

```

## 5.4 League / Knock-Out Events

```

<EVENT EVENT_TYPE="KO">
  <EVENT_IDENTIFIER>0125677</EVENT_IDENTIFIER>
  <TITLE>Annual Teams Knock-Out</TITLE>
  <VENUE>Burnham Beeches Bridge Club</VENUE>

  <MATCH>
    <DIVISION>1</DIVISION>
    <ROUND_NUMBER>3</ROUND_NUMBER>
    <TOTAL_BOARDS>24</TOTAL_BOARDS>
    <DATE>19970324</DATE>
    <TEAM TEAM_ID="Burroughs" TEAM_TYPE="Home">
      <IMPS>59</IMPS>
      <VPS>19</VPS>
      <PLAYER>
        <PLAYER_NAME>Richard Burroughs</PLAYER_NAME>
        <NATIONAL_ID_NUMBER>32059</NATIONAL_ID_NUMBER>
        <MASTER_POINT_CERT_NO>xyz12346</MASTER_POINT_CER
T_NO>
      </PLAYER>
      |
      |
      <PLAYER>
        <PLAYER_NAME>x</PLAYER_NAME>
        <NATIONAL_ID_NUMBER>x</NATIONAL_ID_NUMBER>
        <MASTER_POINT_CERT_NO>x</MASTER_POINT_CERT_NO>
      </PLAYER>
    </TEAM>
    <TEAM TEAM_ID="Fredericks" TEAM_TYPE="Away">
      <IMPS>5</IMPS>
      <VPS>1</VPS>
      <PLAYER>
        <PLAYER_NAME>x</PLAYER_NAME>
        <NATIONAL_ID_NUMBER>x</NATIONAL_ID_NUMBER>
        <MASTER_POINT_CERT_NO>x</MASTER_POINT_CERT_NO>
      </PLAYER>
      |
      |
      <PLAYER>
        <PLAYER_NAME>x</PLAYER_NAME>
        <NATIONAL_ID_NUMBER>x</NATIONAL_ID_NUMBER>
        <MASTER_POINT_CERT_NO>x</MASTER_POINT_CERT_NO>
      </PLAYER>
    </TEAM>
  </MATCH>
</EVENT>

```

## 5.5 Movements

### 5.5.1 Pairs Movement

```

<MOVEMENT MOVEMENT_TYPE="PAIRS">
  <MOVEMENT_NAME>M12B2S6</MOVEMENT_NAME>
  <MOVEMENT_DESCRIPTION>12 Table Mitchell, Skip after 6</MOVEMENT_DESCRIPTION>
  <WINNER_TYPE>2</WINNER_TYPE>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>1</TABLE_NUMBER>
    <ROUND_NUMBER>2</ROUND_NUMBER>
    <START_BOARD_NUMBER>17</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>20</END_BOARD_NUMBER>
    <NS_PAIR_NUMBER>3</NS_PAIR_NUMBER>
  </MOVEMENT_LINE>
</MOVEMENT>

```

```

    <EW_PAIR_NUMBER>4</EW_PAIR_NUMBER>
  </MOVEMENT_LINE>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>3</TABLE_NUMBER>
    <ROUND_NUMBER>4</ROUND_NUMBER>
    <START_BOARD_NUMBER>21</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>23</END_BOARD_NUMBER>
    <NS_PAIR_NUMBER>5</NS_PAIR_NUMBER>
    <EW_PAIR_NUMBER>6</EW_PAIR_NUMBER>
  </MOVEMENT_LINE>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>5</TABLE_NUMBER>
    <ROUND_NUMBER>6</ROUND_NUMBER>
    <START_BOARD_NUMBER>24</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>25</END_BOARD_NUMBER>
    <NS_PAIR_NUMBER>7</NS_PAIR_NUMBER>
    <EW_PAIR_NUMBER>8</EW_PAIR_NUMBER>
  </MOVEMENT_LINE>
</MOVEMENT>

```

### 5.5.2 Individual Movement

```

<MOVEMENT MOVEMENT_TYPE="INDIVIDUAL">
  <MOVEMENT_NAME>M12B2S6</MOVEMENT_NAME>
  <MOVEMENT_DESCRIPTION>12 Table Mitchell, Skip after 6</MOVEMENT_DESCRIPTION>
  <WINNER_TYPE>1</WINNER_TYPE>
  <NOTES>Movement Notes</NOTES>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>1</TABLE_NUMBER>
    <ROUND_NUMBER>2</ROUND_NUMBER>
    <START_BOARD_NUMBER>17</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>20</END_BOARD_NUMBER>
    <N_PLAYER_NUMBER>1</N_PLAYER_NUMBER>
    <S_PLAYER_NUMBER>5</S_PLAYER_NUMBER>
    <E_PLAYER_NUMBER>2</E_PLAYER_NUMBER>
    <W_PLAYER_NUMBER>16</W_PLAYER_NUMBER>
  </MOVEMENT_LINE>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>3</TABLE_NUMBER>
    <ROUND_NUMBER>4</ROUND_NUMBER>
    <START_BOARD_NUMBER>21</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>23</END_BOARD_NUMBER>
    <N_PLAYER_NUMBER>7</N_PLAYER_NUMBER>
    <S_PLAYER_NUMBER>8</S_PLAYER_NUMBER>
    <E_PLAYER_NUMBER>9</E_PLAYER_NUMBER>
    <W_PLAYER_NUMBER>10</W_PLAYER_NUMBER>
  </MOVEMENT_LINE>

  <MOVEMENT_LINE>
    <TABLE_NUMBER>5</TABLE_NUMBER>
    <ROUND_NUMBER>6</ROUND_NUMBER>
    <START_BOARD_NUMBER>24</START_BOARD_NUMBER>
    <END_BOARD_NUMBER>25</END_BOARD_NUMBER>
    <N_PLAYER_NUMBER>11</N_PLAYER_NUMBER>
    <S_PLAYER_NUMBER>12</S_PLAYER_NUMBER>
    <E_PLAYER_NUMBER>13</E_PLAYER_NUMBER>
    <W_PLAYER_NUMBER>14</W_PLAYER_NUMBER>
  </MOVEMENT_LINE>
</MOVEMENT>

```

### 5.5.3 Teams Movement

```

<MOVEMENT MOVEMENT_TYPE="TEAMS">

```

```

<MOVEMENT_NAME>M12B2S6</MOVEMENT_NAME>
<MOVEMENT_DESCRIPTION>12 Table Mitchell, Skip after 6</MOVEMENT_DESCRIPTION>
<WINNER_TYPE>1</WINNER_TYPE>

<MOVEMENT_LINE>
  <TABLE_NUMBER>1</TABLE_NUMBER>
  <ROUND_NUMBER>2</ROUND_NUMBER>
  <START_BOARD_NUMBER>17</START_BOARD_NUMBER>
  <END_BOARD_NUMBER>20</END_BOARD_NUMBER>
  <NS_TEAM_NUMBER>3</NS_TEAM_NUMBER>
  <EW_TEAM_NUMBER>4</EW_TEAM_NUMBER>
</MOVEMENT_LINE>

<MOVEMENT_LINE>
  <TABLE_NUMBER>3</TABLE_NUMBER>
  <ROUND_NUMBER>4</ROUND_NUMBER>
  <START_BOARD_NUMBER>21</START_BOARD_NUMBER>
  <END_BOARD_NUMBER>23</END_BOARD_NUMBER>
  <NS_TEAM_NUMBER>5</NS_TEAM_NUMBER>
  <EW_TEAM_NUMBER>6</EW_TEAM_NUMBER>
</MOVEMENT_LINE>

<MOVEMENT_LINE>
  <TABLE_NUMBER>5</TABLE_NUMBER>
  <ROUND_NUMBER>6</ROUND_NUMBER>
  <START_BOARD_NUMBER>24</START_BOARD_NUMBER>
  <END_BOARD_NUMBER>25</END_BOARD_NUMBER>
  <NS_TEAM_NUMBER>7</NS_TEAM_NUMBER>
  <EW_TEAM_NUMBER>8</EW_TEAM_NUMBER>
</MOVEMENT_LINE>
</MOVEMENT>

```

## 5.6 Auction

```

<AUCTION>
  <NOTES>Auction Notes</NOTES>
  <BIDDER_SEQUENCE>
    <DIRECTION>North</DIRECTION>
    <DIRECTION>East</DIRECTION>
    <DIRECTION>South</DIRECTION>
    <DIRECTION>West</DIRECTION>
  </BIDDER_SEQUENCE>
  <AUCTION_ROUND>
    <BID>1S</BID>
    <BID>2D</BID>
    <BID ALERTED="*">X</BID>
    <BID>Pass</BID>
    <NOTES>*Sputnik Double</NOTES>
  </AUCTION_ROUND>
  <AUCTION_ROUND>
    <BID>3C</BID>
    <BID>Pass</BID>
    <BID>3D</BID>
    <BID>Pass</BID>
  </AUCTION_ROUND>
  <AUCTION_ROUND>
    <BID STOP="!">4S</BID>
    <BID>Pass</BID>
    <BID>Pass</BID>
    <BID>Pass</BID>
  </AUCTION_ROUND>
</AUCTION>

```



## 5.7 *Play*

```
<PLAY>
  <TRICK>
    <TRICK_NUMBER>1</TRICK_NUMBER>
    <DIRECTION>North</DIRECTION>
    <NORTH_CARD>SK</NORTH_CARD>
    <EAST_CARD>S2</EAST_CARD>
    <SOUTH_CARD>SA</SOUTH_CARD>
    <WEST_CARD>H3</WEST_CARD>
    <NOTES>Trick Notes</NOTES>
  </TRICK>
  <TRICK>
    <TRICK_NUMBER>12</TRICK_NUMBER>
    <DIRECTION>North</DIRECTION>
    <NORTH_CARD>SQ</NORTH_CARD>
    <EAST_CARD>S3</EAST_CARD>
    <SOUTH_CARD>SJ</SOUTH_CARD>
    <WEST_CARD>H7</WEST_CARD>
  </TRICK>
  <NOTES>Play Notes</NOTES>
</PLAY>
```