

```

IF(SWN.NE.TDIFF.AND.SWN.NE.-IDIFF) CALL ERR(4,GN)
IF(T.NE.T1.AND.WT.NE.T2) CALL ERR(5,GN)
IF(T1.EQ.T2) CALL ERR(6,GN)
IF(PW.NE.T1.AND.PW.NE.T2) CALL ERR(12,GN)

```

```

C
IF(GN.GE.LGNO) THEN
  DO 30 IS=1,12
    TIS=ALLTEAM(IS)
    IF(T1.EQ.TIS) NT1=IS
    IF(T2.EQ.TIS) NT2=IS
    IF(WT.EQ.TIS) NWT=IS
  30

```

```

C
IF(WT.EQ.T1) SWN=SWN
  GAMETAB(NT1,NT2)=SWN
  GAMETAB(NT2,NT1)=SWN
  ROUND(NT1,NT2)=PI
  ROUND(NT2,NT1)=PI

```

```

C
IF(WT.EQ.PW) THEN
  IDIFF=PWS-SWN2
ELSE
  IDIFF=SWN2+PWS
ENDIF
IF(PW.EQ.T2) IDIFF=-IDIFF
DIFFMAT(NT2,NT1)=IDIFF
DIFFMAT(NT1,NT2)=-IDIFF

```

```

20 ENDF
CONTINUE
RND=RI
MGNO=GN
RETURN
END

```

```

C
SUBROUTINE INMAT(LGNO,MGNO,LNO)
COMMON GAMETAB
COMMON /TIMES/ DD,MM,YY,RND,ROUND
COMMON /SUMSCOR/ WTO,WT1,WT2,WTH1,WTH2,WTH3,IPSUM
INTEGER GAMETAB(12,12),ROUND(12,12),DD,MM,YY,RND

```

```

C
OPEN(UNIT=1,FILE='VFLMAT',STATUS='OLD')
REWIND 1
READ(1,10)DD,MM,YY,RND,LGNO,MGNO,LNO
FORMAT(//26X,I2,1X,I2,1X,I2,6X,I2,13X,T3,1X,I3,10X,I2//)
DO 20 I=1,12
  READ(1,'(3X,I2(1X,T4))') (GAMETAB(I,J),J=1,12)

```

```

C
READ(1,'(//,1X)')
DO 30 I=1,12
  READ(1,'(3X,I2(1X,T2))') (ROUND(I,J),J=1,12)

```

```

C
READ(1,9) WTO,WT1,WT2,WTH1,WTH2,WTH3
9 FORMAT(//
  1 17X,F7.2/17X,F7.2/17X,F7.2//
  1 17X,F7.2/17X,F7.2/17X,F7.2)
RETURN
END

```

```

C
SUBROUTINE FIXIO(IOSCORE,NINO,IWAGO)
COMMON GAMETAB
COMMON /NUMBER/ TEAMNO
COMMON /TIMES/ DD,MM,YY,RND,ROUND
INTEGER TEAMNO(2),GAMETAB(12,12),ROUND(12,12),DD,MM,YY,RND
IOSCORE=GAMETAB(TEAMNO(2),TEAMNO(1))
IF(IOSCORE.EQ.9999)THEN

```

```

  NINO=0
  IWAGO=0
ELSE
  NINO=1
  IWAGO=RND-ROUND(TEAMNO(2),TEAMNO(1))+1
ENDIF
RETURN
END

```

```

C
SUBROUTINE FIXI1(I1TNO,I1SUB,NIN1,IWAG1)
COMMON GAMETAB
COMMON /NUMBER/ TEAMNO
COMMON /TIMES/ DD,MM,YY,RND,ROUND
INTEGER TEAMNO(2),GAMETAB(12,12),PART1,PART2
INTEGER ROUND(12,12),DD,MM,YY,RND
DIMENSION I1TNO(10),I1SUB(10,3),IWAG1(10,2)
II=0
DO 10 I=1,12
  PART1=GAMETAB(I,TEAMNO(1))
  IF(PART1.EQ.9999.OR.I.EQ.TEAMNO(2)) GO TO 10
  PART2=GAMETAB(TEAMNO(2),I)
  IF(PART2.EQ.9999) GO TO 10
  II=II+1
  I1TNO(II)=I
  I1SUB(II,1)=PART1
  I1SUB(II,2)=PART2
  I1SUB(II,3)=PART1+PART2
  IWAG1(II,1)=RND-ROUND(I,TEAMNO(1))+1
  IWAG1(II,2)=RND-ROUND(TEAMNO(2),I)+1

```

```

10 CONTINUE
NIN1=II
RETURN
END

```

```

C
SUBROUTINE FIXI2(I2TNO,I2SUB,NIN2,IWAG2)
COMMON GAMETAB
COMMON /NUMBER/ TEAMNO
COMMON /TIMES/ DD,MM,YY,RND,ROUND
INTEGER TEAMNO(2),GAMETAB(12,12),ROUND(12,12)
INTEGER PART1,PART2,PART3,DD,MM,YY,RND
DIMENSION I2TNO(100,2),I2SUB(100,4),IWAG2(100,3)
II=0
DO 10 I=1,12
  PART1=GAMETAB(I,TEAMNO(1))
  IF(PART1.EQ.9999.OR.I.EQ.TEAMNO(2)) GO TO 10
  DO 20 LI=1,12
    PART2=GAMETAB(LI,I)
    IF(PART2.EQ.9999.OR.LI.EQ.TEAMNO(1).OR.LI.EQ.TEAMNO(2))
      GO TO 20
    PART3=GAMETAB(TEAMNO(2),LI)
    IF(PART3.EQ.9999)GO TO 20
    II=II+1
    I2TNO(II,1)=I
    I2TNO(II,2)=LI
    I2SUB(II,1)=PART1
    I2SUB(II,2)=PART2
    I2SUB(II,3)=PART3
    I2SUB(II,4)=PART1+PART2+PART3
    IWAG2(II,1)=RND-ROUND(I,TEAMNO(1))+1
    IWAG2(II,2)=RND-ROUND(LI,1)+1
    IWAG2(II,3)=RND-ROUND(TEAMNO(2),LI)+1
  20

```

```

20 CONTINUE
10 CONTINUE

```