



Player Match 40)
n = types to choose (players slots) r = how many chosen, (howmany play, courts 2, 3,4) (n-r)! (r)!
calculate combinations, for # of events, make that many pairings. 4 players = n 2 courts = r 3 events calcia (n-n)! (n)!
31,2,3,43 uplayers - K, V Array of Pairings, no dups
(1,2) (3,4) (1,3) (2,4) (1,4) (2,3) 6 pairs (matches)
event/ event 2 event 3 6 pairs /2 courts Idate III = 3 events (dates)
Find Code Algorithm) pairings / load K. V pairs/players
Loop Kogic to create lo match records (PM)
For each court (2)
For pairing {1,2,3,4} (leave date null for Almin)
League Schedule
event/ Match Match Playen1 (Vs) Player2 court# Date id Playen1 (Vs) Player2 court# P3 P4 Z P1 P3 1 P2 P4 1 P1 P4 1 P2 P3
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