



## What are groups?



- Any movement consists of some groups playing each other
- In a Howell usually one group
- In a Mitchell two groups (NS, EW)
- Some stanza movements more groups

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## More complex grouping



- A simple Howell 8 could be seen as two groups(1 group of 7 movers, 1 sitter)
- An appendix Mitchell could be 4 groups
  - Stationary NS
  - Moving EW
  - Stationary appendix
  - Moving appendix

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## **Group sizes**



- Normally for a multisession stage you try one group-size, plus some extra's
- Example: 3 sessions of 7x3 boards
- Basic movement: 7 table Mitchell
- Depending on number of contestants potentially a 7 round (short) Howell, or an appendix to a Mitchell

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## **Example group sizes**



- 46 pairs, this is 3 x 14 + 4
- Run 3xMitchell14, once with two appendices
- Group sizes: 6 groups of 7, 2 groups of 2
- 52 pairs, this is 3 x 14 + 10
- Run 3xMitchell14, plus 7rnd short Howell10
- Group sizes: 7 groups of 7, 1 group of 3

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## **Putting pairs in groups**



- Which pairs will go into which group?
- Normal procedure: try to balance groups in strength
- Extra: balance groups in other criteria, such as club or country
- This process is called seeding

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## **Trivial example**



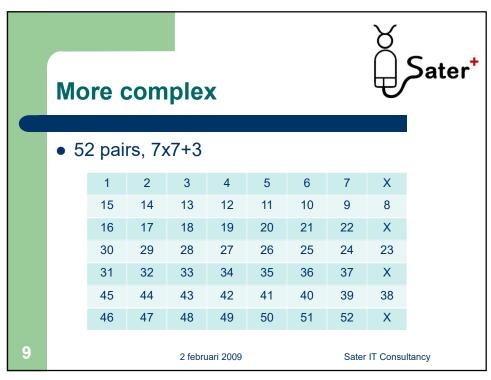
- 42 pairs, 6 groups of 7, ranking available
- Seesaw seeding

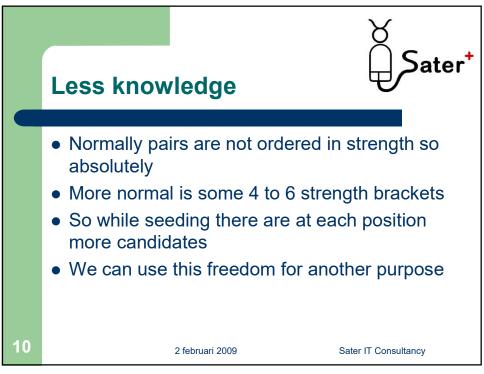
Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42

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## More knowledge



- Each pair does not only have a strength, but also something else
- For this lecture it is *country*
- Now we might balance the countries over the groups while seeding
- At each position in the seeding we choose candidate of right strength balancing the group in respect to country

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### **End effect**



- If we do all this right, we can divide players into groups of same strength, and balanced in country percentage
- So if stage has 40% Polish pairs, each group will have (roughly) 40% Polish pairs
- There is software available to do it

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# Software: seeding • All software uses input per pair • Pair-id1, Pair-id2, strength, extra • Two pair-id's, perhaps name and database-id • Example: - Bocchi-Duboin, 7635, 1, Italy - Beks-van Staveren, 823, 99, Netherlands • Strength: low number stronger than high number

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	Seeding input, 52 pairs								
	8	Number of groups							
	7	Size group 1							
	7								
	7								
	7								
	7								
	7								
	7								
	3	Size group 8							
	Bocchi- Duboin	7635	1	Italy					
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## Demo seeding



- Show input file
- Run program
- Show output file
- This software is designed to be used by other software
- Humans can use it too, more or less

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## Numbering players in a group Sater

- Now we have our movement and our groups
- How do we number the pairs in the group?
- This has effect on the sequence they meet other pairs or are met by them
- Shuffling pairs in a group is possible
- If we have pairs from different countries, there is another thing to think about

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## Late meetings



- In any stage there will be gossip when two friends meet in the last round
- Especially if the result of their encounter decides the stage for the highest ranking one
- Players are mostly honest, but just to stop the gossip...

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## **Avoid late meetings**



- When numbering pairs in a group you can influence the last round country-men meet
- This depends on movement
- In multisession stages there is a dilemma: numbers per session or for whole stage

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## Multi session stages



- If you number groups for each session you avoid late meetings in all sessions
  - Pairs have different number for each session
- If you number groups only for last session you avoid only late meetings for whole stage
  - Pairs keep same number
- What can your organization and pairs do?

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### Software: numberlines

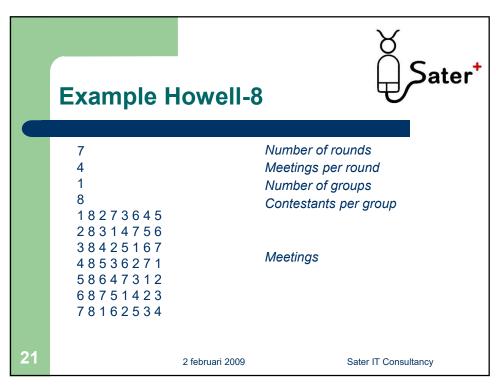


- Input format of pairs same as for seeding
- Needs info about:
  - Number of rounds in the movement
  - Number of meetings per round
  - Number of groups of contestants in the meeting
  - For each such group, the size
  - For each round, for each meeting in this round, the numbers of the two contestants meeting

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# Numberlines groups • Numberlines renumbers within groups • So in a Mitchell with two groups (NS and EW) the NS pairs will be renumbered, and the EW pairs, but no NS pair is moved EW or vv • Not meeting at all is best. In some movements(Skip-Mitchell?) this can happen

