Sets:

* h = home location
* L = possible game locations

Parameters:

* dij = distance from location i to location j
* ni = number of games remaining at location i
* m = number of games per road trip

Variables:

* xij = whether or not to make the trip from location i to location j

Must make trip out of home arena

Must make trip back to home arena

Must both arrive at and depart from of every arena on a trip

The trip cannot consist of simply going back and forth between to arenas (circular trip)

Total games in the trip must not exceed the maximum limit per trip

You cannot visit a location unless there is a game to play

Assumptions:

* Each road trip must be four games or less
* The trip must keep moving after every game (i.e. cannot play in location *y* several times after landing there)

