HOWELL MOVEMENTS

The movement needs to be clocked and the tourney host (who created the tournament) needs to be logged in when the tournament starts.

It can only be used for tournaments of less than 20 tables i.e. 40 pairs maximum.

Without modification, it will run a full Howell i.e. Rounds = 2 * Tables -1.

For a partial Howell, use +rounds9+ to have 9 rounds, etc.

For a break of YY minutes after round X, use +breakX+ +bdurationYY+.
To resume, you can remove the break from the description at any time.
You can have as many breaks as you like.

For a Howell of exactly 18 boards, use +howell+ +hm18+
With 3 or 4 tables, you get 6 rounds of 3 boards. (The 3 table movement has a revenge round.)
With 5 or 6 tables, you get 9 rounds of 2 boards.

+howell+ +roundsx+ creates a one-winner game with one stationary pair in each section (max 15 tables) while the rest rotate from 2NS to highest NS then highest EW down to 1EW, then 2NS, with the second command telling the system how many rounds to play.

The system uses the total number of tables to guess the boards per round. There needs to be at least as many pairs as there are rounds or it will fail. Ideally, make tables a multiple of rounds e.g. 6 tables = 11 rounds; with 22 boards and 2 boards per round.

If you stick to Mitchells you need enough tables to avoid revenge rounds, but the Howell option works well to avoid these until you have enough entries to delete the command.