

## CREATING A ONE-WINNER TEMPLATE FROM A MITCHELL MOVEMENT

All one-winner movements in Compscore3 run on templates. A number of templates are provided with the program covering a variety of Howells as well as some others.

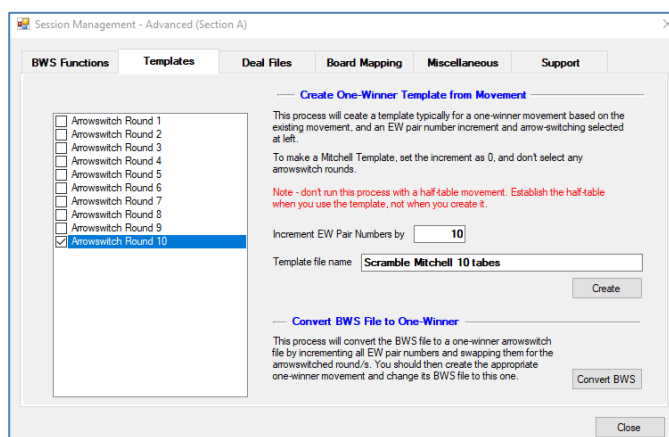
If you want to run a one-winner movement based on a Mitchell movement (sometimes referred to as a Scrambled Mitchell or Switch Rover Mitchell) you will need to build a template. You can build one from scratch using the built-in Template Builder under the **Setup** menu, but there is a simpler way if all you're doing is arrow-switching one or more rounds in a standard Mitchell movement.

### BUILDING THE TEMPLATE

First, create a new session for the desired movement as a Mitchell session. Don't allow for half tables at this stage – enter the full number of tables and don't enter a sit-out pair. Save the Session Setup as you normally would, but don't launch the Bridgemates.

On the Setup tab, click **Advanced**, and on the Advanced form, select the **Templates** tab as pictured.

Tick the rounds you want to play arrow-switched and record how you want the EW pairs to be numbered –this simply involves incrementing the EW pair number by the number of tables to create unique pair numbers, so for an 10 table movement, NS at Table 1 would still be Pair 1 and EW would be  $1 + 10 = \text{Pair } 11$ .

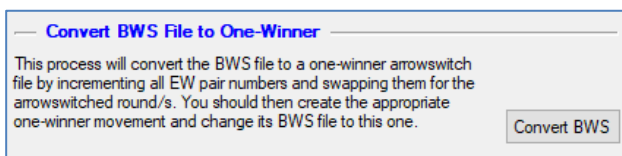


Next, enter a name for the template, for example “Scrambled Mitchell 10 table” and click **Create**. This will create a One-Winner template, and this will be available for you when you next create a new One Winner session.

You can now delete the Mitchell session you have just set up as it serves no further purpose.

### ANOTHER USE FOR THIS FEATURE

If you are running a session and want to choose one winner, but you set it up as a Mitchell movement by mistake, there is a process available here to deal with this.



It assumes you still plan to arrow-switch some rounds even though the names and pair numbers on the Bridgemates won't reflect this.

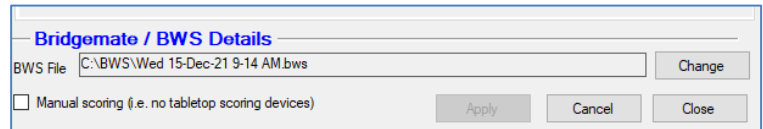
Continue the session as normal. When the session finishes, this process will adjust the BWS file that contains the session results by doing two things:

- It will renumber all the EW players by adding the increment you enter on this form; and

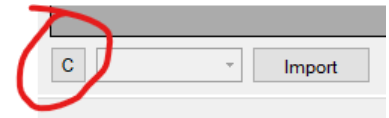
- It will switch the pair numbers around for the round you have said will be arrow-switched e.g 4 v 17 will become 17 v 4.

All this is achieved by completing the options for arrow-switching rounds and EW increment and clicking **Convert BWS**.

The next step is to create a new One Winner session using the template for this movement. Save the Setup details as normal. Next, click on **Edit Setup**, and at the foot of the form there is provision for you to edit the BWS file for this session. Click **Change** to select the BWS file that contains your session results.



Next, got to the **Results** tab, and at the bottom left of the form there is a small button labelled C (for Clear). Click this button to set all results in the BWS file to unimported, then click **Import** to load them into this new session.



Names can also be imported in the normal way.

Once successfully done, you can delete the Mitchell version of this session.