Setting up and running an Individual Movement

Compscore 2 provides some basic functionality for running Individuals. Remember though that Bridgemates were not designed with Individual events in mind, so any Individual event with Bridgemates has to involve some "fudges".

Individuals are set up using the Howell/Onewin tab in Session Setup. You choose a Howell/Onewin template that will be the backbone of the movement as far as tables, rounds and boards are concerned (needed for the Bridgemates), but you also select an **Individual Movement Plan** for the session that manages player seating and movement.

To set up an Individual, first create the Individual Movement Plan under **Setup | Templates | Manage Individual Movement Plans**. Click **New** and set the parameters. There are two types of movements. Firstly, there's **Rainbow** movements for 5, 7, 11 or 13 tables, where boards stay at the table and all players play one sub-round with and against each of the other the players at the table, then all move to different tables for the next round. The other type is **Standard** where you enter the tables, boards and rounds, and Compscore2 builds a blank plan allowing you to enter board and player numbers for each round and table. The Standard style would be suitable if you have individual movement cards already and wanted to replicate them in Compscore2. There's also a library of Standard individual movement plans available from Altosoft.
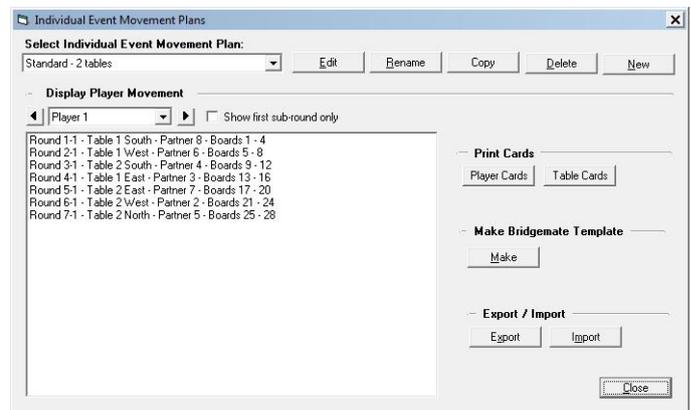
Once you have created the Movement Plan for either type, you can then edit any part of the movement by clicking **Edit**. In the Edit area, you can add and delete tables, and add and delete rounds, and you have full control over who plays who with what boards in what round.

Note that Compscore2 talks about *rounds* and *sub-rounds*. A *round* is how many boards played before the players change tables, and a *sub-round* refers the boards played by each pair combination. Rainbow Individuals have round length of 3 consisting of 3 sub-rounds of 1 board each, but some events might have 6 board rounds and sub-

rounds of 2. Standard Individuals only have 1 board per sub-round.

Note that on the Session Setup tab, you enter the boards per round, not sub-round. The template as used by the Bridgemates would show 6 board rounds, but the Movement Plan would show 6 board rounds with 2 board sub-rounds.

Next, we need a one-winner template, as individuals are based on one-winner movements as far as the Bridgemates are concerned. The simplest way to do this is to click the **Make Template** button on the manage Individual Movement Plan form. The template is used to control the Bridgemates throughout the round in respect of the number of tables, the number of rounds, and the boards being played each round at each table. Pair numbers in the template are unimportant as long as they are not zero (a zero for the pair number tells the Bridgemate to expect a sit-out) – Compscore2 looks at the Individual Movement plan to see who is sitting where in Round 1. Consequently, the pair numbers displayed on the Bridgemates through the session should be disregarded by the players and in fact it is better to turn off the option to show player names off under **Setup | Bridgemate Options**.

Clicking **Make Template** lets you choose a name for the template and will then save it in your Onewin templates folder.

Running the session

To set up the session, create the new session as normal, choose the Howell/Onewin tab, select the template and enter the number of boards per round (not sub-round), then tick the **Individual [x]** checkbox, and choose the desired Individual Plan from the dropdown. Then launch it in the normal way.

Throughout the session, players use the Bridgemates as normal, but remember that the pair names and numbers displayed on the Bridgemates will not be correct.

When results are entered to the Bridgemates, they send that data back to Compscore2 as normal, but rather than using the pair numbers that the Bridgemate says, Compscore2 looks up the Movement Plan to see which individuals were playing that board at that table in that round, and scores it accordingly.

You can add and edit player names on the **Names** tab just like you can with a duplicate session.

There are also some very useful reports on the Movement Plan Setup area you can print to help players with the movement and boards.

At this stage there's no provision for uploading Individual results to your Altosoft web site aw you do with duplicate sessions and other events, though this is slated for future development. However you can print a range of reports from the Reports tab and these can be uploaded as PDFs to your web site.

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