

## Running a Howell / One-winner Movement

There are some additional things to watch when you're running a Howell or other One-winner movement with Compscore3 and Bridgemates, compared to running 2-winner movements.

The differences are to do with missing pairs (if you have a half-table) and the fact that player movement is not standard.

### Dealing with a missing pair

All pairs have unique pair numbers in Howells / Onewins, and the Compscore3 Session Setup screen asks for the missing pair number. For this, you need to determine which table number will be the initial half-table, and then of the two pairs who are sitting there in Round 1 per the master sheet or table card, you determine which pair number is missing.

Note that this needs to be done before creating the movement. If you don't have pre-printed table cards, you can look at the template under **Setup | Movement Templates | Edit Movement Template – Howell/Onewin**.

When choosing the missing pair number, it is always preferable to make the stationary pair (or one of the semi-stationary pairs in the case of a reduced Howell) the missing pair. It means that no-one will remain stationary in full Howells, but the sit-out table will remain static, and this can save confusion through the movement. This may not be possible if you have an immobile pair, and in these cases, the missing pair (i.e. the sit-out) will move from table to table.

**Note:** In the course of any movement, the Bridgemates always skip any round that has no activity. This means that at the initial sit-out table, it will skip straight to Round 2 after the player numbers have been entered. Similarly, if the missing pair is scheduled to play at Table 3 in Round 4, the Bridgemate at Table 3 will skip Round 4 completely. This confuses players, so as directors you should be aware of this so you can allay any concerns. The turnaround table may also cause confusion as the Bridgemate will skip two rounds when the missing pair are assigned to that table.

### Correcting a mistake

As with any other late change to a movement, make the change via **Edit Setup**. After applying the change, a dialog will appear asking if the Bridgemates have been launched, and if so, from what round should the update occur. Any change, including a change to the missing pair number, can be made in this way. If no-one has logged any results yet, you can update from Round 1, otherwise update from the first round that has not been started at any table. If you've changed the missing pair number, in most cases the Bridgemate should ask for any additional player numbers, but in other cases, the change may need to be made on Compscore3's Names tab, and sent back to the Bridgemates.

### Player movements throughout the session

The other big difference with Howell / Onewin movements compared to Mitchells is the player movement pattern.

With the exception of stationary pairs, players will change tables and / or direction after every round. Compscore3 has some special features to assist this, and they are found under **Movement Reports** which is located on the **Setup** tab.

<b>Table cards</b>	These may be the same as the plastic coated table cards many clubs have, but they may not be, so it's better not to assume. For a given number of tables, there can be a variety of Howell movements. Compscore3 only provides one of many. See example below.	By printing these <u>after</u> players have entered their numbers into the Bridgemates, the player names will appear.
<b>Player movement slips</b>	These are slips that are given to each pair, and that direct them to the appropriate table, and also tell them the board numbers and opponents for that round. See example below.	If not, they will still print showing the boards, rounds and table numbers.
<b>Master sheet</b>	This is a spreadsheet-like one page document that shows tables, pair numbers and board sets each round. It can be useful for putting out the boards for each round, and also for determining the most convenient missing pair number.	

<b>TABLE 1</b>				
Round	Boards	NS Pair	EW Pair	
1	1 - 6	6 LARRY NORDEN / STEPHEN BROOKES	1 BARRY SPURRIER / MARION SPURRIER	
2	7 - 12	6 LARRY NORDEN / STEPHEN BROOKES	2 JUDITH HUGHES / PAUL HUGHES	
3	13 - 18	6 LARRY NORDEN / STEPHEN BROOKES	3 ANNE YOUNG / BOB MCARTHUR	
4	19 - 24	6 LARRY NORDEN / STEPHEN BROOKES	4 ANN MELLINGS / VERNA BROOKES	
5	25 - 30	6 LARRY NORDEN / STEPHEN BROOKES	5 PHILOMENA WOODS / JOHN GOSNEY	

**NS to Table 1NS  
EW to Table 3NS**

<b>PAIR 6 - LARRY NORDEN / STEPHEN BROOKES</b>				
Round	Table	Opponent	Boards	Opponent Name
1	1NS	1	1-6	BARRY SPURRIER / MARION SPURRIER
2	1NS	2	7-12	JUDITH HUGHES / PAUL HUGHES
3	1NS	3	13-18	ANNE YOUNG / BOB MCARTHUR
4	1NS	4	19-24	ANN MELLINGS / VERNA BROOKES
5	1NS	5	25-30	PHILOMENA WOODS / JOHN GOSNEY

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## Semi-stationary Pairs

Some movements, like reduced Howells, have semi-stationary pairs. These are pairs that remain at the same table but may switch between NS and EW for different rounds. If you have more than one pair who needs to be stationary, allocate them a semi-stationary pair number and they will remain at the one table, and can play boards arrowswitched in rounds where their actual seating doesn't match what is required by the movement. If printing out table cards for a reduced Howell, make sure you tick the checkbox "[x] Stationary pairs sometime arrowswitch", because this affects the next round directions that appear on other table cards.