

# Combining 2 half tables after Round 1.

# Managing two half-tables in Round 2 or later

#### Scenario:

- You started with a half-table
- After Round one, a pair had to drop out, so now you would have two half-tables

## Managing two half-tables in Round 2 or later

#### How this new feature works:

- On each round, the system temporarily combines the half-tables, to avoid an unnecessary sitout.
- The combining starts after the start of the next round.
- Players must never move by themselves the players.
- Even when there are tables still playing the previous round, it will all work fine.
- This feature is enabled by default you don't have to do anything to activate it (but you do have to "destroy" the pair that dropped out).

### Tuesday Trophy week 2

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### Tuesday Trophy week 2 **Session settings** General **Options** Self-alerts and written explanations Screens - video calls with one opponent only Trick 1 delays (lead/dummy/3rd) Auction delays (dealer/next 3/subsequent) Triple Swiss: odd number of teams Captains Captains start Stop play after each deal Impose actions specified in PBN ✓ Combine two sitting-out pairs whenever possible Notice that on the Options tab, OK Cancel

there is a new item.

By default, it is ticked.

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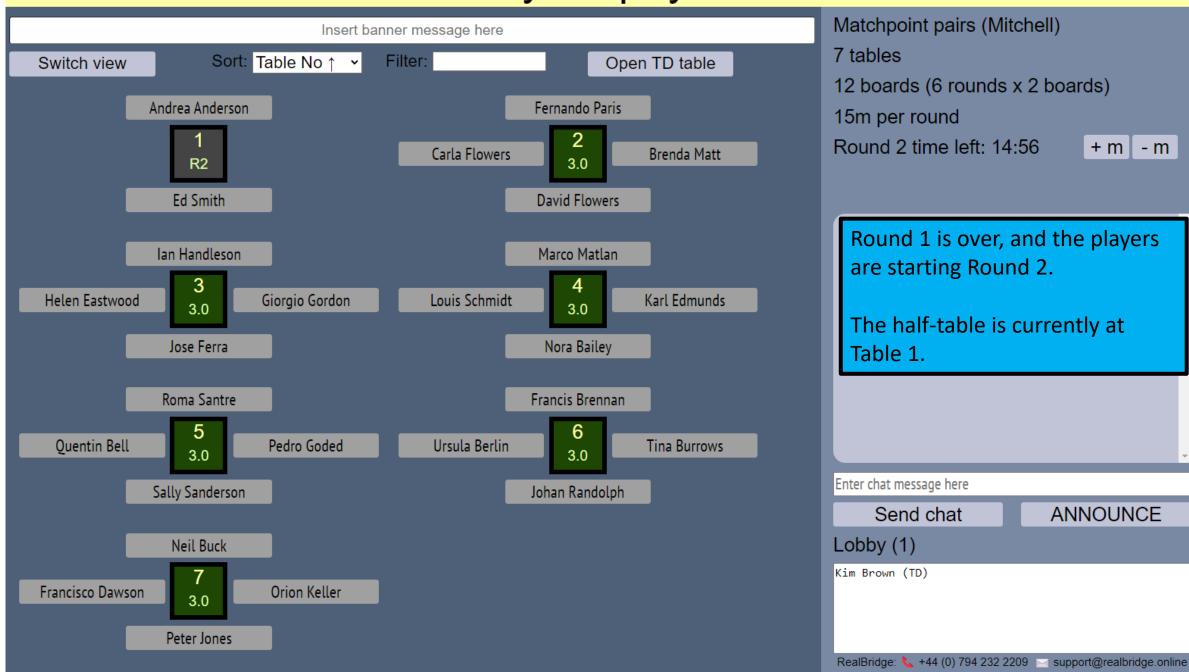
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Round 2 time left: 13:44

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**Scores** 

- m

+ m |



Matchpoint pairs (Mitchell)
7 tables
12 boards (6 rounds x 2 boards)
15m per round

Move for round 3

During Round 2, there is a problem at Table 4, and two players have to leave. You know for sure that they are not coming back.

They are Marco and Nora, NS at Table 4.

Enter chat message here

Send chat

**ANNOUNCE** 

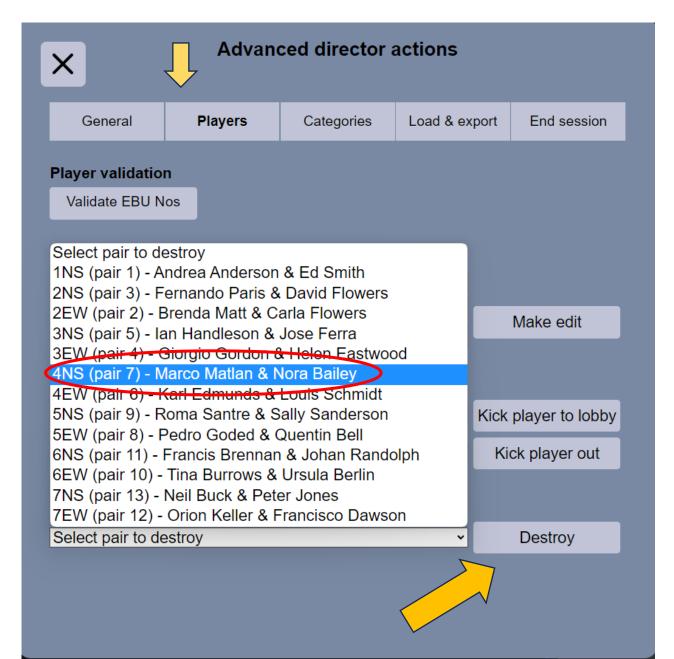
Lobby (1)

Kim Brown (TD)

#### Normal procedure is to:

- 1. Click the Advanced button.
- 2. Then click the Players tab.
- 3. Then select the partnership in the list at the bottom, and click Destroy.

Very important: be careful to select the correct pair. Check the table and position as well as the names.



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After the Destroy button is clicked, this is what we see.

Notice that Table 4 has no opponents.

#### In the next round (Round 3)

The half-table would be at Table 2, so Fernando and David would sit out.

Helen and Giorgio would be moved to Table 4, where the other half-table is, so they would sit out too.

But, the system will temporarily combine 2 and 4, so that these pairs don't have to sit out.

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Scores



Matchpoint pairs (Mitchell)

7 tables

12 boards (6 rounds x 2 boards)

15m per round

Round 3 time left: 14:45

+ m | - m

#### Round 3 has started

Now, the two half-tables are combined for this round. You will see the letter M next to the table number 2, and the table is purple.

There are two pairs at Table 2, and no pairs at Table 4.

This is a temporary move. The highest numbered half table, in this case the pair at 4, have moved to M2, so that there is no sitout.

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Scores



Matchpoint pairs (Mitchell) 7 tables

12 boards (6 rounds x 2 boards)

15m per round

Round 4 time left: 12:34 + m - m

Move for round 5

What happens if some tables are still playing the previous round?

Tables M3 and 5 are a bit slow, but everyone else has finished.

The Director can move for Round 5.

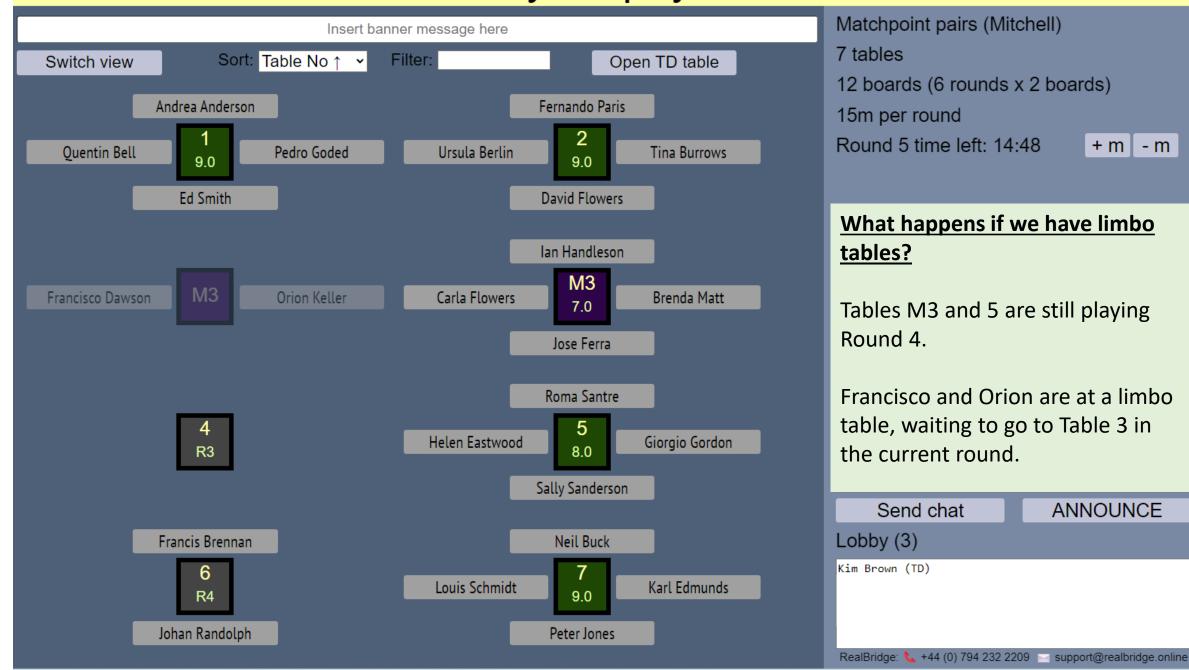
The limbo system and the new features all work together nicely. See the next slide.

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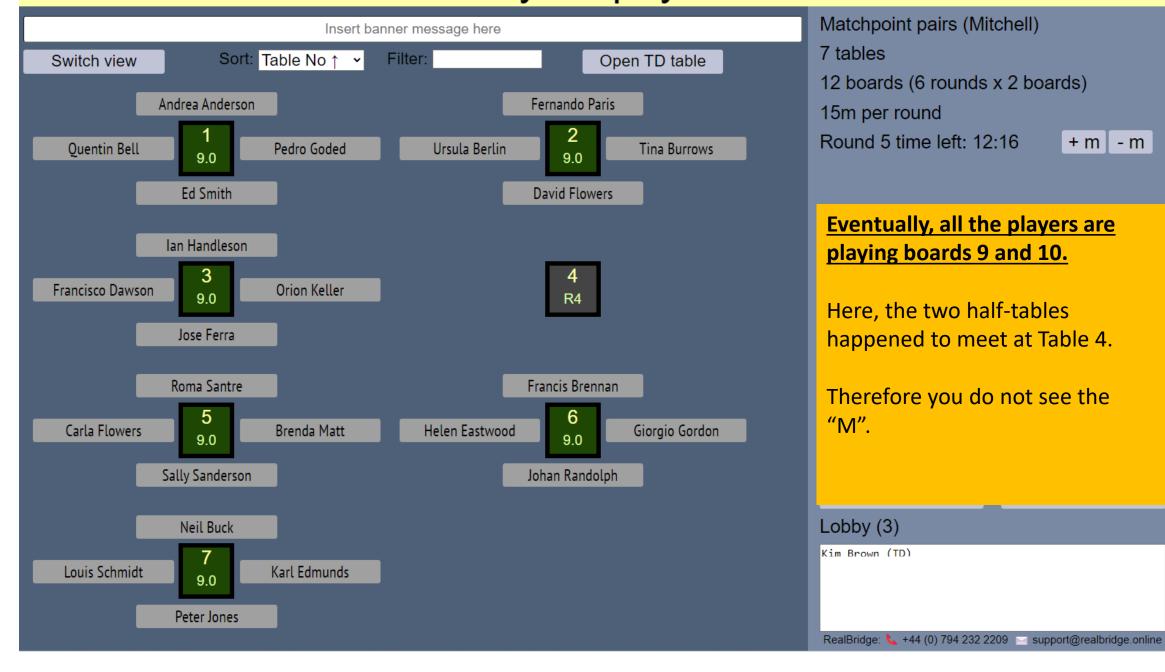
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### More details

- The two half-tables can be in the same direction, or different directions.
- If you have more than two half-tables, it still works. The lowest two half-tables are combined, then the next two, etc.
- It works for Howell, Mitchell and Switched Mitchell
- The combining happens when you move for a new round. If you lose a pair in Round 3, combining starts in Round 4.
- Everyone is following the original movement for the number of tables. This means that a pair might meet the same pair twice once as part of the original movement, and once when two half-tables are combined.
- In a 2-winner movement, a pair might temporarily change direction. The matchpoints are still included in their total.

### MOST IMPORTANT

 Players must never move by themselves - the system always moves the players



