Whist teams at RSGC and other places

These are alternatives to cumbersome Swiss teams

At RSGC, they play these as LONG sessions, meaning 28-32 boards played. (14x2, 10x3, 8x4)

The session spans lunch, so they can score at half time

I do scoring from datum slips and provide half time standings

(BM2s better but can't use with ASE since ASE moves have to start at Round 1)

Compscore2 allows teams moves to be edited so okay with BM2s

Scoring is not quite fair since movements are incomplete. Teams don't all play the same boards.

For example, 17 tables playing 10x3 means missing 6 opponents, 7 board sets

To make it fairer, score as BaM, where all boards worth the same. However, they prefer IMPs. (Teams means IMPs to them)

Thus 17 tables should play 2-board rounds, playing 14 of 16 opponents, 14 of 17 board sets

With even tables, use double skip, ignoring last sharing round. There are irregularities but they occur over lunch and at end so no issue

Tables	Move	split	Start rnd	Boards		Tables	Move	Split	Boards
8	7 x 4 N-E	4 then 3	6	2 x 28		18	9 + 9		36 + 36
9	8 x 4 whist	4 then 4	3	36		19	9 + 10		36 + 40
10	8 x 4 skip	4 then 4	3	40		20	10 + 10		40 + 40
11	8 x 4 whist	4 then 4	4	44	use if 21T*	21	10 + 11*		40 + 44
11	10 x 3 whist	6 then 4	3	33		22	11 + 11		33 + 33
12	10 x 3 skip	6 then 4	3	36		23	11 + 12		33 + 36
13	10 x 3 whist	6 then 4	4	39		24	12 + 12		36 + 36
14	10 x 3 skip	6 then 4	4	42		25	12 + 13		36 + 39
15	14 x 2 whist	8 then 6	4	30		26	13 + 13		39 + 39
16	14 x 2 skip	8 then 6	4	32					
17	14 x 2 whist	8 then 6	5	34					
4	3 x 10 RR	none		30					
5	4 x 7 whist	none	1	35					
6	5 x 5 N-E relay	none	1	2 x 30					
7	6 x 4 whist	none	1	28					
8	7 x 4 N-E relay	none	1	2 x 28					

One long session (30-32 bds) Whist teams, spanning lunch, half-time scoring 11T (10 X 3) as 6 rnds, then 4 with home skip 12

111 (1U.	111 (10 X 3) as 6 rnas, then 4 with nome skip										
	pre lun	ch		post I	lun	ch					
	EW to	Tbl		EW to	0	Tbl	Rnd	EW1=>	NS1 plays		
Rnd 3	1 to	7	Rnd 9	1 to	0	8	1	3	10		
(back 5)	2 to	8	(back 4)	2 to	0	9	2	5	8		
	3 to	9		3 to	0	10	3	7	6		
	4 to	10		4 to	0	11	4	9	4		
	5 to	11		5 to	0	1	5	11	2		
25-27	6 to	1	7-9	6 to	0	2	6	2	11		
at T1	7 to	2	at T1	7 to	0	3	7	4	9		
	8 to	3		8 to	0	4	8	6	7		
	9 to	4		9 to	0	5	9	8	5		
	10 to	5		10 to	0	6	10	10	3		
	11 to	6		11 to	0	7					

11116										
12T (10	x 3) as 6	rnds	, then 4 w	vith s	kip					
	pre lunc	ch		post lunch						
	EW to	Tbl		EW	to	Tbl				
Rnd 3	1 to	8	Rnd 9	1	to	9				
(back 5)	2 to	9	(back 4)	2	to	10				
	3 to	10		3	to	11				
	4 to	11		4	to	12				
	5 to	12		5	to	1				
28-30	6 to	1	7-9	6	to	2				
at T1	7 to	2	at T1	7	to	3				
	8 to	3		8	to	4				
	9 to	4		9	to	5				
	10 to	5		10	to	6				
	11 to	6		11	to	7				
	12 to	7		12	to	8				

Rnd	<i>EW1=></i>	NS1 plays
1	3	11
2*	5	9
3	8	6
4	10	4
5	12	2
6	2	12
7	4	10
8**	6	8
9	9	5
10	11	3

Need 1-33 Need 1-36

3 board rounds - if 2 sections, 22-26 tables

In Compscore, Round x (first move) has become round 1

13T (10 X 3) as 6 rnds, then 4 with home skip pre lunch post lunch												
	EW to			EW				Rnd	EW1=>	NS1 plays		
Rnd 4	1 to	9	Rnd 11	1	to	10		1	3	12		
(back 5)	2 to	10	(back 4)	2	to	11		2	5	10		
	3 to	11		3	to	12		3	7	8		
	4 to	12		4	to	13	I	4	9	6		
	5 to	13		5	to	1	-1	5	11	4		
28-30	6 to	1	7-9	6	to	2	-1	6	13	2		
at T1	7 to	2	at T1	7	to	3	-1	7	2	13		
	8 to	3		8	to	4	-1	8	4	11		
	9 to	4		9	to	5	-1	9	6	9		
	10 to	5		10	to	6	-	10	8	7		
	11 to	6		11	to	7		11	10	5		
	12 to	7		12	to	8		12	12	3		
	13 to	8		13	to	9						

14T (10 .	x 3) as 6	rnds	, then 4 w	vith skip	
	pre lund	ch		post lun	ch
	EW to	Tbl		EW to	Tbl
Rnd 4	1 to	10	Rnd 11	1 to	11
back 5)	2 to	11	(back 4)	2 to	12
	3 to	12		3 to	13
	4 to	13		4 to	14
	5 to	14		5 to	1
31-33	6 to	1	7-9	6 to	2
at T1	7 to	2	at T1	7 to	3
	8 to	3		8 to	4
	9 to	4		9 to	5
	10 to	5		10 to	6
	11 to	6		11 to	7
	12 to	7		12 to	8
	13 to	8		13 to	9
	14 to	9		14 to	10

Rnd	EW1=>	NS1 plays
1	3	13
2	5	11
3*	7	9
4	10	6
5	12	4
6	14	2
7	2	14
8	4	12
9**	6	10
10	9	7
11	11	5
12	13	3

Need 1-39

Need 1-42

One long session (30-32 bds) Whist teams, spanning lunch, half-time scoring

91 (8 x 4	91 (8 x 4) as 4 then 4 with home skip											
		post	lur	nch								
	EW :	to	Tbl		EW	to	Tbl		Rnd	EW1=>	NS1 plays	
Rnd 3	1 '	to	7	Rnd 7	1	to	6		1	3	8	
(back 3)	2 '	to	8	(back 4)	2	to	7		2	5	6	
	3 -	to	9		3	to	8		3	7	4	
	4	to	1		4	to	9		4	9	2	
	5 '	to	2		5	to	1		5	2	9	
25-28	6	to	3	9-12	6	to	2		6	4	7	
at T1	7 :	to	4	at T1	7	to	3	Ī	7	6	5	
	8 .	to	5		8	to	4		8	8	3	
	9 -	to	6		9	to	5					

10T (8 x 4) as 4 rnds, then 4 with home skip											
	pre lunc	h		post	lun	ch					
	EW to	Tbl		EW	to	Tbl					
Rnd 3	1 to	8	Rnd 7	1	to	7					
(back 3)	2 to	9	(back 4)	2	to	8					
	3 to	10		3	to	9					
	4 to	1		4	to	10					
	5 to	2		5	to	1					
29-32	6 to	3	9-12	6	to	2					
at T1	7 to	4	at T1	7	to	3					
	8 to	5		8	to	4					
	9 to	6		9	to	5					
	10 to	7		10	to	6					

Rnd	EW1=>	NS1 plays
1	3	9
2*	5	7
3	8	4
4	10	2
5	2	10
6**	4	8
7	7	5
8	9	3

Need 1-36

Need 1-40

4 board rounds - if 2 sections, 18-21 tables

In Compscore, Round x (first move) has become round 1

11T (8 x 4) as 4 rnds, then 4 with home skip

pre lunch					t lur	nch			
	EW to	Tbl		EW	to	Tbl	Rnd	<i>EW1=></i>	NS1 plays
Rnd 4	1 to	9	Rnd 9	1	to	8	1	3	10
(back 3)	2 to	10	(back 4)	2	to	9	2	5	8
	3 to	11		3	to	10	3	7	6
	4 to	1		4	to	11	4	9	4
	5 to	2		5	to	1	5	11	2
29-32	6 to	3	9-12	6	to	2	6	2	11
at T1	7 to	4	at T1	7	to	3	7	4	9
	8 to	5		8	to	4	8	6	7
	9 to	6		9	to	5	9	8	5
	10 to	7		10	to	6	10	10	3
	11 to	8		11	to	7			

One long session (30-32 bds) Whist teams, spanning lunch, half-time scoring

15T (14	15T (14 X 2) as 8 rnds, then 6 with home skip											
	pre lune	ch		ch								
	EW to	Tbl		EW to Tbl			Rnd	EW1=>	NS1 plays			
Rnd 4	1 to	9	Rnd 12	1 to	0	10	1	3	14			
(back 7)	2 to	10	(back 6)	2 to	0	11	2	5	12			
	3 to	11		3 to	0	12	3	7	10			
	4 to	12		4 to	0	13	4	9	8			
	5 to	13		5 to	0	14	5	11	6			
23-24	6 to	14	7-8	6 to	0	15	6	13	4			
at T1	7 to	15	at T1	7 to	0	1	7	15	2			
	8 to	1		8 to	0	2	8	2	15			
	9 to	2		9 to	0	3	9	4	13			
	10 to	3		10 to	0	4	10	6	11			
	11 to	4		11 to	0	5	11	8	9			
	12 to	5		12 to	0	6	12	10	7			
	13 to	6		13 to	0	7	13	12	5			
	14 to	7		14 to	0	8	14	14	3			
	15 to	8		15 to	0	9						

16T (14	x 2) as 8	rnds	, then 6 w	vith h	om	e skip	
	pre lunc	post lunch					
	EW to	Tbl		EW	to	Tbl	
Rnd 4	1 to	10	Rnd 12	1	to	11	
(back 7)	2 to	11	(back 6)	2	to	12	
	3 to	12		3	to	13	
	4 to	13		4	to	14	
	5 to	14		5	to	15	
25-26	6 to	15	7-8	6	to	16	
at T1	7 to	16	at T1	7	to	1	
	8 to	1		8	to	2	
	9 to	2		9	to	3	
	10 to	3		10	to	4	
	11 to	4		11	to	5	
	12 to	5		12	to	6	

Rnd	<i>EW1=></i>	NS1 plays
1	3	15
2	5	13
3*	7	11
4	10	8
5	12	6
6	14	4
7	16	2
8	2	16
9	4	14
10	6	12
11**	8	10
12	11	7
13	13	5
14	15	3

Need 1-30

17T (14 X 2) as 8 rnds, then 6 with home skip

	pre lunch		post lunch						
	EW to	Tbl		EW to	Tbl		Rnd	EW1=>	NS1 plays
Rnd 5	1 to	11	Rnd 14	1 to	12		1	3	16
(back 7)	2 to	12	(back 6)	2 to	13		2	5	14
	3 to	13		3 to	14		3	7	12
	4 to	14		4 to	15		4	9	10
	5 to	15		5 to	16		5	11	8
25-26	6 to	16	7-8	6 to	17		6	13	6
at T1	7 to	17	at T1	7 to	1		7	15	4
	8 to	1		8 to	2		8	17	2
	9 to	2		9 to	3		9	2	17
	10 to	3		10 to	4		10	4	15
	11 to	4		11 to	5		11	6	13
	12 to	5		12 to	6		12	8	11
	13 to	6		13 to	7	-	13	10	9
	14 to	7		14 to	8		14	12	7
	15 to	8		15 to	9		15	14	5
	16 to	9		16 to	10		16	16	3

Need 1-32

13 to

14 to

15 to

16 to 9

2 boards

In Compscore Round x has become round 1

13 to

14 to

15 to

16 to 10

7 8