



This document assumes you are familiar with movements and contest setups.

All movements come from the orange book *Movements – a fair approach* (Hallén, Hanner, Jannersten) and all references are to the book.

Odd number of pairs

At odd number of pairs there will be a bye.

When you enter names you just leave that position empty. When you later close the *Enter names* window you will be asked if you want to make a phantom pair out of the missing pair.

At the point of selecting a movement you must include the table where the missing pair sits. Using that definition 9 pairs means 5 tables.

Available movements

Magic Contest ships with a number of movements from the book *Movements*. For all those movements all table numbers described in the book are available in Magic Contest. Exceptions and special cases (marked below with a *) are described separately later in this document.

Create your own movement

If you want to use a movement Magic Contest does not support you can select the option *No movement* when you get that option. Then you can enter pair numbers without restrictions.

Another way to do it is to create your own movement following the instructions at the end of this document.

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Pair numbers at Mitchell

North-South gets the table's pair number. East-West starts at the next available interval of 10. This means that for 13 tables the pair numbers will be 1-13 and 21-33.

This is a setting you can change. After you have selected the movement you click *Advanced* and select the *Mitchell* tab.

Pair numbers at Interwoven Howell

Interwoven Howell and Reduced Interwoven Howell are movements that work for normal one-session events. However, another useful field is to combine them with a Mitchell in multi-session events, for instance a two-session club championship.

In this type of movement there are two lines of pairs that meet each other in their respective line. For some table numbers they will meet one pair from the other line.

The pair numbers are not ordered according to the book. Instead the pair numbers are numbered according to Mitchell above, that is one line starting at 1 and one line starting at the lowest available interval of 10. This is not as illogical as it may sound.

Since this movement is sometimes used together with a Mitchell for two-session events the pair numbering for both lines will be the same no matter if it is the Mitchell or the Howell session.

Also, at Reduced Interwoven Howell the book states the stationary pairs as the highest pair numbers regardless of line. Instead, Magic Contest will give the stationary pairs the highest pair numbers within each line.

The guide cards will of course also have a different numbering than in the book but this is irrelevant since the contents of the selected movement is the same.

Here are some examples:

Interwoven Howell, 16 tables, 15 rounds

- Line 1: 1-15 and 16
- Line 2: 21-35 and 36

Reduced Interwoven Howell, 15 tables, 12 rounds

- Line 1: 1-12 and 13-15
- Line 2: 21-32 and 33-35

Combined Mitchell

Sometimes you have a number of tables that does not fit the available movements. For instance, a 26 board Mitchell for 25 tables offers no good solution through the regular movements.

Normally you would organize two sections (A+B) with 12 ½ tables in each section. Unfortunately, the way Magic Contest works you cannot let the two pairs with a bye meet since they come from different sections.

The solution is to select the movement called Combined Mitchell. This offers a movement for one section where the above problem is solved.

For 25 tables this means that tables 1-12 correspond to the original section A. Tables 14-25 correspond to section B. Table 13 consists of one moving pair from section A (as E-W) and one moving pair from section B (as N-S).

The pairs and boards move just as they usually would in a Mitchell with a few exceptions:

- 13 E-W moves to 1 E-W
- 13 N-S moves to 14 E-W
- 25 E-W moves to 13 N-S

You probably need a double set of boards unless you want board sharing between tables 1+14, 2+15, and so on.

Combined Mitchell works for all odd table numbers. The following Mitchell types are included:

- Scrambled Complete Mitchell
- Scrambled Curtailed Mitchell
- Odd Table Mitchell
- Skip Mitchell
- Relay Mitchell

Combined Mitchell also works for multi-session with a few double meetings, but then you need to leave the movement of pairs to Magic Contest. This is completely automatic and leads to a minimum of double meetings. The movement is described in detail in this document:

<http://www.brenning.se/mcdocsdocumentation.asp>



Board sharing

Board sharing appears in certain movements, among others Relay Mitchell and some Howells. This can cause some problems but first some information on result entry.

In Magic Contest you can show a list of pair numbers on the screen and then you just enter the results. You can enter the results ordered by round or ordered by North-South. This all depends on how the scorecards are formed. If you use North-South order you can now stop reading.

If you have selected round order it can look like this in a Skip Mitchell without board sharing:


Board 1 / North / None

Round	Table	N-S	E-W	1
1	1	<u>1</u>	11	---
2	4	<u>4</u>	13	---
3	3	<u>3</u>	14	---
4	2	<u>2</u>	12	---

The cursor is automatically placed in the first result cell (the grey box) and you can immediately start entering results.

Problems arise when there is board sharing since there are several results on same board in the same round. It is impossible to decide which of the boards in the round was played first at what table.

There are two solutions to the problem. One is to enter the results in North-South order, but then you should have stopped reading much earlier. If you want to enter the results ordered by round this is the solution:

 When there is board sharing the lowest table number should always write their results at the bottom of the scorecard. It is the responsibility of the tournament director to notify them of this.

For a Relay Mitchell with board sharing it looks like this:

Board 1 / North / None

Round	Table	N-S	E-W	1
1	4	<u>4</u>	14	---
2	3	<u>3</u>	12	---
4	2	<u>2</u>	13	---
1	1	<u>1</u>	11	---

As you can see the result from table 1 is shown on the bottom line since the board is shared with table 4.

Multiple board sharings in the same round

Multiple board sharings in the same round sometimes occurs, for instance for Interwoven Howell.

If you still want to enter the results ordered by round according to the above method you must designate a certain number of lines at the bottom of the scorecard for this, namely as many lines as there are board sharings. There the lower tables should write their results in round order.

Then it looks like this for an Interwoven Howell, 9 tables, 9 rounds:

Board 1 / North / None

Round	Table	N-S	E-W	1
1	1	11	1	---
2	9	13	15	---
3	8	5	7	---
5	7	14	19	---
6	5	12	18	---
8	3	9	6	---
9	2	16	17	---
5	6	8	4	---
6	4	3	2	---

As you can see the result from table 6 is shown on the second but last row since the board is shared with table 7 in round 5. In the same manner the result from table 4 is shown on the last row since that board is shared with table 5 in round 6. The two results at the bottom are shown in round order.



Appendix tables

Among the shipped movements there are sometimes appendix tables for Reduced Interwoven Howell and Appendix Mitchell.



Magic Contest cannot handle appendix tables such as 3A, 5B or similar. The appendix table always receives the first available table number higher than the regular tables. In all other aspects the movement works as normal. It does not matter if you in real life use table numbers such as 3A.

Let us take *Movement*, page 165, as an example. In the table for 11 tables, 8 rounds, pairs 8 and 22 are seated at table 3A. Since there are a total of 10 regular tables the appendix table number in Magic Contest will be 11. The table will then look like this:

Table	N-S	E-W	b
3	<u>21</u>	16	3
11	8	<u>22</u>	3

Reduced Interwoven Howell, 19 tables, 12 rounds, page 169

This movement contains an appendix table that is not a true appendix table. Since the table number is 8A Magic Contest cannot handle it. Instead the table number is 19.

Appendix Mitchell, 10 tables, 7 rounds, page 108

The appendix tables are numbered as the highest tables. Then the pair numbers are assigned sequentially.

Table	N-S	E-W	b
1	<u>18</u>	11	1
2	<u>19</u>	12	2
3	<u>20</u>	13	3
...			
8	1	<u>21</u>	1
9	2	<u>22</u>	2
10	3	<u>23</u>	3

Skip pairs or boards at Skip Mitchell

For even number of tables the pairs are to skip a table after having played half the boards. For curtailed events there is a certain freedom to place this skip earlier in the event.

This freedom is not automatic in Magic Contest. If you do not do anything you must place the skip after the pre-defined number of rounds.

If you want the skip in an earlier round you must click *Advanced* and select the *Mitchell (more)* tab. There you can specify after what round you want the skip.

In this tab you can also select to skip the boards instead of the pairs.

Overlap at Scrambled Curtailed Mitchell

In *Movements*, page 93-94, there are two schemes describing when to switch arrows in scrambled Mitchell events. For some cases the two schemes overlap, for instance for 15 tables, 13 rounds. In all those cases the scheme on page 93 applies.



Appendix Mitchell with arrow switches

New terms apply for guidecards from version 4.0 when selecting this movement. The reason is that too much confusion occurred. Now the following applies:



For Appendix Mitchell with arrow switches movement instructions are no longer printed on the guidecards.

Instead you are recommended to write guideslips or empty personal scorecards and deliver to the players. This makes it much easier for the players to know where to sit every round.

From version 4.0.2 there are two versions of the movement, one without and one with instructions. This will satisfy everybody.

Old instructions, i.e. before version 4.0

The guidecards that prints for Appendix Mitchell with arrow switches may seem confusing to the players.

In the middle of an Appendix Mitchell there are a number of tables with two moving pairs. In spite of this there are arrow switches at these tables (and by all means also at the tables with stationary pairs).

The instructions at the adjacent tables read “North moves to table 5” or “East moves to table 5”. Once at table 5 the pairs find their positions by looking at the guidecards.



The juicy part comes after the end of the round. Since the moving pairs belong to a certain line (North-South or East-West) they must continue moving according to the instructions for that line and nothing else.

Zigzag Mitchell

On page 447 there is a comment on the choice between Relay Mitchell and Skip Mitchell at even number of tables.

This choice does not exist in Magic Contest. Instead, Relay Mitchell with board sharing and nothing else will always be used.

Pivot Mitchell

When using *Pivot Mitchell* the phantom pair is fixed at the highest table as N-S. When you select the movement Magic Contest assigns the phantom pair automatically.

If a new pair arrives and you go to *Undo Close preparations* and select *Filled-out Pivot Mitchell* Magic Contest automatically changes that pair into an existing pair.

Rainbow Mitchell (individual)

In *Movements* you can find how to organize a Rainbow Mitchell by using random draws for the seats. Magic Contest needs this to be pre-defined and the following applies:

- After the first board South and East change seats
- After the second board (the new) South and West change seats

This means that guidecards can be printed including the seating. However, Magic Contest cannot print the player movement. Instead, it is highly recommended that you print empty personal scorecards for the players so they know where to sit at every occasion.

For technical reasons every round is divided into three mini-rounds. This means that if you intend to play 9 rounds of 3 boards each Magic Contest will show this as 27 rounds of 1 board each.

Broken Rainbow Mitchell (individual)

Magic Contest offers a new movement not described in *Movements* that is called *Broken Rainbow Mitchell*.

The procedure follows the pattern of a normal Rainbow Mitchell except that there is only one seat change per round, i.e. between South and East.



Movement through Bridgemate

It is possible to import the movement from a Bridgemate database. This opens up the following possibilities:

- Use another scoring program to create a movement, create a Bridgemate database, and then import that movement into Magic Contest
- Use a movement editor to create your own tailor-made movement

The Magic Contest website offers a movement editor:

<http://www.brenning.se/mcdocsmovementeditor.asp>

The page describes how to use Microsoft Excel and Microsoft Access to create and save your own movements.

It is also possible to use Magic Contest and for instance Excel to create your own movements. This is described below.

Once you have a movement available, do the following to use the movement in Magic Contest:

- Start the contest in the normal fashion
- When you are asked to close the preparations, select to do nothing
- Then select *Contest menu-Bridgemate-Close preparations*
- Select the Bridgemate database that contains the new movement

This is imported from the Bridgemate database:

- Number of tables
- Pair numbers
- Board numbers

There are a number of limitations in this approach. For instance, you can only import one section at a time, and you cannot import a semi-barometer movement. Besides, there is no error handling, which means that the result will be exactly as good as what you create.



Internal movement editor

The movement editor has up until now required Microsoft Access. This has now changed thanks to a simple help module in Magic Contest.

There is still no integrated movement editor, so you are encouraged to create the movement in Excel or a similar program. The new feature in Magic Contest is that you now do not need Microsoft Access to build the movement files but you can do that inside Magic Contest.

The following text is copied from the online Movement editor page. It can also be found on:

<http://www.brenning.se/mcdocsmovementcreate.asp>

Once the movement has been created in Excel you can use Magic Contest to import the data. It is saved in a permanent file that you can use over and over again.

Format

The format is important. There are actually four different formats depending on what type of movement you want to create:

- Simple movement
- Multi-session
- Team event (1 session per round)
- Team event (2 sessions per round)

Do the following to find out what columns are to be used:

- Start Magic Contest
- Close Contest Explorer
- Click Movement (to your right)
- Select Create movement
- Select one of the four options

The window will tell you what columns to use.

For example, for the simple movement these are (in order) Table, Round, N-S, E-W, From, and To (board).

Copy data from Excel

You probably want to enter all data in Excel. Do like this to transfer the data from Excel to Magic Contest:

- Create the movement in Excel. It is essential that the columns are identical to the ones indicated by the Magic Contest create window (see above) and in the same order.
- Follow the above instructions for Magic Contest to select the correct movement to create.
- Select all movement data in Excel. Make sure not to select any headers.
- Press Ctrl-C to copy the data.
- Go to Magic Contest and place the cursor in the text window.
- Press Ctrl-V to paste the movement.

Close preparations

Do the following to use one of your movement files to close the preparations:

- Start the contest just like any other contest
- When you arrive at the normal Close preparations, cancel that
- Click the Movement button to your right and select Close preparations
- Select the appropriate movement file

Assign phantom pairs

The phantom pair is a pair just like any other pair with a pair number. Do not do anything special in Excel to deal with phantoms. Instead, just import the movement and later select the phantom pair in Enter names inside Magic Contest.

Error handling...

...is non-existent.

Magic Contest is very courteous and does exactly what you tell it to. If there are major errors in the original movement file Magic Contest will crash.