

HOWELL MOVEMENTS

Why do you want to run a Howell? This is not a rhetorical question. The amount of information you need to set up your game depends on the answer. If you plan to run only 18-board games, and you only want to run a Howell to avoid playbacks, the section on simple Howells will tell you all you need to know. If you want to play a different number of boards, or if you want to insist on 2-board rounds with 7 or 8 tables, or you have some other set of circumstances you want to account for, you will need to continue to the section for additional Howell instructions. **NOTE: if you specify the number of rounds, they must be divisible into the number of boards you have allocated on the format tab.**

If you want to run the **+hm18+** version of a Howell, your **VACB##### MUST be online at game time.** This is true even if some other account will be handling the directing duties. If you fail to have the **VACB#####** online at game time, your game will be a Mitchell, playing the number of boards per round specified in the format tab of the game setup. There is no way to recover once a game starts, (without cancelling and setting up a new game to restart), so please be careful!

FULL HOWELL as opposed to less rounds: If you use the +howell+ hack, it will ALWAYS play a full Howell movement for the tables you have registered, unless truncated by either +roundsN+ or +hm18+

IMPORTANT: The +roundsN+ hack will only limit the number of rounds played in a Howell. It will never add more rounds than what would run if it were a full Howell. It only knows how to truncate!

BBO 18-board Howells

For this section to apply, you are going to run an 18-board game 100% of the time. If you intend to play a different number of boards, the instructions in this section will not work, full stop. BBO has a "hack" for 18-board games, **+hm18+**. Note that the letters are lower case. Again, this only applies for 18 boards: **+hm20+ has no meaning and will be ignored,** leaving you playing a Mitchell.

+hm18+, in conjunction with **+howell+**, will apply the following to determine your game movement:

- **7 or more tables** will convert to a Mitchell. The boards per round will now be what you have set on the format tab, so you should set this to 3 board rounds, or you will have revenge rounds with 7 or 8 tables.
- **5 or 6 tables**, a 9-round Howell with 2-board rounds is used. This will be true even if the boards per round is set to 3 on the format tab. **+hm18+** IGNORES the format tab.
- **3 or 4 tables**, a 6-round Howell with 3-board rounds is used. This will result in a revenge round with 3 tables.

If you are satisfied with the above algorithm, the important steps to remember are:

- **VACB##### MUST be online** at game time if **+hm18+** is used
- **+hm18+** and **+howell+** in the description field
- Number of boards set to 18, boards per round set to 3 (to avoid revenge rounds with 7 or 8 tables.)

Detailed instructions on different sorts of movements for different numbers of tables follow. Please remember that +hm18+ is something for which you will cede control to BBO. If you want to specify a particular movement, you will use something detailed below.

3 Tables	<ul style="list-style-type: none"> • +howell+hm18+ (<i>hm18 ignores format tab</i>); causes a revenge round (6 x 3) • +howell+rounds5+ with 20 boards at 4 in format; runs 5 x 4 Howell, no revenge • +howell+rounds6+ because you want to use 6 rounds of 3 boards <u>WILL NOT WORK</u>. A full Howell with 6 pairs is 5 rounds, and +rounds6+ asks it to play more rounds than a full Howell. +roundsN+ hack will only truncate, and never extend!
4 Tables	<ul style="list-style-type: none"> • +howell+hm18+ (<i>hm18 ignores format tab</i>); runs 6 x 3 Howell no revenge • +howell+rounds7+ with 21 boards at 3 in format; runs 7 x 3 Howell, no revenge • +howell+rounds6+ with 18 boards at 3 in format; runs 6 x 3 Howell, no revenge
5 Tables	<ul style="list-style-type: none"> • using +howell+hm18+ (<i>hm18 ignores format tab</i>); runs 6 x 3 Howell • using +howell+rounds9+ with 18 boards at 2 in format; runs 9 x 2 Howell, no revenge
6 Tables	<ul style="list-style-type: none"> • +howell+hm18+ (<i>hm18 ignores format tab</i>); runs 9 x 2 Howell, no revenge • +howell+rounds9+ with 18 boards at 2 in format; runs a 9 x 2 Howell, no revenge -- (same with +rounds10+ with 20 boards at 2, runs a 10 x 2 Howell, no revenge) -- (same with +rounds11+ with 22 boards at 2, runs an 11 x 2 Howell, no revenge)
7 Tables	<ul style="list-style-type: none"> • incorrectly using +howell+hm18+ will force a 9 x 2 Mitchell with 2 playbacks (ignoring whatever you set on the format tab) • +howell+rounds9+ with 18 boards at 2, runs a 9 x 2 Howell, no revenge -- (same with +rounds10+ with 20 boards at 2, runs a 10 x 2 Howell, no revenge) -- (same with +rounds11+ with 22 boards at 2, runs an 11 x 2 Howell, etc., up to 13 x 2)
8+ Tables	<ul style="list-style-type: none"> • same Howell settings as 7 tables, up to 15 x 2 <p>Many VACB Directors prefer a Mitchell for this many tables.</p>
	<p>The unknown can be scary. So, when you're setting up the game, you enter what you believe will be close to the right movement for the number of tables that you expect. As the registration continues, you will pay attention to it, and make adjustments to the setup as you go. If you get stressed as game time nears, you can handle it one of two ways: (1) add a few minutes to the start time, then modify, enabling you to edit the game for the perfect movement, then modify again. Or, (2) go into the entries tab and limit the registration (top left) to the number of pairs you have right now. Modify. This will not allow anyone else to register, and your movement will again be perfect for the field.</p> <p style="text-align: center;"><i>Thanks to Don Freeland, a.k.a. TDDon, for his wealth of knowledge on this confusing topic!</i></p>