Directing the Web Movement
The Director's Perspective
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A couple of months back, this column discussed the web movement from the players' perspective. For those that have some interest in directing, a discussion from the director's perspective should prove interesting. We will have a brief recap of the introduction, before getting to the meat of the matter from the perspective of directing.

Just what is a Web Movement? ACBL director John "Spider" Harris invented it in the 1970's. (The name of the movement is apparently a play on Harris' nickname.)

Basically, the Web Movement is an enhanced Mitchell Movement that divides the game (or particular section of a game if there are multiple sections) into an upper half and a lower half. Let's call these halves partitions, Partition 1 being the lower half. Each partition will have its own, complete, identical set of boards (preferably of different colors).

> 2 partitions

> 2 sets of boards

Scoring complexities and the time/difficulty of creating two identical sets of boards meant this movement "sat on the shelf" for years. The advent of ACBLscore was a step in the direction of employing this movement, but it was not enough. Electronic table-top devices were another step. But it took the invention of the dealing robot that allows two identical sets of boards to be quickly and easily prepared ahead of the game to put it over the top. Now, if two (2) sets of boards are available and the director is willing to prepare both sets, the Web Movement is an attractive choice for a large game (8+ tables).

The Web Movements built into ACBLscore's *Web* movement work for an even number of tables or an even number of tables less a phantom pair. For example, you can run a Web Movement with 18 tables or 17.5 tables and a phantom pair. You would not be able to use the internal Web movement for 18.5 or 19 tables. When selecting the movement, select #3, *Web*.

> Even # of tables

> Movement #3 *Web*

However, rover movements and web movements for odd numbers of tables exist in the *External* movements of ACBLscore. Select #4, *External*. Web movements for 11/15/17 tables are discussed in the Addendum at the end of this paper.

> Odd # of tables

> Movement #4 *External*

Why Use a Web Movement?

Three major advantages of Web Movements are:
1) they offer a better comparison of scores than some Mitchell Movements,
2) they can shorten a sit out, and
3) they can eliminate a skip

Many directors feel that if the players play less than 80% of the boards, you have poor comparisons. In a 16-table Mitchell with 13 rounds, everyone plays 26 out of 32, or 81%, so that is considered just barely acceptable. 15.5 tables, however, means some players only play 24 out of 32, which comes out to only 75%. To make matters worse, the subset of boards played is different from one pair to the next.

A second major drawback to large sections is that the number of opponent pairs in common is limited to the number of rounds. And the "in common" opponent pairs will differ slightly from Pair 1 to Pair 2 to Pair 3 to ….

17.5 tables is particularly awkward with either poor comparisons or a long sit out. If you try to run this as a single, unpartitioned section, you have a Mitchell Movement with 36 boards in play but players only play 24 or 26 of them; they end up missing 10 to 12 boards out of 36. Some pairs will only have 12 boards in common for the whole game.

If you try running the same 17.5 tables as two sections, you get much better comparisons—everyone plays 24 or 27 boards out of 27. That is very good, but it introduces a three-board sit out in one section. The Web Movement for this number of tables allows you to have everyone play the same 26 boards, with only a two-board sit out for 13 of the pairs. The cost is that you need two identical sets of boards.

A 12-table Mitchell also has poor comparisons with everyone playing 27 out of 36 boards; everyone misses 25% of the boards with 12 full tables or up to 33% with a sit out (11½ tables). If you have two sets of boards standing by, you can do a Web Movement with 9 rounds of 3 boards and everyone will play the same 27 boards. (You can also do a Relay and Bye-Stand Mitchell, but then only 24 boards are played.)

What Size Games can Use a Web Movement?

You can use a built-in *Web* Movement for any 8-table or larger game that rounds up to an even number of tables. 17.5 rounds up to 18, so that works. 16.5 rounds up to 17, so that does not, but see the Addendum for external movements.

| Even # of tables |

   • 13 rounds of 2 boards can be run for 14 to 26 tables
   • 9 rounds of 3 boards can be run for 10 to 18 tables
   • 7 rounds of 4 boards can be run for   8 to 14 tables. [for 8 tables, prefer a Relay & Bye Stand,
                                                                                    for 10/12 tables, prefer the 3-bd Web
                                                                                    for 14 tables, prefer the 2-bd Web]

Is There any Special Handling in ACBLscore?

These movements are built into ACBLscore, so it is quite easy to do on the computer. When it comes time to choose the movement type, specify a Web Movement by selecting Movement #3, *Web*. If there is a phantom pair, tell ACBLscore when it asks—just like you would with a Mitchell or Howell movement.

| Select Movement #3, *Web* |

How is the Room Set up?

To set up the room, put out Table Markers for a single section starting with 1 and running consecutively to the total number of tables in play. Even-number table web movements have two equal-sized partitions and two assembly tables (one in each partition, next to the highest table number in that partition). Each partition will have half the tables and have its own, complete set of boards.

| Table Markers are for a single section |

For the lower partition, Partition 1, start with the lowest boards at the lowest table (Table 1), the next lowest set at the next table, and so on. This is normal boarding except for the excess boards. They go on the assembly table next to the half-way table, which is the highest table number in Partition 1.

| In Partition 1 boards are put out like a straight Mitchell. |

For the upper partition, Partition 2, the boarding is different, but not hard if you do it in reverse. Start with the highest board set at the highest table. The lowest set goes at the next (lower) table, and keeps going until you get to the lowest table in the partition. Excess boards go on the assembly table next to the highest table in the game. (The board sets on the assembly table should be arranged in descending order.)

One way to achieve this boarding arrangement is to start with the boards to be used in ascending order. But then take the highest board set to be played and place it in front of (/on top of) the lowest board set. Now start boarding at the highest table and board the tables in reverse order, highest to lowest. Excess board sets (rearranged in descending order) go on the assembly table next to the highest table (in the game).

| In Partition 2, boards are best put out in reverse order, but with a twist to start |

The higher half of the field, Partition 2, will get their board sets in descending sequence – but ACBLscore handles that with aplomb.
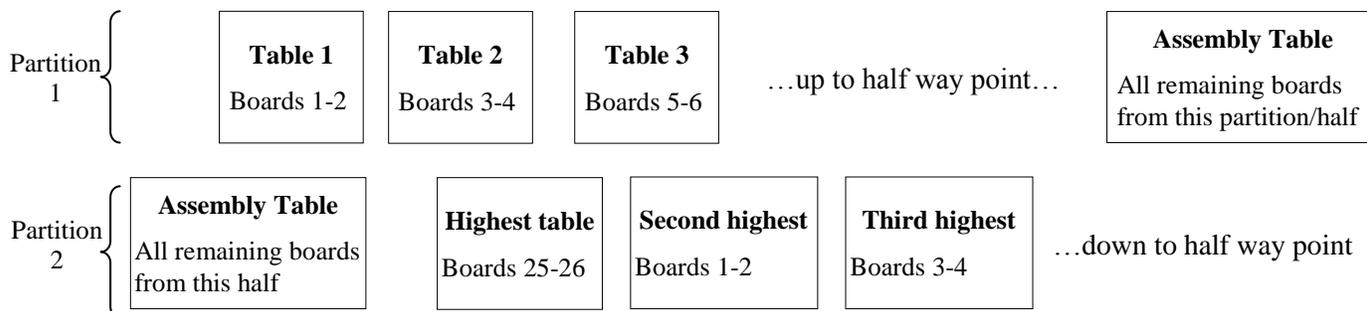
Where are the Assembly Tables?

The (two) assembly tables are next to the highest numbered table in each partition. For Partition 2 it's easy, it's next to the highest numbered table in the game. For Partition 1, divide the number of tables in the game by 2 and the assembly table will be next to that table. In practice, the assembly tables may be simply a stack of boards on the floor or on a chair.
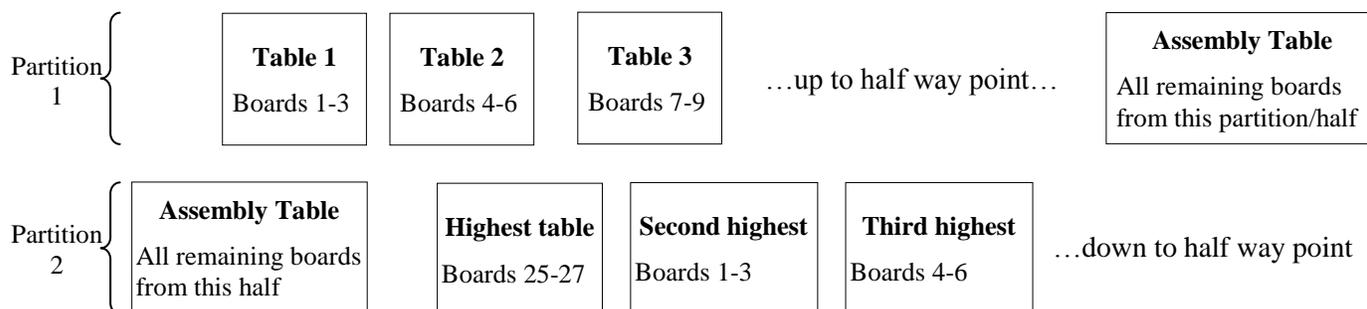
13 Round, 2 Board Movement

A 13 round by 2 board movement (26 boards total) is set up as follows:

Partition 1	**Table 1** Boards 1-2	**Table 2** Boards 3-4	**Table 3** Boards 5-6	…up to half way point…

Assembly Table All remaining boards from this partition/half			

Partition 2	**Assembly Table** All remaining boards from this half	**Highest table** Boards 25-26	**Second highest** Boards 1-2	**Third highest** Boards 3-4

…down to half way point

9 Round, 3 Board Movement

A 9 round by 3 board movement (27 boards total) is set up like this:

Partition 1	**Table 1** Boards 1-3	**Table 2** Boards 4-6	**Table 3** Boards 7-9	…up to half way point…

Assembly Table All remaining boards from this partition/half	

|				
Partition 2	**Assembly Table** All remaining boards from this half	**Highest table** Boards 25-27	**Second highest** Boards 1-3	**Third highest** Boards 4-6

…down to half way point

How Do the Players Move?

Players move just like a straight, single-section Mitchell. They move up one table each round. After they play at the highest table, they go to Table 1.

> Players
> Up 1
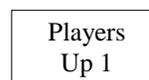
How Do the Boards Move?

Boards move down one table within a partition/half. When the boards reach the lowest table in the partition, they go to the assembly table for that partition, and then eventually reenter at the highest table in the partition/half.

> Boards
> Down 1
> *within the*
> *partition*
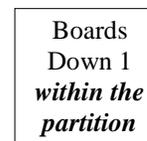
What are the Disadvantages?

If a late pair comes in when all the tables are full, there is no easy way to extend the movement. Of course, if you have a phantom pair, the late pair just takes the place of the phantom pair.

Director's Web Movement Cheat Sheet

Even # of Tables only

- Mentally, divide the number of tables by 2 to determine where the Assembly Tables will be
  - This number is also the dividing line between Partition 1 and Partition 2

- Ensure both sets of boards are in ascending order
  - It helps if the sets of boards are different colors

- "Board" Partition 1 in the normal order
  - When you reach the dividing line, put any remaining boards (of the 26 or 27 or 28) on the Assembly Table for Partition 1

- Before "boarding" Partition 2, take the highest numbered board set (25-26 or 25-27 or 25-28) to be played and place it in front of (/on top of) the lowest numbered board set
  - Start "boarding" Partition 2 at the highest table and board the tables in reverse order, highest to lowest
  - When you reach the dividing line, take the excess boards to the Assembly Table next to the highest numbered table (in the game)
    - Rearrange the board sets to be in descending order

- Inform North at Table 1 that boards move to the Assembly Table at the half way point
- Inform North at the lowest table number in Partition 2, that boards move to the Assembly Table next to the highest numbered table in the game

- Caution North at the highest numbered table in the game to verify the board numbers with the Bridgemate

Addendum: Web Movements with an Odd Number of Tables

Web movements with an odd number of tables are accessed in ACBLscore as *External* movements. The 11 and 15 table web movements are relatively straight forward. The 17 table web movement is a bit more complicated for the players and the director.

<div align="center">

11 Table Web
9 Rounds of 3 Boards
</div>

Consider tables 1-9 as a simple Mitchell movement with its own set of boards.
Consider tables 10-11 a 2 table Web (!) with two 1-table partitions.
    Table 10 plays   1 - 3 on round 1,   4 - 6 on round 2,   7-10 on round 3, etc.   [bds   1-12]
    Table 11 plays 25-27 on round 1, 22-24 on round 2, 19-21 on round 3, etc.   [bds 16-27 in
In Round 5, boards 13-15 are shared   reverse bd
                                                                       set order]

<div align="center">

15 Table Web
13 Rounds of 2 Boards
</div>

Consider tables 1-13 as a simple Mitchell movement with its own set of boards.
Consider tables 14-15 a 2 table Web (!), each with a 1-table partition.
    Table 14 plays boards 1-2 on round 1, 3-4 on round 2, 5-6 on round 3, etc.   [bds   1-12]
    Table 15 plays boards 25-26 on rnd 1, 23-24 on rnd 2, 21-22 on rnd 3, etc.   [bds 15-26 in
In round 7, boards 13 & 14 are shared.   reverse bd
                                                                           set order]

<div align="center">

17 Table Web
13 Rounds of 2 Boards
</div>

Run tables   1-13 [partition 1] as a normal Mitchell with its own set of boards.
Run tables 14-17 [partition 2] as a 4 table Web with 2 assembly tables.
Divide the second (Web) partition into 2 sub-partitions: ws-1 (tables 14-15); ws-2 (tables 16-17).
    Bds   1 - 2 on table 14; 3-4 on table 15. Boards in at table 15, out at table 14.
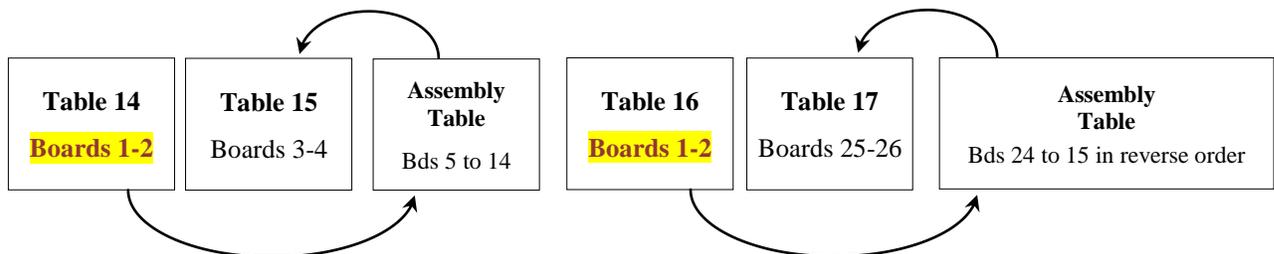   Bds 25-26 on table 17; 1-2 on table 16. Boards in at table 17, out at table 16.
    Bds move to next lower table within each sub-partition.
In round   1, tables 14 & 16 share boards   1 - 2.
In round   7, tables 14 & 17 share boards 13-14; tables 15 & 16 share boards 15-16.
In round 13, tables 15 & 17 share boards   1- 2.

Table 14 **Boards 1-2**	Table 15 Boards 3-4	Assembly Table Bds 5 to 14	Table 16 **Boards 1-2**	Table 17 Boards 25-26	Assembly Table Bds 24 to 15 in reverse order

You could have a single assembly table between Tables 15 and 16 with 2 stacks of boards.