Paul Jones is a scoring method where pair and team events are combined. The idea is that the contest is played over three sessions where everybody in the team plays with everybody else.

You are not bound by any special scoring method. This means you can select matchpoints, IMPs across the field, or butler without it affecting any of the other functionality.

All players of the team plays all sessions. In the normal Paul Jones setups the pairs play the boards in different directions, but when the results are compared the comparison is not a team comparison but a regular pair contest comparison over the entire field.

When you score a Paul Jones contest you can publish three different rankings:

- After every session you can publish a pair result based only on the session results.

- As the sessions are played the pairs' averages are added into a team result.

- Every player's individual result is added into an individual result on the side. This can be compared to the butler in a team event, so the individual result should not steal focus from the team result that is (of course...) the most important.

To make Paul Jones spin, several basic Magic Contest features are combined for which you can find documentation at the Magic Contest website:

- Movement
- Multi-session
- Club match for the team contest
- Point league for the individual result

Paul Jones exists wearing many different disguises. I have chosen to focus on a few simple variants that all offer some automation in handling several sessions.

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Start contest

You start the contest through the *Special* button in *Contest Explorer*. Select the option *Paul Jones-New team contest*.

Even if you select a <u>team</u> contest the contest will be started and scored as a multi-session <u>pair</u> contest. More windows than normal will be shown.

Multi-session

As opposed to a normal multi-session contest all options will not be available. Apart from that *Multi-session* will work just as normal

Even if Paul Jones is normally played over three sessions you can very well change this to two sessions or even more than three session.

See the *Multi-session* documentation for further details.

Point league

The point league used for the individual result is voluntary. It is however not automatically created.

If you in this window click *New* you will get a number of settings for free:

- Automatic point league name
- Scoring type = Total score
- Include all results

In the *Show* tab the following settings are set:

- Show 1 decimal
- Do <u>not</u> show the total score as average
- Sort the contests from left to right
- Show session number in the header
- Show individual ranking

Club match (=team contest)

There is separate documentation for club match, but that is not really relevant. The only thing you need to know is that *Club match* is used to add the pairs' total scores into a team result.

The only setting available is this:

Use the pairs' average for the respective club

Number of sections

The contest is played in two sections. Two of the players are seated in section A and the other two in the opposing direction in section B.

Of course one could consider a contest with more sections than 2 (=4, 6, 8, ...) where several parallel Paul Jones are played with combined scoring.

This does not work at the moment.

Add points

There are several different types of scores. The Magic Contest settings are set so the scores can be compared.

- Pair result in each session
- Team result
- Individual result

The following example describes in a good way how the different scores work. A-D play in one team and K-N in another.

	Sess 1	Sess 2	Sess 3	Total
A	100	100	110	310
B	100	120	140	360
C	80	120	110	310
D	80	100	140	320
K	105	95	120	320
L	105	115	140	360
M	85	115	120	320
N	85	95	140	320
A-D	90	(+110=) 200	(+125=) 325	
K-N	95	(+105=) 200	(+130=) 330	

The team contest (=*Club match*) is cumulative over the sessions. The last two rows (A-D and K-N) show the total score for the teams after each session. Thanks to the *Use the pairs' average* setting in the club match that score can be compared to the session score per pair.

The *Total* column shows the individual result after having reported all session to the point league. Here you can see the total score for each player which makes this score comparable to the total score in the team contest.

Bye

If there is a bye the entire team sits out, i.e. one pair in section A and one pair in section B will always have a bye.

Players and partners

The players in the team are A, B, C and D. They will play with each other in the following pre-defined order:

	Section A	Section B
Session 1:	A+B	C+D
Session 2:	A+D	B+C
Session 3:	A+C	D+B

Magic Contest will, when changing between sessions, automatically move the players according to the table above.

The player order has nothing to do with N-S or E-W. This means that if you start playing in section A as North you will stay in section A throughout the contest. The same goes for East in section A. However, the directions may vary between North and East.

Assume you are not happy with the player movement above, or that some team requests a different play sequence. Then my suggestion is that you enter the names in a different order. This means that if A and C have to play together in the second session you simply change places for C and D in section B in the first session. The automatic movement will then ensure that the correct players play together in session 2 (and for that matter in session 3 too).

Team names

When you enter names (or import them from Bridgemate) automatic team names will be created. Every team name consists of the four players' last names.

If you want to use other team names such can be entered manually. Go to *Enter names* for section A. Click the *Player* button and select *Team information*.

In the *Team* column you now see the team names prefixed by *Auto:*. This prefix ensures that the team name continues being automatic in spite of changing a player.

If you for the first player of the team (North or East) enter another team name, for instance England or USA, this will be used instead of the automatic team name.

Movement

You can arrange Paul Jones in one of two ways:

- Barometer
- Multi-session

In both case the selected movement will be used in section A. In section B the same movement will be used but completely mirrored. This means that in case of a Mitchell, East-West will stay seated in section B while North-South walk.

Close preparations

When you close the preparations you only have to do it for section A.

The last step of closing the preparations is to select to do the same for section B. You must select that option, but after that everything is automatic but with a mirrored movement.

Undo Close preparations

If you need to change something in the movement you select *Contest menu-Undo Close preparations*. You should do this for section A. Then section B will follow automatically and everything will be correct.

If is of course possible to undo the preparations for section B but it is nothing I recommend. The built-in automation is supposed to take care of everything you need to do.

Read below about *Undo Close preparations* in the third session of a multi-session event. There you will find some very important comments.

Barometer

Here you can select one of many variants of Barometer Howell. This will be a continuous movement from one session to the next.

When you change from one session to the next you will be asked for starting round and starting board for the next session. This is well described in the *Multi-session* document.

Multi-session

You are recommended to use a combination of Mitchell and Interwoven Howell. This is certainly something you recognize from a club championships where everybody meets everybody, something that is described in the orange book *Movements* on pages 176-179.

You will now object and say that a club championship is only played over two session. This is correct. Read more below about the third session. The first two sessions are the ones that are just like a club championship.

There are several movements that can be used (see the *Movement* document):

- Interwoven Howell
- Interwoven Howell for Multi-session
- Scrambled Mitchell
- Scrambled Complete Mitchell
- Scrambled Complete Mitchell for Multi-session

If you want the balance of the contest to be as good as possible you should use the movements designated for multi-session.

In the orange book *Movements* you can read the following:

It is customary, however, to start with the Howell.

That is what we will do in this document.

Third session in multi-session

After two sessions all pairs (or most) played against each other. When changing to the third session the rank in the team contest will decide in what order to place the pairs.

In the third session all teams will meet teams they have already played against, but thanks to the method of placing the pairs the strength of the opponents will be balanced.

Example: For 16 teams the teams are placed like this (where the numbers in the N-S and E-W columns indicate team contest rank; in section B the pairs are placed mirrored just like in the previous sessions):

Tbl	N-S	E-W		Tbl	N-S	E-W
A1	1	2		A5	5	6
A2	16	15		A6	12	11
A3	4	3		A7	8	7
A4	13	14		A8	9	10

If you are interested in seeing the exact seating for your number of tables you can create the third session without activating the automatic transport. Then you will see pair numbers that correspond to the rank in the team event. When you later activate the automatic transport the pair numbers (=the ranks) will be changed in real pair numbers.

Undo Close preparations in the third session in multi-session

Assume you have followed the normal instructions to create the third session and that you have activated the automatic transport.

The pair numbers that are now placed at the tables have nothing to do the the pair numbers normally used for the selected movement. Instead the pairs are placed according to team contest ranking (see example above).

If you now need to change the preparations using other parameters (other movement, less board per round, and so on) there are a few very import things you need to consider:

- When the movement is selected and the preparations are closed the pair numbers are assigned according to the movement's basic settings, not according to how they were seated before *Undo Close preparations*.

- When pair numbers before and after *Undo Close preparations* differ, Magic Contest will ask if you want to restore the pair numbers to what they originally were, i.e. not according to the movement's basic settings.

- This is a question where you normally reply *No*, but in this case you have to reply *Yes* to ensure that the pairs will continue seated according to the rank in the team event.

  If is very important that you restore the pair numbers, i.e. reply *Yes* to the two questions (once for section A and once for section B).

Example for 26 teams

Since quite a few things have to be executed the best approach is to use an example. In this example there are 26 teams which means 2 sections of 26 pairs each.

Start the contest through *Special-Paul Jones-New team contest* in *Contest Explorer*.

When you come to the *Point league* window you click *New* to create the point league that is used for the individual contest. The settings are correct from the start, so just click *OK* to save.

Close preparations for session 1

When you close preparations for section A you enter 13 tables. This will later be copied to section B so that both sections are equally large.

Then enter 26 boards and 2 boards per round.

This gives you a number of available movements. Select *Interwoven Howell* (since *Interwoven Howell for Multi-session* only exists for 11, 15 and 17 tables; see page 177 in the orange book *Movements*).

Then select to close preparations for section B, something that is competely automatic, and the contest is underway.

Continue with session 1

The player names will be entered, Bridgemate is possibly used, Current standing is possibly used, and so on. Exactly how you manage those parts is no different from normal contests.

By the way, Magic Contest will generate automatic team names. You can read more about that early in this document.

Report session 1

When session 1 has finished you can print normal reports and make normal website reports. On both paper reports and website reports the team result is first shown and below that the pair result.

You will also report the contest to the point league to get the individual result, something you then print through the report type *Point league*.

If you make the point league report at the same time as the website report all pages will get links back and forth which will make it easier for the players to find all kinds of results.

Create session 2

When it is time to move to the next session you select *Contest menu-Multi-session-Create next session (2/3)*. Follow the on-screen instructions.

Since you move from an Interwoven Howell to a Mitchell you have to close the preparations manually between sessions 1 and 2. The reason is that Magic Contest does not know what type of Mitchell you will select.

Again, enter 13 tables, 26 boards, 2 boards per round, but this time select *Scrambled Complete Mitchell for Multi-session*.

Continue with session 2

Since Magic Contest moves both players and pairs automatically you must remember to publish a starting list before session 2. It does not work that the players themselves get to select who to play with and in what section.

Apart from that there is nothing different in this step than for session 1. You just score session 2. Report the contest just like before. All printouts are just like in session 1.

Create and continue with session 3

It is easier to create session 3 than session 2. The only thing you need to do is select *Contest menu-Multi-session-Create next session (3/3)* and then select to activate the automatic carry-over. Magic Contest will automatically create next session and place the pairs according to the rank in the team contest.

Remember that if you create session 3 and then make a change in session 2 that change will not reflect in the seating assignments based on the team contest rank. However, the team contest score will of course be carried forward from session 2 to session 3.

After that you score the last session and report and print just like for the previous sessions.