Creating Custom Movements

There are many methods for creating custom movements.

WEB AND BOOMAN

Even table Web movements and Bowman movements are able to be automatically generated.

From the New custom movements screen

Click the + button to add another movement.

MoveID	Movement Type	Move Name	No Of Tables	Boards Per Set	Total Boards	Barometer?
128	Individual	Individual-12-board	2	2	12	
1	Individual	2-table individual	2	3	21	
112	Howell	3T Barometer	3	2	10	☑
121	Howell	4Table-7Bd-H	4	1	7	
9000	Individual	4Table Ind Howell	4	2	30	
122	Howell	5Table-14BD-Howell	5	2	14	
132	Howell	8T-12R-24Bd-Howell	8	2	24	
103	Howell	9T12R24B Ext Twist and Bung	9	2	24	
119	Howell	9T-12R-H	9	2	24	
120	Howell	9T-12R-H - Offset1	9	2	24	
117	Howell	9Table 12Round Howell with A	9	2	24	
126	Mitchell	10T-18B-Switch	10	1	18	
123	Mitchell	10T-27B-8R-BUMP	10	3	27	
125	Howell	Pivot-10-Table-27-Boards-9-I	10	3	27	
124	Mitchell	WEB-10-Table-27-Boards-9-R	10	3	27	
127	Howell	11T-13R-Twist-and-Bungy	11	2	26	
111	Mitchell	WEB-12-Table-21-Boards-7-R	12	3	21	
131	Howell	12t-13r	12	2	26	
109	Mitchell	BOWMAN-15-Table-26-Boards	15	2	26	
110	Mitchell	WEB-40-Table-26-Boards-13-	40	2	26	

For 16 tables, 13 rounds of 2 boards (26 boards in total) fill out the options as below, then click "Generate Web". The file will be automatically named. The movement is now available.


Similarly, for a Bowman, set the number of tables, number of boardsets (=rounds) and boards per round, then click "Generate Bowman".

Once the movements are generated, click "Validate".

If an error box appears, then click Cancel, and delete the movement (using the "-" button) and start again.

Howell/1 Winner

If you choose "Howell" when entering the movement, the options at the bottom of the screen change, and a Pivot movement may be generated. The Pivot allows you to play a movement where there is one more table than boardsets.
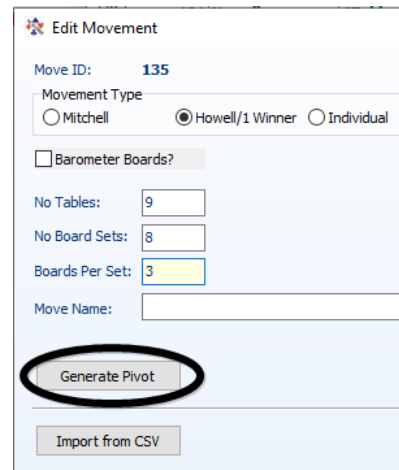
GENERAL

Finally, you can load movements created as CSV files.

There are a number already created and on the bridgenz website at

https://bridgenz.co.nz/movement-csv-files

From your web browser, you can click on any file to download it. By default, it will download to the "Downloads" folder on your computer.

Having downloaded the file (or otherwise generating it) you can use it to generate a movement using the "Import from CSV" option.

IMPORTANT:

PLEASE ensure that you have set the movement type to Mitchell or Howell whichever the movement conforms to. Setting the incorrect movement type will cause problems later.

Import from csv
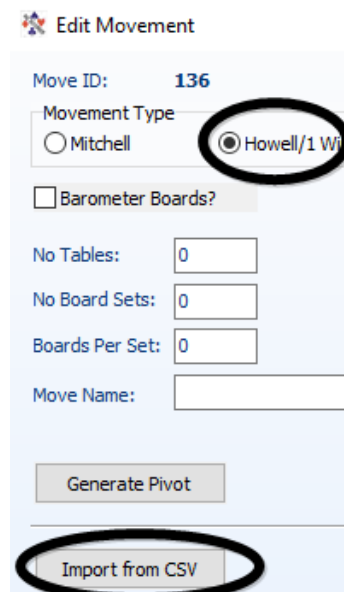
After selecting the correct movement type, click Import from CSV, and select the csv file you need.

When the file is loaded, it will automatically fill out the number of tables and number of boardsets, and you can fill in the number of boards per set, and you must fill in a movement name
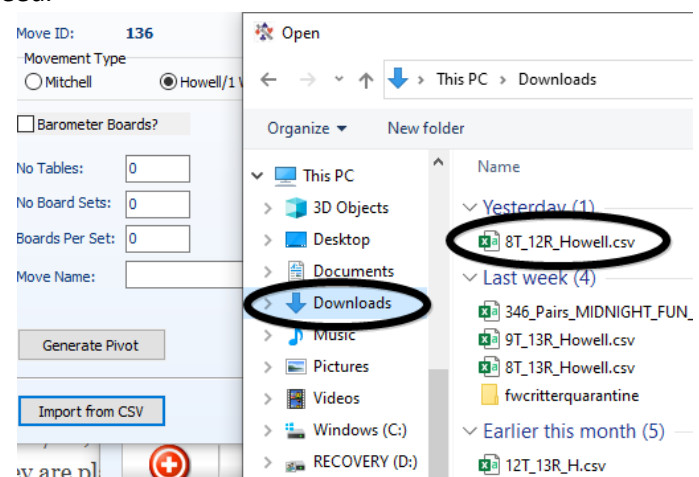
Note that this means that the same csv file can be used to generate, say, an 8 table, 16 board movement for your learners, 8 table 24 board movement for your evening session and 8 table 36 board movement for your daytime players.

THE CSV FILE

The csv files require the following format:

Header line: TableNo,NSPair,EWPair,RoundNo,BoardSet

Remining lines are all numbers separated by commas
e.g.
1,18,1,1,1
2,17,11,13,1   ← Table 2 has NS 17 and EW 11 in round 13 playing boardset 1
3,6,3,12,1
4,12,7,11,1

There should be no blanks in any of the fields and no empty lines, especially
,,,,   ← at the end of the file is BAD