

Bruce's note: In addition to the following information, Scott Bogue has also developed a complete set of Excel spreadsheets for each of most of the probable number of flyers in a given competition. By viewing it and learning how to use it, you can have a very easy time organizing the scorekeeping of any competition you enter or host.

HOW TO USE Scott Bogue's SCORESHEETS

These scoresheets are designed to make round robin fighter kite competitions easy to manage for both flyers and scorekeepers.. The pairings are set up so that all flyers have about the same wait between one match and the next. So, if the round-robin has to be cut short for some reason, everyone will have about the same number of matches. To make things even easier, each flyer is pre-assigned to the left or right circle for each match. These assignments are set up so that flyers have an equal number of matches in each circle (which can be an issue when the sun is off to one side). For an even-numbered group (say 8), each flyer has 7 matches and so will have a 4-3 split between the two circles.

There are scoresheets to handle 3 to 12 flyers on a single field or 11 to 16 flyers on two fields.

At the 2007 WC, we had notebook with printouts of all the scoresheets available at the pilot's meeting. Here is how we proceeded:

1. First, we took a headcount. We had 14 flyers wanting to compete and two fields to fly on. So, we pulled out the scoresheets titled "14-1" and "14-2". The first is the scoresheet that stayed at field 1; the second is the scoresheet that stayed at field 2.
2. How many points to fly? A full round robin of 14 requires 91 matches to be flown, so say 45 on each field. (It actually works out to be 42 on field one and 49 on field 2.) We had about 3.5 hours (or 210 minutes) of actual flying time for the round robin. We used "Terry's Law" which states that one should allow 1.5 minutes per point when setting up a fighter kite line-touch round robin. So, 45 matches of 2 points would take 135 minutes (i.e., 45 matches x 2 points x 1.5 minutes/point); 45 matches of 3 points would take 203 minutes; 45 matches of 4 points would take 270 minutes. So, it was easy to see that matches of 3 points would be about right to finish the full round robin in the allotted time. We were actually able to figure this out the night before the WC because we had a pretty good idea of how many flyers to expect. (By the way - Terry's Law worked *perfectly* for us - we were right on schedule until the rain cut the competition short.)
3. If you are sure that you will be able to finish off the round robin, then the names of the 14 flyers can just be entered into the spaces at the tops of both the 14-1 and 14-2 scoresheets. Since each flyer will face each other flyer exactly once, it doesn't matter at all how the names are entered - alphabetically, by height, or random draw. Once the top is filled in, each flyer will be identified by a code like "A1" or "C3".

If there is a chance that the round robin will not be completed, then it is wise to do just a little bit of seeding. All that needs to happen is that the best flyers are split up between the A, B, C, and D groups. This seeding is good to do because what will happen first is a round-robin among all flyers in groups A and B (on field 1) and a round robin among all flyers in groups C and D (on field 2). Splitting the best flyers up will make sure that they don't all wipe each other out in this first round. In later rounds, the A flyers will go against the D flyers, B flyers will go against the

C flyers, and so on. Having the best flyers spread out among the groups will ensure that matches between the best flyers will not be bunched up early or late in the competition.

4. Now the scorekeeper can start filling in names in the bottom part of the scoresheet, using the top part as a guide. On the 14-1 scoresheet, the first match is A1 vs. A4 (meaning A1 in the left circle and A4 in the right circle). The scorekeeper can look at the top of the scoresheet and see that A1 is (say) Bruce and that A4 is (say) Scott, and fill in those names for the first match. It is useful to get these names all filled in (which the scorekeeper can do before the round starts or between points) so that flyers can see when their next match is.

5. During each match, the scorekeeper can just put ticks by the flyers name who wins the point. See the scan of the scoresheet from WC07 to see how this looks in practice. The scan shows the first page (of 2) for the matches on field 1. Page 2 would show the pairings for group A vs. group D and group B vs. group D. Alternatively, the scorekeeper can do more elaborate record keeping as shown in the example scoresheet in the Excel file and as described below.

EXPLANATION OF EXAMPLE SCORESHEET IN THE EXCEL FILE

This example (far right tab in the Excel spreadsheet, and shown below) shows how the scoresheet for a round-robin of 7 flyers on a single field might look after the two first matches were flown. There are lots of ways to use the space available on the scoresheet, depending on how much info about the matches the flyers want recorded. This example scoresheet is one extreme – with lots of information about each point and the order in which they occurred. At a minimum, you could just put tick after the flyer’s name each time he or she wins a point and leave the “T/B sequence” box blank.

The top part was filled in right after (or during) the draw in which flyers were randomly assigned letters. Or, you could just write in the flyer’s names in alphabetical order – it doesn’t matter. This section just serves as a key for filling in names for the matches below.

Apparently this scorekeeper had plenty of time while the circles were being set up because all the names for the matches have been filled in. Match 1 pitted Scott (on the left) against Nancy (on the right). You can see in the rightmost column that the first point was a top point. The “T” was the first thing the scorekeeper wrote down at the start of the point, right at the sound from the FairStart. Scott won this first point (indicated by the 1 by his name). He also won the second point (also Top). Because there is just the numbers there by Scott’s name, the points were won by actual touches.

Nancy won the third point with a bottom touch. It is easy for the scorekeeper to remember which point is being flown by just counting the T’s and B’s in the rightmost column. The fourth point was another bottom, which Nancy won because Scott flew over the divider (“breached”) while waiting for the Fairstart to sound. The “b” after the “4” is the code for a breach. Nancy won the fifth point (and the match) by getting the final top point. The “g” after the 5 indicates that she won via a grounding (i.e. her opponent grounded). The scorekeeper added up the total points won by each flier and entered them at the far right of each box.

In the second match, Paul won the first two points (both Tops) because the usually reliable Steve Bateman grounded twice while spinning low. Steve touched Paul’s line from below for the third point, but then lost the match when Paul nailed him from above on the fourth point. Final score: 3-1.

Acknowledgement: These scoresheets derive from the pioneering work of Pierre Gregoire who first tackled the problem of organizing big round robins on multiple fields.

7 flyer Round Robin Flyers in this heat:

	A Scott Bogue	E Steve Bateman	
	B Paul Peters	F Jay Bell	
	C Woody	G Sharon Champie	
	D Nancy Bogue		
	E	J	

Rd	No.	Pair	LEFT CIRCLE	RIGHT CIRCLE	T/B sequence
1	1	A-D	Scott 1 2 (2)	Nancy 3 4b 5g (3)	TTBBT
1	2	B-E	Paul 1g 2g 4 (3)	Steve 3 (1)	BBBT
1	3	C-F	Woody	Jay	
1	4	G-A	Sharon	Scott	
1	5	E-D	Steve	Nancy	
1	6	B-C	Paul	Woody	
1	7	F-G	Jay	Sharon	
1	8	E-A	Steve	Scott	
1	9	D-C	Nancy	Woody	
1	10	F-B	Jay	Paul	
1	11	E-G	Steve	Sharon	
1	12	C-A	Woody	Scott	
1	13	D-F	Nancy	Jay	
1	14	G-B	Sharon	Paul	
1	15	C-E	Woody	Steve	
1	16	A-F	Scott	Jay	
1	17	B-D	Paul	Nancy	
1	18	G-C	Sharon	Woody	
1	19	F-E	Jay	Steve	
1	20	A-B	Scott	Paul	
1	21	D-G	Nancy	Sharon	