

Bye Bunching: (the grouping of Byes in setting a tournament Chart Size)

At the FSA meeting of March 15, 2014, it was decided that Tournament Directors will be allowed to group Byes together (Bye Bunching) on a trial basis for District tournaments. This feature was added to the TnMation Program in May of 2013 for limited use in the Central District, and for those who have version 8.2 the option may be found by clicking 'Tournament Size Setup' then under 'Options', select 'SpecialByeChart'. If you have version 7.5 or later, you may download 8.2 from the State Website. This option must be applied (if wanted) when setting the chart size.

If you manually run tournaments using the Chart Page in the Preview, just apply the following: If using the Byes, rearrange the line numbers listed there in ascending odd number sequence; i.e. 3, 5, 7, 9, 11, 13, 15, etc. If using the sub bracket scheme, do the same but in ascending regular sequence; i.e. 1, 2, 3, 4, 5, 6, etc.

This puts the Byes/Subbs at the top of the chart. If you want them at the bottom, then reverse the sequence. However in this case, for Byes, start with the line number 1 less than the chart size (chart size – 1) and descend in odd number sequence. For Subbs, start with the Chart Size number and descend in regular number sequence. The use of the word 'Byes' may also be used with Sub Charts since in reality, all players that aren't subbs are Byes. If one expanded the subb lines A & B to the left on a Sub Chart it would look exactly like a Bye Chart except the chart would start with round '0' instead of round '1'.

This Bye Bunching scheme works best with tournament sizes that are divisible by 8; i.e. 24, 40, 48, 56, etc. (8, 16, 32, 64, etc. have no byes), with the optimum $\frac{1}{2}$ way between perfect chart sizes (which is the worst case scenario for the standard Bye chart. A group of 8 together can play 3 matches with winners coming back the next day to start even with the others. Next best are those divisible by 4, where at least 2 matches will allow losers to go home the first day and free up some courts. Other sizes with greater than 4 byes at least cut down on those waiting to catch up. If there are 3 byes or less there is no advantage, but neither is there any harm.

The major advantage of Bye Bunching is on the 1st day to cut down on waiting and let those that lose their 2nd match go home, as well as free up courts. For the second day there is less advantage since there are typically more 3rd games and game length becomes more unpredictable.

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