

## USE OF PARTIAL ROUND ROBIN SCHEDULES

The partial round robin schedules have been divided so that they fall into two playing units. The natural mathematical unit has been set off by solid lines. Through using this spacing every team in the even number leagues can play every day. The other division is shown by the dotted line. This is a four game unit and provides about the same rest periods for all teams. Most of the schedules may be played in smaller units as shown in the illustrated schedule for ten teams.

## Five game partial round robin tournament for ten teams

Units as shown in partial  
round robin schedules

Same schedule broken into smaller  
playing units

Four game unit Natural Unit

Team numbers	
1st day	1-10
2-9	
3-8	1st day
.....	4-7
5-6	
2nd day	1-9
10-8	
.....	2-7 2nd day
3-6	
3rd day	4-5
1-8	
.....	9-7
10-6	3rd day
4th day	2-5
3-4	
.....	1-7
8-6	
5th day	9-5 4th day
10-4	
.....	2-3
1-6	
6th day	7-5
8-4	5th day
.....	9-3
7th day	10-2

Two game unit

Team numbers	
1-10	1st day
2-9	
3-8	2nd
4-7	
5-6	3rd
1-9	
10-8	4th
2-7	
3-6	5th
4-5	
1-8	6th
9-7	
10-6	7th
2-5	
3-4	8th
1-7	
8-6	9th
9-5	
10-4	10th
2-3	
1-6	11th
7-5	
8-4	12th
9-3	
10-2	13th

Three game unit

Team numbers	
1-10	
2-9	1st day
3-8	
4-7	
5-6	2nd
1-9	
10-8	
2-7	3rd
3-6	
4-5	
1-8	4th
9-7	
10-6	
2-5	5th
3-4	
1-7	
8-6	6th
9-5	
10-4	
2-3	7th
1-6	
7-5	
8-4	8th
9-3	
10-2	9th

Schedules drawn for leagues composed of an odd number of teams, 7, 9, 11, etc. are drawn up by a different method so that in some cases the natural unit is smaller than the four game unit. It is impossible to draw partial round robin schedules for an odd number of games and an odd number of teams. For example, you cannot play 5 games each in a 7 team league, but you can play 5 games each in a 6 team league. For this reason only schedules for an even number of teams are shown in the odd number of game tournaments.