

# Start here

An English-first event pack for adult social doubles hosts. Sport-neutral social play.

## Choose your plan

Use the first 6 rounds for the 90-minute mixer. The full partner rotation has 7 rounds for 8 people, 11 for 12 and 15 for 16. The 90-minute mixer does not include every partner. This kit does not set sports rules or claim official tournament approval.

## Set up before the briefing

Choose 8, 12 or 16 confirmed participants and 2, 3 or 4 available courts. Assign each person a fixed A01-style ID on the roster. Put court numbers where everyone can see them. Keep the roster private. Schedule rows use IDs; names can change before play without changing assignments.

## Agree on play and recording

Explain your local sport rules, safe stop signal and the timer before play. Use one common scoring convention on all courts. At the bell, stop safely and record the agreed score. If stopped play cannot produce an agreed result, cancel the match. Do not invent a score. Rest, water and accessibility needs take priority.

## Print only the pages you need

Print the guide, selected roster, rotation and score pages. Rounds 1-6 are the timed plan; later rounds are optional for longer events. Print at actual size on the matching A4 or Letter file. Use the editable XLSX for name mapping and calculated provisional standings.

## Host checklist

- ☐ Confirm headcount and court access ☐ Assign fixed IDs
- ☐ Explain play and stop signal ☐ Set planned rounds in XLSX
- ☐ Assign a score recorder ☐ Plan water and changeovers

# Run the event

Keep this page at the host station. Setup and closing happen outside the 90-minute plan.

## Bring and print

Bring a timer with an audible signal, pens, a clipboard, numbered court signs, water access and the equipment required by your sport. For one group's 6-round plan, print 10 pages single-sided: 5 guide pages, 1 roster, 1 rotation, 2 score pages and 1 standings page. The complete free PDF has 11 pages; the full candidate PDF has 26. Additional player copies of the rotation are optional.

## Before the clock starts

Confirm the 8, 12 or 16 active people and available courts. Fill the roster, set planned rounds to 6, and nominate one recorder. Point out the host station, water and court signs. Do not start until each person knows their fixed ID. Keep blank score cells blank.

## Say at 00:00

"Find your ID on the roster. Read your partner and court for Round 1. We play six 12-minute rounds with two-minute changes. At the signal, stop safely and agree the score. Tell the recorder if a match is cancelled. A drawn match earns half a result point. Standings compare points per match, then margin per match; equal values in both share rank." Explain local play rules within the briefing.

## At 08:00 and each change

Announce the round number and start the timer. At the 12-minute signal say "Stop safely; agree your score." The recorder confirms both scores or X. During the two-minute change, announce the next round and court assignments. Participants take water and move. Do not shorten a safety stop to preserve the timer.

## At 90:00 and afterward

Stop Round 6 safely at 90:00. Final score checks, results and packing happen afterward. Compare standings only for the original fixed roster with equal opportunity and no cancelled or exhibition matches. If anyone missed, cancelled or substituted into a match, keep participation results only. Do not resume comparative winners or prizes in that session after the original headcount returns.

## Say when sharing results

"These are provisional social results from our recorded games. Equal points per match and margin per match share rank. Partners and opponents changed, and this does not measure skill." Thank participants and collect sheets containing names. A paid product price and demand are untested; this candidate is not offered for sale.

# 90-minute social mixer

Elapsed times. Briefing 8 min + six 12 min rounds + five 2 min changes = 90 min.

| Elapsed     | Activity | Host action                                      |
|-------------|----------|--------------------------------------------------|
| 00:00-08:00 | Briefing | IDs, court signs, local play rules, score policy |
| 08:00-20:00 | Round 1  | Play; stop safely at the bell; record score      |
| 20:00-22:00 | Change   | Confirm scores; find next court; water           |
| 22:00-34:00 | Round 2  | Play; stop safely at the bell; record score      |
| 34:00-36:00 | Change   | Confirm scores; find next court; water           |
| 36:00-48:00 | Round 3  | Play; stop safely at the bell; record score      |
| 48:00-50:00 | Change   | Confirm scores; find next court; water           |
| 50:00-62:00 | Round 4  | Play; stop safely at the bell; record score      |
| 62:00-64:00 | Change   | Confirm scores; find next court; water           |
| 64:00-76:00 | Round 5  | Play; stop safely at the bell; record score      |
| 76:00-78:00 | Change   | Confirm scores; find next court; water           |
| 78:00-90:00 | Round 6  | Play; stop safely at the bell; record score      |

This is a worked timing example, not a guarantee of event duration. There is no extra closing or warm-up block within these 90 minutes. Arrange setup before 00:00. If you need longer transitions or a closing, shorten play or the number of rounds.

After each round: check both team scores and cancellation marks before announcing the next assignments. Do not score an unplayed match as 0:0.

# Late arrival or withdrawal

Preserve IDs and completed records. Changed participation breaks the published balance.

## Late participant

Keep the original ID reserved. Do not rebuild a round in progress. If absent at the start, cancel that whole match; the other 3 participants rest and unaffected courts continue. Mark X and leave both scores blank. The late participant joins their original ID at the next round boundary; never add missed results. Update the original active-roster count in Start.

## Withdrawal during a round

Keep only already completed valid results. Stop safely. An unfinished match is always cancelled: X and both scores blank, without an agreement exception. Put partial scores in a separate note only. Cancel later matches containing the unavailable ID; the other 3 players rest and unaffected complete court groups continue. Never grant walkovers or fabricated wins.

## Spare before Round 1

An unplayed reserved ID may be assigned to a spare before Round 1. Update the roster before the first scores are entered. A wholly different group size requires a supported 8, 12 or 16 plan, started fresh.

## Spare after play has begun

Keep the original ID and name map; log the substitute name and affected rounds on paper. An ID shared by two people cannot produce a truthful individual total. The same-ID spare plays exhibition only: X and blank workbook scores exclude the match for all 4 slots. An exhibition score may be noted separately on paper. Do not award ranking credit or add the spare to the original active-roster count.

## No spare or fewer usable courts

Cancel the affected match; the 3 available players rest. If a court is unavailable, cancel its match or pause and agree new timing. No 7, 11 or 15-person repair tables are supplied. An opportunity change ends comparative rankings and prizes for this session, even if headcount returns. Keep earned records and X history. To compare again, start a separate file/session with a new roster; do not reset this record.

## Incident log

Round / Court \_\_\_\_\_ Absent ID \_\_\_\_\_

Spare name and rounds \_\_\_\_\_

Decision and reason \_\_\_\_\_

# Scores and provisional standings

A simple social ranking. It does not measure skill or certify an official competition.

## Record valid scores

Enter both team scores as whole numbers from 0 to 999. This is a workbook input range, not a sports scoring rule. Both blank means Pending. One blank means Incomplete. Text, negative numbers, decimals or scores above 999 are Invalid. A real 0:0 is a recorded draw. Enter X in Cancel for an excluded match; keep both score cells blank. Any remaining scores in cancelled rows are excluded.

## How the XLSX ranks

Win 1, draw 0.5, loss 0 per teammate. Compare points per recorded match, then margin per recorded match; both equal means shared rank. Only the fixed roster with equal opportunity may compare. Any X history, unequal played counts or an invalid/incomplete original active-roster count suspends shared ranks, preserving earned records. Exclude exhibition spares from the active count. Outside-plan results do not count.

## Interpret the result

Changing partners and opponents affects results. Unequal recorded match counts permit participation records only, not comparative ranks or prizes. Even equal counts do not equalize strength or experience. Host sheets provide an informal snapshot only. Check incomplete, invalid and cancellation rows before reading rankings.

## Product use scope draft

Working scope for review, not final sales terms: use and edit a local copy to run adult social events; print the event pages for participants. Candidate distribution and resale permissions need a later decision. No legal sales agreement, refunds policy, payment processing or official endorsement is included. This draft has not been legally reviewed.

## 한국어 빠른 안내

8/12/16명은 2/3/4코트에서 진행합니다. 이름과 고정 ID를 대응하세요.

90분 예시는 6라운드입니다. 전체 파트너 회전은 7/11/15라운드입니다.

실제 0:0은 무승부입니다. 미경기에는 0:0을 쓰지 마세요.

지각·이탈로 미경기이면 Cancel 칸에 X를 쓰고 점수는 비워 두세요.

결원·취소·교체로 기회가 달라진 세션은 인원 복구 후에도 비교·시상을 재개하지 않습니다.

# 8 people roster

2 simultaneous courts. Keep each person on one fixed ID throughout the event.

| Fixed ID | Participant name | Arrival / notes |
|----------|------------------|-----------------|
| A01      |                  |                 |
| A02      |                  |                 |
| A03      |                  |                 |
| A04      |                  |                 |
| A05      |                  |                 |
| A06      |                  |                 |
| A07      |                  |                 |
| A08      |                  |                 |

Names are deliberately blank. Only synthetic A01-style IDs appear in this pack. Ask participants to confirm their ID before the first round. Do not publish the roster.

Event \_\_\_\_\_ Date \_\_\_\_\_

# 8 people rotation

2 courts. Rounds 1-6: 90-minute mixer. Round 7: optional longer event.

| Rnd | Court 1                   | Court 2                   |
|-----|---------------------------|---------------------------|
| 1   | A01 + A02<br>vs A03 + A04 | A05 + A06<br>vs A07 + A08 |
| 2   | A03 + A05<br>vs A06 + A04 | A01 + A07<br>vs A08 + A02 |
| 3   | A01 + A03<br>vs A05 + A07 | A02 + A04<br>vs A06 + A08 |
| 4   | A02 + A07<br>vs A05 + A04 | A01 + A08<br>vs A06 + A03 |
| 5   | A01 + A05<br>vs A04 + A08 | A02 + A06<br>vs A03 + A07 |
| 6   | A03 + A08<br>vs A04 + A07 | A01 + A06<br>vs A02 + A05 |
| 7   | A02 + A03<br>vs A08 + A05 | A01 + A04<br>vs A07 + A06 |

6-round mixer: each pair partners 0-1 time(s); opposes 1-2 time(s).

Full partner rotation: each pair partners 1-1 time(s); opposes 2-2 time(s).

Each person plays once per round: 6 planned matches and 0 scheduled rests in the mixer; 7 matches and 0 scheduled rests in the full rotation. Full exposure: 7 partner slots and 14 opponent slots. Equal match counts do not equalize skill. Counts assume all 8 fixed people complete every round.

# 8 people score record

Rounds 1-3. Enter real scores only. X cancels the whole match; leave scores blank.

| Rnd | Ct | Team A    | Team B    | A score | B score | Cancel |
|-----|----|-----------|-----------|---------|---------|--------|
| 1   | 1  | A01 + A02 | A03 + A04 |         |         |        |
| 1   | 2  | A05 + A06 | A07 + A08 |         |         |        |
| 2   | 1  | A03 + A05 | A06 + A04 |         |         |        |
| 2   | 2  | A01 + A07 | A08 + A02 |         |         |        |
| 3   | 1  | A01 + A03 | A05 + A07 |         |         |        |
| 3   | 2  | A02 + A04 | A06 + A08 |         |         |        |

Recorder \_\_\_\_\_ Checked by \_\_\_\_\_

Cancelled / exhibition notes \_\_\_\_\_

# 8 people score record

Rounds 4-6. Enter real scores only. X cancels the whole match; leave scores blank.

| Rnd | Ct | Team A    | Team B    | A score | B score | Cancel |
|-----|----|-----------|-----------|---------|---------|--------|
| 4   | 1  | A02 + A07 | A05 + A04 |         |         |        |
| 4   | 2  | A01 + A08 | A06 + A03 |         |         |        |
| 5   | 1  | A01 + A05 | A04 + A08 |         |         |        |
| 5   | 2  | A02 + A06 | A03 + A07 |         |         |        |
| 6   | 1  | A03 + A08 | A04 + A07 |         |         |        |
| 6   | 2  | A01 + A06 | A02 + A05 |         |         |        |

Recorder \_\_\_\_\_ Checked by \_\_\_\_\_

Cancelled / exhibition notes \_\_\_\_\_

End of the 90-minute plan after Round 6. Later rounds need extra time.

# 8 people score record

Round 7. Enter real scores only. X cancels the whole match; leave scores blank.

| Rnd | Ct | Team A    | Team B    | A score | B score | Cancel |
|-----|----|-----------|-----------|---------|---------|--------|
| 7   | 1  | A02 + A03 | A08 + A05 |         |         |        |
| 7   | 2  | A01 + A04 | A07 + A06 |         |         |        |

Recorder \_\_\_\_\_ Checked by \_\_\_\_\_

Cancelled / exhibition notes \_\_\_\_\_

# 8 people standings notes

Record participation. Copy Shared rank only when the original fixed roster has equal opportunity.

| ID  | Name | Played | Pts / game | Margin / game | Rank |
|-----|------|--------|------------|---------------|------|
| A01 |      |        |            |               |      |
| A02 |      |        |            |               |      |
| A03 |      |        |            |               |      |
| A04 |      |        |            |               |      |
| A05 |      |        |            |               |      |
| A06 |      |        |            |               |      |
| A07 |      |        |            |               |      |
| A08 |      |        |            |               |      |

Compare points per played match, then margin per played match; both equal means shared rank. Unequal recorded match counts permit participation records only: no comparative rankings or prizes.  
Pending score entries: complete and reconcile them before checking eligibility.  
Changed opportunity: after a missed, cancelled or substituted match, this session stays suspended even if headcount returns. Retain X history.  
Blank scores are excluded; a valid 0:0 is a draw. Equal counts do not establish skill balance.

Selected rounds \_\_\_\_\_ Unresolved rows \_\_\_\_\_ Host \_\_\_\_\_