1. Obtain data from each user: total # of PA residents by age and total # of non-PA residents by age. To participate in the brokering, a user must have >50% Palo Alto residents overall and at least 20 Palo Alto residents in the age group for which they wish to participate.
   a. A resident is defined as having a PA address, attending a PAUSD school, or living in the PAUSD even if attending a private school.
2. Break down into three age groups and each age group has an associated group of fields. Weekday fields go into the practice brokerings and Sa/Su fields go into the game brokerings.
   a. Older= 11v11 and AYSO 9v9. For the clubs, in the fall this includes U12 and older. In the spring, it is U11 and older. Fields include:
      i. Greer #1,2,3 and 5
      ii. JLS #1,2 and 3
      iii. Jordan #2 and 3
      iv. Terman #1 and #2
      v. Cubberley #1, #2 and Football Field
      vi. Mayfield North and South
      vii. El Camino Turf
   b. Middle= 8v8 and 7v7 down to U8 in clubs and U10 in AYSO. Fields include:
      i. Greer #4
      ii. JLS #4
      iii. Seale
      iv. Cubberley North
      v. Jordan #1
      vi. Eleanor Pardee
      vii. Ramos
      viii. Greendell (not suitable for games)
   c. Younger= U7 and younger. AYSO= U8 and younger. All other fields
3. Broker separately for game vs. practice field. We will therefore have 6 brokerings.

4. Tally the total number of PA residents by all users in a given age group. This is used for the Phase 1 (resident) brokering in both practices and games.
5. Determine the number of slots available to each team in a given brokering.
   a. For Olders, assume a divisor of 16 residents/team, for Middle assume 12/team and for Younger, assume 10/team. (The divisor of residents/team is negotiable)
   b. For each club, the number of slots is their total # of residents divided by the appropriate divisor.
      i. For practices: multiply this by 2.
      ii. For Games: multiply this by .55
6. We go around the table with clubs choosing slots. No club shall receive >20% of its order filled on a single turn. The club to choose at a given time is the club with the lowest % of its order filled at that time. We continue to go around until

all slots in that category are taken. That completes Phase 1 (resident) brokering in that age group.

7. Tally the total number of non-PA residents by all users in a given age group. This is used for the Phase 2 (non-resident) brokering in both practices and games.
8. To determine the number of slots available to each team in a given brokering.
   a. For Olders, assume a divisor of 16 residents/team, for Middle assume 12/team and for Younger, assume 10/team. (The divisor of residents/team is negotiable)
   b. For each club, the number of slots is their total # of non-residents divided by the appropriate divisor.
      i. For practices: multiply this by 2.
      ii. For Games: multiply this by .55
9. We go around the table with clubs choosing slots. No club shall receive >20% of its order filled on a single turn. The club to choose at a given time is the club with the lowest % of its order filled at that time. We continue to go around until all slots in that category are taken. That completes Phase 2 (non-resident) brokering in that age group.

PHASE 1 BROKERING IS ALWAYS COMPLETED BEFORE PHASE 2 IS BEGUN

10. Example of how it works for practice slots in the older age group:
    a. There are three clubs to divide up the slots. #1 has 160 PA residents in that category (and 0 non-residents), #2 has 240 residents (and 64 non-residents) and #3 has 80 residents (and 32 non-residents).
    b. First, we do Phase 1, Residents, practice slots, older age group:
       i. #1 has 160/16 = 10. For practices: 10 x 2 = 20 slots
       ii. #2 has 240/16 = 15. For practices, 15 x 2 = 30 slots
       iii. #3 has 80/16 =5. For practices, 5 x 2 = 10 slots
    c. In the beginning, all three clubs have 0% of their slots and are tied. We have a tie-breaking mechanism and whoever wins goes first and selects any slot they want. Then the other 2 clubs choose.
    d. At this point, Club #1 has 1/20 or 5% of their order filled. Club #2 has 1/30 or 3.3% of their order filled. Club #3 has 1/10 or 10% of their order filled.
    e. Because they have the lowest % of their order filled, Club #2 gets the next pick. They will then have 2/30 or 6.7% of their order filled. So #1 (with 5%) goes next and will then have 2/20 or 10% of their order filled. So #2 goes next. Etc. Etc. Etc. until all orders are filled.
    f. Phase #2: Non-residents, practice slots, older age group
       i. #1 has 0 /16 = 0. For practices: 0 x 2 = 0 slots
       ii. #2 has 64/16 = 4. For practices: 4 x 2 = 8 slots
       iii. #3 has 32/16 = 2. For practices: 2 x 2 = 4 slots
    g. They are brokered in the manner described in 10 c. d. and e. above.
11. Slots shall be chosen in multiples of 4. Two slots chosen together must = one full field. (e.g., MF NE and MF NW at 4 PM). Only one turf full field AT A GIVEN TIME SLOT can be taken on one turn.

12. TIE BREAKER: If two or more teams have the same % of their order filled on a given turn, the team with the smaller per cent of their order to be filled AFTER the turn is taken, will go next.
13. Exception: In both fall and spring, AYSO conducts a Kindergarden League. It should be done on Saturday afternoons from 3-5 PM. Acceptable fields are:
    a. Greer 1,2 and 3
    b. Cubberley 1,2 and North
    c. JLS 1, 2 3 and 4
14. After games are brokered, a buffer of game slots should be established for each age group. Calculate the total number for fields taken each week for that age group. One third more of those slots should be put aside each week as a buffer. These fields are sequestered for use only by the users at the brokering. This is to provide a pool for use on weekends when there are more than the average number of home games played. These sequestered fields should become available to the public 3 weeks of their use date for grass fields and 5 days ahead for turf fields (so they can be utilized by the users in case of rainouts).

DISCUSSION

This is identical to our present brokering system, except the criterion for the order in which we choose slots is now number of Palo Alto residents, not number of teams. Yet, the total number of slots each team receives in the end should serve their entire need.

This system allows everyone (youth and adults) to be at the same table at the same time and choose everything at once if desired. Or youth and adults can be done separately.

The whole system should be set up and ready to go before the brokering session. It will flow very smoothly as long as points #1 and #4 are carefully done.

This system has the beauty of strongly emphasizing and rewarding users who have large numbers of Palo Alto residents. Yet, users with lower numbers of residents are fairly recognized for the proportion of residents they do have. No "all or nothing" phenomenon.

Everyone in this system--those with large numbers of PA residents and those with small numbers--has an incentive to enroll more PA residents.