

TABLE
↓

SOUTH

TABLE
↓

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	1	1	1	1-2	
2.	1	12	13	3	3-4	
3.	1	10	12	5	5-6	
4.	1	8	11	7	7-8	
5.	1	6	10	9	9-10	
6.	1	4	9	11	11-12	
7.	1	2	8	13	13-14	
8.	1	13	7	2	15-16	
9.	1	11	6	4	17-18	
10.	1	9	5	6	19-20	
11.	1	7	4	8	21-22	
12.	1	5	3	10	23-24	
13.	1	3	2	12	25-26	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
1

NORTH

TABLE
1

Remain Stationary

TABLE
2

SOUTH

TABLE
2

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	2	2	2	3-4	
2.	2	13	1	4	5-6	
3.	2	11	13	6	7-8	
4.	2	9	12	8	9-10	
5.	2	7	11	10	11-12	
6.	2	5	10	12	13-14	
7.	2	3	9	1	15-16	
8.	2	1	8	3	17-18	
9.	2	12	7	5	19-20	
10.	14	10	6	7	21-22	-ROVER-
11.	2	8	5	9	23-24	
12.	2	6	4	11	25-26	
13.	2	4	3	13	1-2	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
2

NORTH

Remain Stationary

TABLE
2

3
TABLE

SOUTH

3
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	3	3	3	5-6	
2.	3	1	2	5	7-8	
3.	3	12	1	7	9-10	
4.	3	10	13	9	11-12	
5.	3	8	12	11	13-14	
6.	14	6	11	13	15-16	-ROVER-
7.	3	4	10	2	17-18	
8.	3	2	9	4	19-20	
9.	3	13	8	6	21-22	
10.	3	11	7	8	23-24	
11.	3	9	6	10	25-26	
12.	3	7	5	12	1-2	
13.	3	5	4	1	3-4	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
3

NORTH

Remain Stationary

TABLE
3

TABLE
4

SOUTH

TABLE
4

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

Go Next to Table 6, East
EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	4	4	4	7-8	
2.	14	2	3	6	9-10	-ROVER-
3.	4	13	2	8	11-12	
4.	4	11	1	10	13-14	
5.	4	9	13	12	15-16	
6.	4	7	12	1	17-18	
7.	4	5	11	3	19-20	
8.	4	3	10	5	21-22	
9.	4	1	9	7	23-24	
10.	4	12	8	9	25-26	
11.	4	10	7	11	1-2	
12.	4	8	6	13	3-4	
13.	4	6	5	2	5-6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
4

NORTH

TABLE
4

5
TABLE

SOUTH

5
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	5	5	5	9-10	
2.	5	3	4	7	11-12	
3.	5	1	3	9	13-14	
4.	5	12	2	11	15-16	
5.	5	10	1	13	17-18	
6.	5	8	13	2	19-20	
7.	5	6	12	4	21-22	
8.	5	4	11	6	23-24	
9.	5	2	10	8	25-26	
10.	5	13	9	10	1-2	
11.	14	11	8	12	3-4	-ROVER-
12.	5	9	7	1	5-6	
13.	5	7	6	3	7-8	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
5

NORTH

Remain Stationary

TABLE
5

SIX
TABLE

SOUTH

SIX
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	6	6	6	11-12	
2.	6	4	5	8	13-14	
3.	6	2	4	10	15-16	
4.	6	13	3	12	17-18	
5.	6	11	2	1	19-20	
6.	6	9	1	3	21-22	
7.	14	7	13	5	23-24	-ROVER-
8.	6	5	12	7	25-26	
9.	6	3	11	9	1-2	
10.	6	1	10	11	3-4	
11.	6	12	9	13	5-6	
12.	6	10	8	2	7-8	
13.	6	8	7	4	9-10	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
SIX

NORTH

Remain Stationary

TABLE
SIX

TABLE
7

SOUTH

TABLE
7

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	7	7	7	13-14	
2.	7	5	6	9	15-16	
3.	14	3	5	11	17-18	-ROVER-
4.	7	1	4	13	19-20	
5.	7	12	3	2	21-22	
6.	7	10	2	4	23-24	
7.	7	8	1	6	25-26	
8.	7	6	13	8	1-2	
9.	7	4	12	10	3-4	
10.	7	2	11	12	5-6	
11.	7	13	10	1	7-8	
12.	7	11	9	3	9-10	
13.	7	9	8	5	11-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
7

NORTH

Remain Stationary

TABLE
7

8

TABLE

SOUTH

8

TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	8	8	8	15-16	
2.	8	6	7	10	17-18	
3.	8	4	6	12	19-20	
4.	8	2	5	1	21-22	
5.	8	13	4	3	23-24	
6.	8	11	3	5	25-26	
7.	8	9	2	7	1-2	
8.	8	7	1	9	3-4	
9.	8	5	13	11	5-6	
10.	8	3	12	13	7-8	
11.	8	1	11	2	9-10	
12.	14	12	10	4	11-12	-ROVER-
13.	8	10	9	6	13-14	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

Remain Stationary

TABLE

8

NINE
TABLE

SOUTH

NINE
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	9	9	9	17-18	
2.	9	7	8	11	19-20	
3.	9	5	7	13	21-22	
4.	9	3	6	2	23-24	
5.	9	1	5	4	25-26	
6.	9	12	4	6	1-2	
7.	9	10	3	8	3-4	
8.	14	8	2	10	5-6	-ROVER-
9.	9	6	1	12	7-8	
10.	9	4	13	1	9-10	
11.	9	2	12	3	11-12	
12.	9	13	11	5	13-14	
13.	9	11	10	7	15-16	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Remain Stationary

TABLE

NINE

10
TABLE

SOUTH

10
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	10	10	10	19-20	
2.	10	8	9	12	21-22	
3.	10	6	8	1	23-24	
4.	14	4	7	3	25-26	-ROVER-
5.	10	2	6	5	1-2	
6.	10	13	5	7	3-4	
7.	10	11	4	9	5-6	
8.	10	9	3	11	7-8	
9.	10	7	2	13	9-10	
10.	10	5	1	2	11-12	
11.	10	3	13	4	13-14	
12.	10	1	12	6	15-16	
13.	10	12	11	8	17-18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

10

NORTH

Remain Stationary

TABLE

10



TABLE

SOUTH



TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	11	11	11	21-22	
2.	11	9	10	13	23-24	
3.	11	7	9	2	25-26	
4.	11	5	8	4	1-2	
5.	11	3	7	6	3-4	
6.	11	1	6	8	5-6	
7.	11	12	5	10	7-8	
8.	11	10	4	12	9-10	
9.	11	8	3	1	11-12	
10.	11	6	2	3	13-14	
11.	11	4	1	5	15-16	
12.	11	2	13	7	17-18	
13.	14	13	12	9	19-20	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

11

NORTH

Remain Stationary



TABLE

11

12
TABLE

SOUTH

12
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	12	12	12	23-24	
2.	12	10	11	1	25-26	
3.	12	8	10	3	1-2	
4.	12	6	9	5	3-4	
5.	12	4	8	7	5-6	
6.	12	2	7	9	7-8	
7.	12	13	6	11	9-10	
8.	12	11	5	13	11-12	
9.	14	9	4	2	13-14	-ROVER-
10.	12	7	3	4	15-16	
11.	12	5	2	6	17-18	
12.	12	3	1	8	19-20	
13.	12	1	13	10	21-22	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

12

NORTH

Remain Stationary

TABLE

12

13
TABLE

SOUTH

13
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge
Movement for
53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	13	13	13	25-26	
2.	13	11	12	2	1-2	
3.	13	9	11	4	3-4	
4.	13	7	10	6	5-6	
5.	14	5	9	8	7-8	-ROVER-
6.	13	3	8	10	9-10	
7.	13	1	7	12	11-12	
8.	13	12	6	1	13-14	
9.	13	10	5	3	15-16	
10.	13	8	4	5	17-18	
11.	13	6	3	7	19-20	
12.	13	4	2	9	21-22	
13.	13	2	1	11	23-24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

TABLE

13

13

Remain Stationary