Go Next to Table 6, South

HTUOS



318AT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B205

EAST

Go Next to Table 2, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	15	23	35	1	
	9	35	15	23	2	
	9	23	35	15	3	
2.	9	16	24	28	4	
	9	28	16	24	5	
	9	24	28	16	6	
3.	9	17	25	29	7	
	9	29	17	25	8	
	9	25	29	17	9	
4.	9	10	26	30	10	
	9	30	10	26	11	
	9	26	30	10	12	
5.	9	11	19	31	13	
	9	31	11	19	14	
	9	19	31	11	15	
6.	9	12	20	32	16	
	9	32	12	20	17	
	9	20	32	12	18	
7.	9	13	21	33	19	
	9	33	13	21	20	
	9	21	33	13	21	
8.	9	14	22	34	22	
	9	34	14	22	23	
	9	22	34	14	24	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

1

NORTH

1

Remain at This Table

Go Next to Table 8, South

HTUOS

7

JART

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B205

EAST

Go Next to Table 5, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 9, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	14	21	31	4	
	8	31	14	37	5	-ROVER-
	8	21	31	37	6	-ROVER-
2.	1	15	22	37	7	-ROVER-
	1	32	15	37	8	-ROVER-
	1	22	32	37	9	-ROVER-
3.	2	16	23	37	10	-ROVER-
	2	33	16	37	11	-ROVER-
	2	23	33	37	12	-ROVER-
4.	3	17	24	37	13	-ROVER-
	3	34	17	37	14	-ROVER-
	3	24	34	37	15	-ROVER-
5.	4	10	25	37	16	-ROVER-
	4	35	10	37	17	-ROVER-
	4	25	35	37	18	-ROVER-
6.	5	11	26	37	19	-ROVER-
	5	28	11	37	20	-ROVER-
	5	26	28	37	21	-ROVER-
7.	6	12	19	37	22	-ROVER-
	6	29	12	37	23	-ROVER-
	6	19	29	37	24	-ROVER-
8.	7	13	20	37	1	-ROVER-
	7	30	13	37	2	-ROVER-
	7	20	30	37	3	-ROVER-

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

2

NORTH

2

Go Next to Table 6, North

Go Next to Table 4, South

HTUOS

3

JARAT

JARAT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B205

EAS

Remain at This Table

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	18	26	34	7	
	2	34	18	26	8	
	2	26	34	18	9	
2.	3	18	19	35	10	
	3	35	18	19	11	
	3	19	35	18	12	
3.	4	18	20	28	13	
	4	28	18	20	14	
	4	20	28	18	15	
4.	5	18	21	29	16	
	5	29	18	21	17	
	5	21	29	18	18	
5.	6	18	22	30	19	
	6	30	18	22	20	
	6	22	30	18	21	
6.	7	18	23	31	22	
	7	31	18	23	23	
	7	23	31	18	24	
7.	8	18	24	32	1	
	8	32	18	24	2	
	8	24	32	18	3	
8.	1	18	25	33	4	
	1	33	18	25	5	
	1	25	33	18	6	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

3

NORTH

3

Go Next to Table 5, North

Go Next to Table 7, South

HTUOS

JART

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2

Rover starts West with second board at table 2.

BridgeMats Version B205

Go Next to Table 8, East

Individual Bridge Movement for

37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	11	25	32	10	
	6	32	11	25	11	
	6	25	32	11	12	
2.	7	12	26	33	13	
	7	33	12	26	14	
	7	26	33	12	15	
3.	8	13	19	34	16	
	8	34	13	19	17	
	8	19	34	13	18	
4.	1	14	20	35	19	
	1	35	14	20	20	
	1	20	35	14	21	
5.	2	15	21	28	22	
	2	28	15	21	23	
	2	21	28	15	24	
6.	3	16	22	29	1	
	3	29	16	22	2	
	3	22	29	16	3	
7.	4	17	23	30	4	<u>-</u>
	4	30	17	23	5	
	4	23	30	17	6	
8.	5	10	24	31	7	
	5	31	10	24	8	
	5	24	31	10	9	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

Go Next to Table 9, North

Remain at This Table

HTUOS

9

318AT

318AT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2

Rover starts West with second board at table 2.

BridgeMats Version B205

EAST

Go Next to Table 7, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	13	27	29	13	
	1	29	13	27	14	
	1	27	29	13	15	
2.	2	14	27	30	16	
	2	30	14	27	17	
	2	27	30	14	18	
3.	3	15	27	31	19	
	3	31	15	27	20	
	3	27	31	15	21	
4.	4	16	27	32	22	
	4	32	16	27	23	
	4	27	32	16	24	
5.	5	17	27	33	1	
	5	33	17	27	2	
	5	27	33	17	3	
6.	6	10	27	34	4	
	6	34	10	27	5	
	6	27	34	10	6	
7.	7	11	27	35	7	
	7	35	11	27	8	
	7	27	35	11	9	
8.	8	12	27	28	10	
	8	28	12	27	11	
	8	27	28	12	12	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

5

NORTH

5

Go Next to Table 2, North

Go Next to Table 2, South

HTUOS

JART

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==

All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round.

Rover tables: 2 2 2 2 2 2 2 2

Rover starts West with second board at table 2.

BridgeMats Version B205

Go Next to Table 9, East

Individual Bridge Movement for

37 PLAYERS

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	17	22	28	16	
	7	28	17	22	17	
	7	22	28	17	18	
2.	8	10	23	29	19	
	8	29	10	23	20	
	8	23	29	10	21	
3.	1	11	24	30	22	
	1	30	11	24	23	
	1	24	30	11	24	
4.	2	12	25	31	1	
	2	31	12	25	2	
	2	25	31	12	3	
5.	3	13	26	32	4	
	3	32	13	26	5	
	3	26	32	13	6	
6.	4	14	19	33	7	
	4	33	14	19	8	
	4	19	33	14	9	
7.	5	15	20	34	10	
	5	34	15	20	11	
	5	20	34	15	12	
8.	6	16	21	35	13	
	6	35	16	21	14	
	6	21	35	16	15	

TABLE

NORTH

CHECK BOARDS AND POSITIONS EVERY ROUND

Go Next to Table 4, North

TABLE

Go Next to Table 1, South

HTUOS

JART

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9.

Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2

Rover starts West with second board at table 2.

BridgeMats Version B205

Go Next to Table 4, East

Individual Bridge Movement for

37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	12	24	36	19	
	4	36	12	24	20	
	4	24	36	12	21	
2.	5	13	25	36	22	
	5	36	13	25	23	
	5	25	36	13	24	
3.	6	14	26	36	1	
	6	36	14	26	2	
	6	26	36	14	3	
4.	7	15	19	36	4	
	7	36	15	19	5	
	7	19	36	15	6	
5.	8	16	20	36	7	
	8	36	16	20	8	
	8	20	36	16	9	
6.	1	17	21	36	10	
	1	36	17	21	11	
	1	21	36	17	12	
7.	2	10	22	36	13	
	2	36	10	22	14	
	2	22	36	10	15	
8.	3	11	23	36	16	
	3	36	11	23	17	
	3	23	36	11	18	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

Go Next to Table 8, North

Go Next to Table 9, South

HTUOS

8

JART

318AT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2

Rover starts West with second board at table 2.

BridgeMats Version B205

EAST

Go Next to Table 6, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	20	33	22	
	3	33	10	20	23	
	3	20	33	10	24	
2.	4	11	21	34	1	
	4	34	11	21	2	
	4	21	34	11	3	
3.	5	12	22	35	4	
	5	35	12	22	5	
	5	22	35	12	6	
4.	6	13	23	28	7	
	6	28	13	23	8	
	6	23	28	13	9	
5.	7	14	24	29	10	
	7	29	14	24	11	
	7	24	29	14	12	
6.	8	15	25	30	13	
	8	30	15	25	14	
	8	25	30	15	15	
7.	1	16	26	31	16	
	1	31	16	26	17	
	1	26	31	16	18	
8.	2	17	19	32	19	
	2	32	17	19	20	
	2	19	32	17	21	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

8

Go Next to Table 3, North

Go Next to Table 1, East

JARAT

Go Next to Table 3, South

HTUOS

JART

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board.

==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round.

2 2 2 2 2 2 2 2 Rover tables: Rover starts West with second board at table 2.

BridgeMats Version B205

Individual Bridge Movement for

37 PLAYERS

Go Next to Table 5, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	19	30	25	
	5	30	16	19	26	
	5	19	30	16	27	
2.	6	17	20	31	25	
	6	31	17	20	26	
	6	20	31	17	27	
3.	7	10	21	32	25	
	7	32	10	21	26	
	7	21	32	10	27	
4.	8	11	22	33	25	
	8	33	11	22	26	
	8	22	33	11	27	
5.	1	12	23	34	25	
	1	34	12	23	26	
	1	23	34	12	27	
6.	2	13	24	35	25	
	2	35	13	24	26	
	2	24	35	13	27	
7.	3	14	25	28	25	
	3	28	14	25	26	
	3	25	28	14	27	
8.	4	15	26	29	25	
	4	29	15	26	26	
	4	26	29	15	27	

TABLE

NORTH

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE



Go Next to Table 7, North