S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables: 6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1   TABLE 1

NORTH

Remain at This Table

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

EAST

Individual Bridge Movement for

38 PLAYERS

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-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE **2**   NORTH   TABLE **2**

Go Next to Table 6, North

TABLE 3 — SOUTH

Go Next to Table 4, South

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables: 6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

EAST — Remain at This Table

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3 — TABLE 3

NORTH

TABLE 4

TABLE 4

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

EAST

WEST

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	
	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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

TABLE 4

NORTH

TABLE 5

SOUTH

Remain at This Table

TABLE 5

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

EAST

Individual Bridge Movement for

38 PLAYERS

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

TABLE 5

NORTH

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables: 6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	17	22	28	16	
	7	28	17	38	17	-ROVER-
	7	22	28	38	18	-ROVER-
2.	8	10	23	38	19	-ROVER-
	8	29	10	38	20	-ROVER-
	8	23	29	38	21	-ROVER-
3.	1	11	24	38	22	-ROVER-
	1	30	11	38	23	-ROVER-
	1	24	30	38	24	-ROVER-
4.	2	12	25	38	1	-ROVER-
	2	31	12	38	2	-ROVER-
	2	25	31	38	3	-ROVER-
5.	3	13	26	38	4	-ROVER-
	3	32	13	38	5	-ROVER-
	3	26	32	38	6	-ROVER-
6.	4	14	19	38	7	-ROVER-
	4	33	14	38	8	-ROVER-
	4	19	33	38	9	-ROVER-
7.	5	15	20	38	10	-ROVER-
	5	34	15	38	11	-ROVER-
	5	20	34	38	12	-ROVER-
8.	6	16	21	38	13	-ROVER-
	6	35	16	38	14	-ROVER-
	6	21	35	38	15	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

TABLE

SIX

SIX

NORTH

Go Next to Table 4, North

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

EAST

WEST

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 7   **TABLE 7**

NORTH

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```
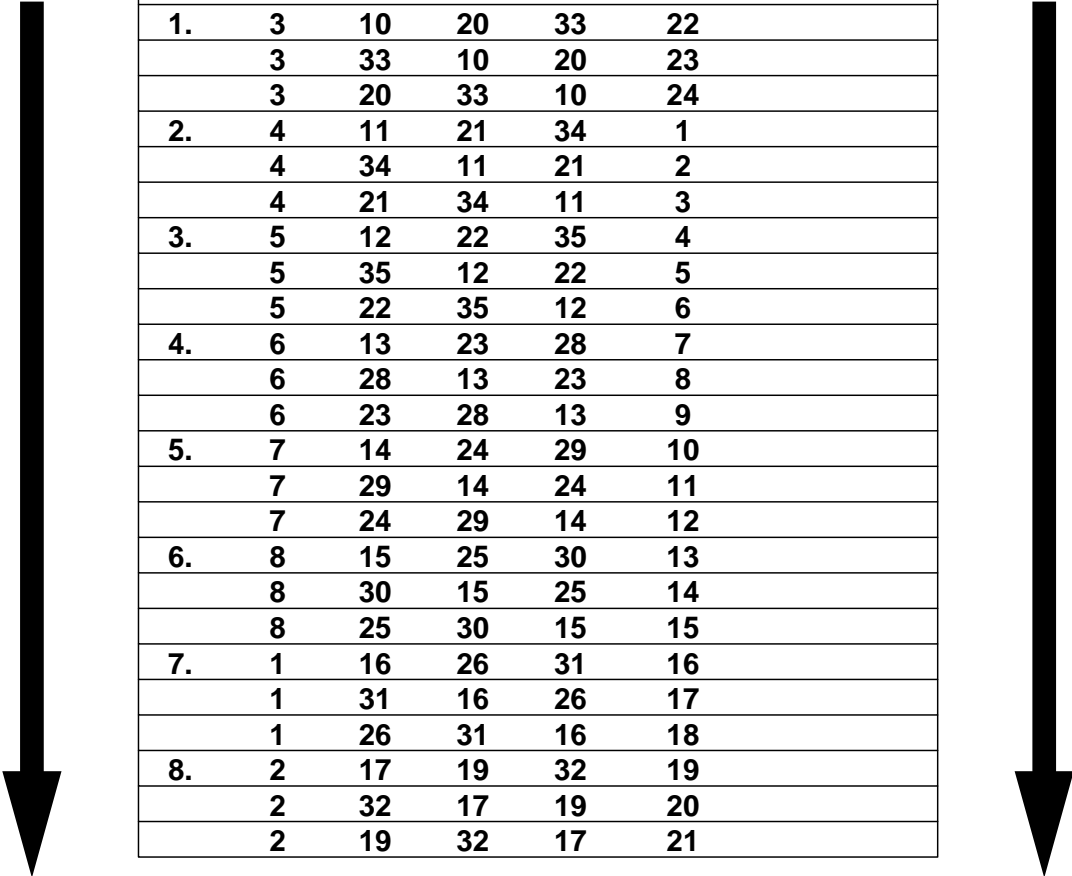
BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

EAST

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 8   TABLE 8

NORTH

Go Next to Table 3, North

TABLE NINE

S0924RR.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.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Individual Bridge Movement for

38 PLAYERS

EAST

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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

TABLE

NINE

NINE

NORTH