

Go Next to Table 2, South

**SOUTH**

TABLE

TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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	14	27	40	1	
	1	27	14	53	2	-ROVER-
2.	1	25	39	42	3	
	1	39	25	42	4	
3.	1	23	38	44	5	
	1	38	23	44	6	
4.	1	21	37	46	7	
	1	37	21	46	8	
5.	1	19	36	48	9	
	1	36	19	48	10	
6.	1	17	35	50	11	
	1	35	17	50	12	
7.	1	15	34	52	13	
	1	34	15	52	14	
8.	1	26	33	41	15	
	1	33	26	41	16	
9.	1	24	32	43	17	
	1	32	24	43	18	
10.	1	22	31	45	19	
	1	31	22	45	20	
11.	1	20	30	47	21	
	1	30	20	47	22	
12.	1	18	29	49	23	
	1	29	18	49	24	
13.	1	16	28	51	25	
	1	28	16	51	26	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

**NORTH**

Remain at This Table

Go Next to Table 3, East

Go Next to Table 12, West

2  
TABLE

Go Next to Table 3, South

SOUTH

2  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 4, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 13, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	15	28	41	3	
	2	28	15	41	4	
2.	2	26	27	43	5	
	2	27	26	43	6	
3.	2	24	39	45	7	
	2	39	24	45	8	
4.	2	22	38	47	9	
	2	38	22	47	10	
5.	2	20	37	49	11	
	2	37	20	49	12	
6.	2	18	36	51	13	
	2	36	18	51	14	
7.	2	16	35	40	15	
	2	35	16	40	16	
8.	2	14	34	42	17	
	2	34	14	42	18	
9.	2	25	33	44	19	
	2	33	25	44	20	
10.	2	23	32	53	21	-ROVER-
	2	32	23	53	22	-ROVER-
11.	2	21	31	48	23	
	2	31	21	48	24	
12.	2	19	30	50	25	
	2	30	19	50	26	
13.	2	17	29	52	1	
	2	29	17	52	2	

TABLE  
2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
2

3  
TABLE

Go Next to Table 4, South

SOUTH

3  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 5, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	16	29	42	5	
	3	29	16	42	6	
2.	3	14	28	44	7	
	3	28	14	44	8	
3.	3	25	27	46	9	
	3	27	25	46	10	
4.	3	23	39	48	11	
	3	39	23	48	12	
5.	3	21	38	50	13	
	3	38	21	50	14	
6.	3	19	37	53	15	-ROVER-
	3	37	19	53	16	-ROVER-
7.	3	17	36	41	17	
	3	36	17	41	18	
8.	3	15	35	43	19	
	3	35	15	43	20	
9.	3	26	34	45	21	
	3	34	26	45	22	
10.	3	24	33	47	23	
	3	33	24	47	24	
11.	3	22	32	49	25	
	3	32	22	49	26	
12.	3	20	31	51	1	
	3	31	20	51	2	
13.	3	18	30	40	3	
	3	30	18	40	4	

TABLE  
3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
3

Go Next to Table 5, South

**SOUTH**

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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.	4	17	30	43	7	
	4	30	17	43	8	
2.	4	15	29	53	9	-ROVER-
	4	29	15	53	10	-ROVER-
3.	4	26	28	47	11	
	4	28	26	47	12	
4.	4	24	27	49	13	
	4	27	24	49	14	
5.	4	22	39	51	15	
	4	39	22	51	16	
6.	4	20	38	40	17	
	4	38	20	40	18	
7.	4	18	37	42	19	
	4	37	18	42	20	
8.	4	16	36	44	21	
	4	36	16	44	22	
9.	4	14	35	46	23	
	4	35	14	46	24	
10.	4	25	34	48	25	
	4	34	25	48	26	
11.	4	23	33	50	1	
	4	33	23	50	2	
12.	4	21	32	52	3	
	4	32	21	52	4	
13.	4	19	31	41	5	
	4	31	19	41	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table

Go Next to Table 2, West

Go Next to Table 6, East

5  
TABLE

Go Next to Table 6, South

SOUTH

5  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 7, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	18	31	44	9	
	5	31	18	44	10	
2.	5	16	30	46	11	
	5	30	16	46	12	
3.	5	14	29	48	13	
	5	29	14	48	14	
4.	5	25	28	50	15	
	5	28	25	50	16	
5.	5	23	27	52	17	
	5	27	23	52	18	
6.	5	21	39	41	19	
	5	39	21	41	20	
7.	5	19	38	43	21	
	5	38	19	43	22	
8.	5	17	37	45	23	
	5	37	17	45	24	
9.	5	15	36	47	25	
	5	36	15	47	26	
10.	5	26	35	49	1	
	5	35	26	49	2	
11.	5	24	34	53	3	-ROVER-
	5	34	24	53	4	-ROVER-
12.	5	22	33	40	5	
	5	33	22	40	6	
13.	5	20	32	42	7	
	5	32	20	42	8	

TABLE  
5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
5

SIX  
TABLE

Go Next to Table 7, South

SOUTH

SIX  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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Go Next to Table 8, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	19	32	45	11	
	6	32	19	45	12	
2.	6	17	31	47	13	
	6	31	17	47	14	
3.	6	15	30	49	15	
	6	30	15	49	16	
4.	6	26	29	51	17	
	6	29	26	51	18	
5.	6	24	28	40	19	
	6	28	24	40	20	
6.	6	22	27	42	21	
	6	27	22	42	22	
7.	6	20	39	53	23	-ROVER-
	6	39	20	53	24	-ROVER-
8.	6	18	38	46	25	
	6	38	18	46	26	
9.	6	16	37	48	1	
	6	37	16	48	2	
10.	6	14	36	50	3	
	6	36	14	50	4	
11.	6	25	35	52	5	
	6	35	25	52	6	
12.	6	23	34	41	7	
	6	34	23	41	8	
13.	6	21	33	43	9	
	6	33	21	43	10	

TABLE  
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
SIX

Go Next to Table 8, South

**SOUTH**

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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	20	33	46	13	
	7	33	20	46	14	
2.	7	18	32	48	15	
	7	32	18	48	16	
3.	7	16	31	53	17	-ROVER-
	7	31	16	53	18	-ROVER-
4.	7	14	30	52	19	
	7	30	14	52	20	
5.	7	25	29	41	21	
	7	29	25	41	22	
6.	7	23	28	43	23	
	7	28	23	43	24	
7.	7	21	27	45	25	
	7	27	21	45	26	
8.	7	19	39	47	1	
	7	39	19	47	2	
9.	7	17	38	49	3	
	7	38	17	49	4	
10.	7	15	37	51	5	
	7	37	15	51	6	
11.	7	26	36	40	7	
	7	36	26	40	8	
12.	7	24	35	42	9	
	7	35	24	42	10	
13.	7	22	34	44	11	
	7	34	22	44	12	

TABLE  
**7**

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table

TABLE  
**7**

8  
TABLE

Go Next to Table 9, South

SOUTH

8  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 10, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	21	34	47	15	
	8	34	21	47	16	
2.	8	19	33	49	17	
	8	33	19	49	18	
3.	8	17	32	51	19	
	8	32	17	51	20	
4.	8	15	31	40	21	
	8	31	15	40	22	
5.	8	26	30	42	23	
	8	30	26	42	24	
6.	8	24	29	44	25	
	8	29	24	44	26	
7.	8	22	28	46	1	
	8	28	22	46	2	
8.	8	20	27	48	3	
	8	27	20	48	4	
9.	8	18	39	50	5	
	8	39	18	50	6	
10.	8	16	38	52	7	
	8	38	16	52	8	
11.	8	14	37	41	9	
	8	37	14	41	10	
12.	8	25	36	53	11	-ROVER-
	8	36	25	53	12	-ROVER-
13.	8	23	35	45	13	
	8	35	23	45	14	

TABLE  
8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
8



NINE  
TABLE

Go Next to Table 10, South

SOUTH

NINE  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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	22	35	48	17	
	9	35	22	48	18	
2.	9	20	34	50	19	
	9	34	20	50	20	
3.	9	18	33	52	21	
	9	33	18	52	22	
4.	9	16	32	41	23	
	9	32	16	41	24	
5.	9	14	31	43	25	
	9	31	14	43	26	
6.	9	25	30	45	1	
	9	30	25	45	2	
7.	9	23	29	47	3	
	9	29	23	47	4	
8.	9	21	28	53	5	-ROVER-
	9	28	21	53	6	-ROVER-
9.	9	19	27	51	7	
	9	27	19	51	8	
10.	9	17	39	40	9	
	9	39	17	40	10	
11.	9	15	38	42	11	
	9	38	15	42	12	
12.	9	26	37	44	13	
	9	37	26	44	14	
13.	9	24	36	46	15	
	9	36	24	46	16	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Remain at This Table

NINE

Go Next to Table 11, East

Go Next to Table 7, West

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables:    1   4   7   10   13   3   6   9   12   2   5   8   11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 12, East

EAST

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 8, West

Rd.	North	East	South	West	Boards	Note
1.	10	23	36	49	19	
	10	36	23	49	20	
2.	10	21	35	51	21	
	10	35	21	51	22	
3.	10	19	34	40	23	
	10	34	19	40	24	
4.	10	17	33	53	25	-ROVER-
	10	33	17	53	26	-ROVER-
5.	10	15	32	44	1	
	10	32	15	44	2	
6.	10	26	31	46	3	
	10	31	26	46	4	
7.	10	24	30	48	5	
	10	30	24	48	6	
8.	10	22	29	50	7	
	10	29	22	50	8	
9.	10	20	28	52	9	
	10	28	20	52	10	
10.	10	18	27	41	11	
	10	27	18	41	12	
11.	10	16	39	43	13	
	10	39	16	43	14	
12.	10	14	38	45	15	
	10	38	14	45	16	
13.	10	25	37	47	17	
	10	37	25	47	18	



Go Next to Table 12, South

**SOUTH**

TABLE



TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

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	24	37	50	21	
	11	37	24	50	22	
2.	11	22	36	52	23	
	11	36	22	52	24	
3.	11	20	35	41	25	
	11	35	20	41	26	
4.	11	18	34	43	1	
	11	34	18	43	2	
5.	11	16	33	45	3	
	11	33	16	45	4	
6.	11	14	32	47	5	
	11	32	14	47	6	
7.	11	25	31	49	7	
	11	31	25	49	8	
8.	11	23	30	51	9	
	11	30	23	51	10	
9.	11	21	29	40	11	
	11	29	21	40	12	
10.	11	19	28	42	13	
	11	28	19	42	14	
11.	11	17	27	44	15	
	11	27	17	44	16	
12.	11	15	39	46	17	
	11	39	15	46	18	
13.	11	26	38	53	19	-ROVER-
	11	38	26	53	20	-ROVER-

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table

TABLE

Go Next to Table 13, East

Go Next to Table 9, West

12  
TABLE

Go Next to Table 13, South

SOUTH

12  
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 1, East

EAST

# Individual Bridge Movement for 53 PLAYERS

WEST

Go Next to Table 10, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	25	38	51	23	
	12	38	25	51	24	
2.	12	23	37	40	25	
	12	37	23	40	26	
3.	12	21	36	42	1	
	12	36	21	42	2	
4.	12	19	35	44	3	
	12	35	19	44	4	
5.	12	17	34	46	5	
	12	34	17	46	6	
6.	12	15	33	48	7	
	12	33	15	48	8	
7.	12	26	32	50	9	
	12	32	26	50	10	
8.	12	24	31	52	11	
	12	31	24	52	12	
9.	12	22	30	53	13	-ROVER-
	12	30	22	53	14	-ROVER-
10.	12	20	29	43	15	
	12	29	20	43	16	
11.	12	18	28	45	17	
	12	28	18	45	18	
12.	12	16	27	47	19	
	12	27	16	47	20	
13.	12	14	39	49	21	
	12	39	14	49	22	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

12

NORTH

Remain at This Table

12

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.  
South and East switch seats for second board of round.  
Computer set up as 26 rounds of 1 board.  
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.  
Rover tables:    1   4   7   10   13   3   6   9   12   2   5   8   11  
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 2, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 11, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	26	39	52	25	
	13	39	26	52	26	
2.	13	24	38	41	1	
	13	38	24	41	2	
3.	13	22	37	43	3	
	13	37	22	43	4	
4.	13	20	36	45	5	
	13	36	20	45	6	
5.	13	18	35	53	7	-ROVER-
	13	35	18	53	8	-ROVER-
6.	13	16	34	49	9	
	13	34	16	49	10	
7.	13	14	33	51	11	
	13	33	14	51	12	
8.	13	25	32	40	13	
	13	32	25	40	14	
9.	13	23	31	42	15	
	13	31	23	42	16	
10.	13	21	30	44	17	
	13	30	21	44	18	
11.	13	19	29	46	19	
	13	29	19	46	20	
12.	13	17	28	48	21	
	13	28	17	48	22	
13.	13	15	27	50	23	
	13	27	15	50	24	