

Go Next to Table 2, South

SOUTH

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B205

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	8	15	22	1	
	1	22	8	29	2	-ROVER-
	1	15	22	29	3	-ROVER-
2.	1	13	21	24	4	
	1	24	13	21	5	
	1	21	24	13	6	
3.	1	11	20	26	7	
	1	26	11	20	8	
	1	20	26	11	9	
4.	1	9	19	28	10	
	1	28	9	19	11	
	1	19	28	9	12	
5.	1	14	18	23	13	
	1	23	14	18	14	
	1	18	23	14	15	
6.	1	12	17	25	16	
	1	25	12	17	17	
	1	17	25	12	18	
7.	1	10	16	27	19	
	1	27	10	16	20	
	1	16	27	10	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

2
TABLE

Go Next to Table 3, South

SOUTH

2
TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Go Next to Table 7, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	9	16	23	4	
	2	23	9	16	5	
	2	16	23	9	6	
2.	2	14	15	25	7	
	2	25	14	15	8	
	2	15	25	14	9	
3.	2	12	21	27	10	
	2	27	12	21	11	
	2	21	27	12	12	
4.	2	10	20	22	13	
	2	22	10	20	14	
	2	20	22	10	15	
5.	2	8	19	24	16	
	2	24	8	19	17	
	2	19	24	8	18	
6.	2	13	18	29	19	-ROVER-
	2	26	13	29	20	-ROVER-
	2	18	26	29	21	-ROVER-
7.	2	11	17	28	1	
	2	28	11	17	2	
	2	17	28	11	3	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
2

NORTH

Remain at This Table

TABLE
2

3
TABLE

Go Next to Table 4, South

SOUTH

3
TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
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Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	17	24	7	
	3	24	10	17	8	
	3	17	24	10	9	
2.	3	8	16	26	10	
	3	26	8	16	11	
	3	16	26	8	12	
3.	3	13	15	28	13	
	3	28	13	15	14	
	3	15	28	13	15	
4.	3	11	21	29	16	-ROVER-
	3	23	11	29	17	-ROVER-
	3	21	23	29	18	-ROVER-
5.	3	9	20	25	19	
	3	25	9	20	20	
	3	20	25	9	21	
6.	3	14	19	27	1	
	3	27	14	19	2	
	3	19	27	14	3	
7.	3	12	18	22	4	
	3	22	12	18	5	
	3	18	22	12	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
3

NORTH

Remain at This Table

TABLE
3

Go Next to Table 5, South

SOUTH

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
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Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B205

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	11	18	25	10	
	4	25	11	18	11	
	4	18	25	11	12	
2.	4	9	17	29	13	-ROVER-
	4	27	9	29	14	-ROVER-
	4	17	27	29	15	-ROVER-
3.	4	14	16	22	16	
	4	22	14	16	17	
	4	16	22	14	18	
4.	4	12	15	24	19	
	4	24	12	15	20	
	4	15	24	12	21	
5.	4	10	21	26	1	
	4	26	10	21	2	
	4	21	26	10	3	
6.	4	8	20	28	4	
	4	28	8	20	5	
	4	20	28	8	6	
7.	4	13	19	23	7	
	4	23	13	19	8	
	4	19	23	13	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE

4

TABLE

4

Go Next to Table 6, East

Go Next to Table 2, West

5
TABLE

Go Next to Table 6, South

SOUTH

5
TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
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Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	12	19	26	13	
	5	26	12	19	14	
	5	19	26	12	15	
2.	5	10	18	28	16	
	5	28	10	18	17	
	5	18	28	10	18	
3.	5	8	17	23	19	
	5	23	8	17	20	
	5	17	23	8	21	
4.	5	13	16	25	1	
	5	25	13	16	2	
	5	16	25	13	3	
5.	5	11	15	27	4	
	5	27	11	15	5	
	5	15	27	11	6	
6.	5	9	21	22	7	
	5	22	9	21	8	
	5	21	22	9	9	
7.	5	14	20	29	10	-ROVER-
	5	24	14	29	11	-ROVER-
	5	20	24	29	12	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
5

NORTH

Remain at This Table

TABLE
5

SIX
TABLE

Go Next to Table 7, South

SOUTH

SIX
TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
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Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	13	20	27	16	
	6	27	13	20	17	
	6	20	27	13	18	
2.	6	11	19	22	19	
	6	22	11	19	20	
	6	19	22	11	21	
3.	6	9	18	24	1	
	6	24	9	18	2	
	6	18	24	9	3	
4.	6	14	17	26	4	
	6	26	14	17	5	
	6	17	26	14	6	
5.	6	12	16	29	7	-ROVER-
	6	28	12	29	8	-ROVER-
	6	16	28	29	9	-ROVER-
6.	6	10	15	23	10	
	6	23	10	15	11	
	6	15	23	10	12	
7.	6	8	21	25	13	
	6	25	8	21	14	
	6	21	25	8	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
SIX

NORTH

Remain at This Table

TABLE
SIX

Go Next to Table 1, South

SOUTH

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EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	14	21	28	19	
	7	28	14	21	20	
	7	21	28	14	21	
2.	7	12	20	23	1	
	7	23	12	20	2	
	7	20	23	12	3	
3.	7	10	19	29	4	-ROVER-
	7	25	10	29	5	-ROVER-
	7	19	25	29	6	-ROVER-
4.	7	8	18	27	7	
	7	27	8	18	8	
	7	18	27	8	9	
5.	7	13	17	22	10	
	7	22	13	17	11	
	7	17	22	13	12	
6.	7	11	16	24	13	
	7	24	11	16	14	
	7	16	24	11	15	
7.	7	9	15	26	16	
	7	26	9	15	17	
	7	15	26	9	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table