



#### R1326RR.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. 4 7 10 13 3 6 9 12 2 5 8 11 Rover starts North on second round at table 4. 2nd Rover 14 starts West on second round at table 9. 2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

# Individual Bridge Movement for

**54 PLAYERS** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	14	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** 

**NORTH** 

**Remain Stationary** 

**TABLE** 

7

**318AT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAS**1

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### 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	14	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	
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** 

**NORTH** 

**TABLE** 





**3**18AT

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAS1** 

### Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	
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	14	3-4	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

3

**NORTH** 

**TABLE** 





**318AT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAST** 

Go Next to Table 14

## Individual Bridge Movement for

## **54 PLAYERS**

**NEST** 

30 Next to Table 14

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	
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	14	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** 

Go Next to Table 14

**TABLE** 





**3**18AT

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAST** 

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	14	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	
12.	5	9	7	1	5-6	
13.	5	7	6	3	7-8	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

5

**NORTH** 

**TABLE** 





**3**18AT

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAS1** 

# Individual Bridge Movement for

NES.

**54 PLAYERS** 

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	
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** 

TABLE

**Т** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAST** 

## Individual Bridge Movement for

## **54 PLAYERS**

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	Note
1.	7	7	7	7	13-14	
2.	7	5	6	9	15-16	
3.	14	3	5	11	17-18	
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	14	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** 

**TABLE** 

8

**JARAT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	14	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	
13.	8	10	9	6	13-14	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

NORTH

**TABLE** 





**318AT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	Note
1.	9	9	9	9	17-18	
2.	9	7	8	14	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	
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** 

TABLE NINE

0 L

**318AT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	
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	14	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** 

**TABLE** 





R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAST** 

# Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	14	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	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

11

**NORTH** 

**TABLE** 



15

**JARAT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

### Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

#### 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	14	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	
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** 

**TABLE** 



13

**318AT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

## Individual Bridge Movement for

S H N

**54 PLAYERS** 

Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	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	
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	14	21-22	
13.	13	2	1	11	23-24	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

13

**NORTH** 

**TABLE** 





**JARAT** 

#### R1326RR.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.
2nd Rover 14 starts West on second round at table 9.
2nd Rover tables: 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

**EAS1** 

## Individual Bridge Movement for

**54 PLAYERS** 

**NEST** 

Players take numbers listed for first round.

Rd.	North	East	South	West	<b>Boards</b>	Note
1.	14	0	0	14	BYE	
2.	4	0	0	11	BYE	
3.	7	0	0	3	BYE	
4.	10	0	0	8	BYE	
5.	13	0	0	13	BYE	
6.	3	0	0	5	BYE	
7.	6	0	0	10	BYE	
8.	9	0	0	2	BYE	
9.	12	0	0	7	BYE	
10.	2	0	0	12	BYE	
11.	5	0	0	4	BYE	
12.	8	0	0	9	BYE	
13.	11	0	0	1	BYE	

**CHECK BOARDS AND POSITIONS EVERY ROUND** 

**TABLE** 

14

**NORTH** 

**TABLE**