



TABLE

SOUTH



TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	1	1	1	1-3	
2.	1	6	7	3	4-6	
3.	1	4	6	5	7-9	
4.	1	2	5	7	10-12	
5.	1	7	4	2	13-15	
6.	1	5	3	4	16-18	
7.	1	3	2	6	19-21	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

1

NORTH

Remain Stationary



TABLE

1

2

TABLE

SOUTH

2

TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	2	2	2	4-6	
2.	2	7	1	4	7-9	
3.	2	5	7	6	10-12	
4.	2	3	6	1	13-15	
5.	2	1	5	3	16-18	
6.	8	6	4	5	19-21	-ROVER-
7.	2	4	3	7	1-3	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

2

NORTH

Remain Stationary



TABLE

2

3

TABLE

SOUTH

3

TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	3	3	3	7-9	
2.	3	1	2	5	10-12	
3.	3	6	1	7	13-15	
4.	8	4	7	2	16-18	-ROVER-
5.	3	2	6	4	19-21	
6.	3	7	5	6	1-3	
7.	3	5	4	1	4-6	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

3

NORTH

Remain Stationary



TABLE

3



TABLE

SOUTH



TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

Individual Bridge Movement for 29 PLAYERS

Go Next to Table 6, East

EAST

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	4	4	4	10-12	
2.	8	2	3	6	13-15	-ROVER-
3.	4	7	2	1	16-18	
4.	4	5	1	3	19-21	
5.	4	3	7	5	1-3	
6.	4	1	6	7	4-6	
7.	4	6	5	2	7-9	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

4

NORTH



TABLE

4

5

TABLE

SOUTH**5**

TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	5	5	5	13-15	
2.	5	3	4	7	16-18	
3.	5	1	3	2	19-21	
4.	5	6	2	4	1-3	
5.	5	4	1	6	4-6	
6.	5	2	7	1	7-9	
7.	8	7	6	3	10-12	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

5**NORTH**

Remain Stationary



TABLE

5

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

**Individual Bridge
Movement for
29 PLAYERS**

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	6	6	6	16-18	
2.	6	4	5	1	19-21	
3.	6	2	4	3	1-3	
4.	6	7	3	5	4-6	
5.	8	5	2	7	7-9	-ROVER-
6.	6	3	1	2	10-12	
7.	6	1	7	4	13-15	

CHECK BOARDS AND POSITIONS EVERY ROUND





TABLE

SOUTH



TABLE

R0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, no rotation, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 8 bumps North players for one round each.

Rover tables: 4 7 3 6 2 5

Rover starts North on second round at table 4.

BridgeMats Version B309

EAST

Individual Bridge Movement for 29 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	7	7	7	19-21	
2.	7	5	6	2	1-3	
3.	8	3	5	4	4-6	-ROVER-
4.	7	1	4	6	7-9	
5.	7	6	3	1	10-12	
6.	7	4	2	3	13-15	
7.	7	2	1	5	16-18	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

7

NORTH

Remain Stationary



TABLE

7