

Go Next to Table 1, North

HTUOS

ТАВLE

S0310A.IND

10 players, 10 rounds. From Movements - a fair approach. Computer set up as 3 tables with 11, 12 phantom. Better balanced than S0310.

BridgeMats Version B309

Individual Bridge Movement for 10 PLAYERS

East South West Boards Rd. North Note 1. 7 10 8 2 1-3 Relay T2 2. 8 1 9 3 4-6 **Relay T2** 3. 9 2 10 4 7-9 Relay T2 10 5 10-12 4. 3 Relay T2 1 5. 1 4 2 6 13-15 Relay T2 2 5 7 16-18 6. 3 Relay T2 7. 3 6 4 8 19-21 Relay T2 8. 4 7 5 9 22-24 Relay T2 9. 5 8 6 10 25-27 Relay T2 9 7 6 1 10. 28-30 Relay T2

Players take numbers listed for first round.

CHECK BOARDS AND POSITIONS EVERY ROUND

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AST



TABLE



Go Next to Table 2, West

NORTH

JJBAT

Go Next to Table 1, South

HTUOS

JJBAT

S0310A.IND

10 players, 10 rounds. From Movements - a fair approach. Computer set up as 3 tables with 11, 12 phantom. Better balanced than S0310.

BridgeMats Version B309

Individual Bridge Movement for **10 PLAYERS** WEST

East South West Boards Rd. North Note 1. 5 3 9 6 1-3 Relay T1 2. 6 4 10 7 4-6 **Relay T1** 3. 7 5 1 8 7-9 Relay T1 8 2 9 10-12 4. 6 Relay T1 5. 9 7 3 10 13-15 Relay T1 10 16-18 6. 8 4 1 Relay T1 7. 1 9 5 2 19-21 Relay T1 8. 2 10 6 3 22-24 Relay T1 9. 3 1 7 25-27 Relay T1 4 2 4 8 5 10. 28-30 Relay T1

Players take numbers listed for first round.

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

EAST

TABLE

Go Next to Table 2, North



NORTH

тавсе С Phantom Player

HTUOS

тавсе С

S0310A.IND

10 players, 10 rounds. From Movements - a fair approach. Computer set up as 3 tables with 11, 12 phantom. Better balanced than S0310.

BridgeMats Version B309

Individual Bridge Movement for 10 PLAYERS

Phantom Playe

East South West Rd. North Boards Note 1. 1 4 11 12 BYE 2. 2 5 11 12 BYE 3. 3 6 11 12 BYE 4 11 BYE 4. 7 12 5. 5 8 11 12 BYE 9 11 12 BYE 6. 6 7. 7 10 11 12 BYE 8. 8 11 12 BYE 1 9. 9 2 11 12 BYE 3 BYE 10 11 12 10.

CHECK BOARDS AND POSITIONS EVERY ROUND

EAST

Players take numbers listed for first round.

TABLE





Go Next to Table 1, East

NORTH