SOUTH

TABLE ↰1   TABLE ↰1

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables:  3  6  2  5  1  4  7
```

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

EAST

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	30	13	-ROVER-
	1	23	14	30	14	-ROVER-
	1	18	23	30	15	-ROVER-
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

TABLE 1   TABLE 1

NORTH

Remain at This Table

TABLE 2 (top left)

TABLE 2 (top right)

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

EAST

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	30	10	-ROVER-
	2	27	12	30	11	-ROVER-
	2	21	27	30	12	-ROVER-
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 (bottom left)

TABLE 2 (bottom right)

NORTH

Remain at This Table

TABLE 3 *(top left, upside down)*

TABLE 3 *(top right, upside down)*

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

EAST

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	17	24	7	
	3	24	10	30	8	-ROVER-
	3	17	24	30	9	-ROVER-
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 *(bottom left)*

TABLE 3 *(bottom right)*

NORTH

Remain at This Table

TABLE 4

TABLE 4

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables:  3  6  2  5  1  4  7
```

BridgeMats Version B309

Individual Bridge Movement for

30 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	30	4	-ROVER-
	4	28	8	30	5	-ROVER-
	4	20	28	30	6	-ROVER-
7.	4	13	19	23	7	
	4	23	13	19	8	
	4	19	23	13	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

Remain at This Table

TABLE 5

TABLE 5

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

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	30	1	-ROVER-
	5	25	13	30	2	-ROVER-
	5	16	25	30	3	-ROVER-
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

TABLE 5

Remain at This Table

S0721RR.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.
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Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

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	30	19	-ROVER-
	6	22	11	30	20	-ROVER-
	6	19	22	30	21	-ROVER-
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 7

TABLE 7

S0721RR.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.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B309

Individual Bridge Movement for

30 PLAYERS

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	30	16	-ROVER-
	7	26	9	30	17	-ROVER-
	7	15	26	30	18	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 7

TABLE 7

NORTH

Remain at This Table