

Go Next to Table 2, East

EA

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Go Next to Table 6, South

HTUOS

ТАВLE

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	15	23	35	1	
	9	35	15	23	2	
	9	23	35	15	3	
2.	9	16	24	28	4	
	9	28	16	24	5	
	9	24	28	16	6	
3.	9	17	25	29	7	
	9	29	17	25	8	
	9	25	29	17	9	
4.	9	10	26	30	10	
	9	30	10	26	11	
	9	26	30	10	12	
5.	9	11	19	31	13	
	9	31	11	19	14	
	9	19	31	11	15	
6.	9	12	20	32	16	
	9	32	12	20	17	
	9	20	32	12	18	
7.	9	13	21	33	19	
	9	33	13	21	20	
	9	21	33	13	21	
8.	9	14	22	34	22	
	9	34	14	22	23	
	9	22	34	14	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

WEST

TABLE

NORTH

TABLE

Remain at This Table

Go Next to Table 5, East

EA

Go Next to Table 8, South

HTUOS

JJBAT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. 2 2 2 2 2 2 2 2 2 Rover tables: Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for **37 PLAYERS**

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	14	21	31	4	
	8	31	14	37	5	-ROVER-
	8	21	31	37	6	-ROVER-
2.	1	15	22	37	7	-ROVER-
	1	32	15	37	8	-ROVER-
	1	22	32	37	9	-ROVER-
3.	2	16	23	37	10	-ROVER-
	2	33	16	37	11	-ROVER-
	2	23	33	37	12	-ROVER-
4.	3	17	24	37	13	-ROVER-
	3	34	17	37	14	-ROVER-
	3	24	34	37	15	-ROVER-
5.	4	10	25	37	16	-ROVER-
	4	35	10	37	17	-ROVER-
	4	25	35	37	18	-ROVER-
6.	5	11	26	37	19	-ROVER-
	5	28	11	37	20	-ROVER-
	5	26	28	37	21	-ROVER-
7.	6	12	19	37	22	-ROVER-
	6	29	12	37	23	-ROVER-
	6	19	29	37	24	-ROVER-
8.	7	13	20	37	1	-ROVER-
	7	30	13	37	2	-ROVER-
	7	20	30	37	3	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND



WEST

TABLE

Go Next to Table 6, North

TABLE

Remain at This Table

EAS

Go Next to Table 4, South

HTUOS

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S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	18	26	34	7	
	2	34	18	26	8	
	2	26	34	18	9	
2.	3	18	19	35	10	
	3	35	18	19	11	
	3	19	35	18	12	
3.	4	18	20	28	13	
	4	28	18	20	14	
	4	20	28	18	15	
4.	5	18	21	29	16	
	5	29	18	21	17	
	5	21	29	18	18	
5.	6	18	22	30	19	
	6	30	18	22	20	
	6	22	30	18	21	
6.	7	18	23	31	22	
	7	31	18	23	23	
	7	23	31	18	24	
7.	8	18	24	32	1	
	8	32	18	24	2	
	8	24	32	18	3	
8.	1	18	25	33	4	
	1	33	18	25	5	
	1	25	33	18	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 5, North

WEST

TABLE



TABLE



Go Next to Table 7, South

HTUOS

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S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	11	25	32	10	
	6	32	11	25	11	
	6	25	32	11	12	
2.	7	12	26	33	13	
	7	33	12	26	14	
	7	26	33	12	15	
3.	8	13	19	34	16	
	8	34	13	19	17	
	8	19	34	13	18	
4.	1	14	20	35	19	
	1	35	14	20	20	
	1	20	35	14	21	
5.	2	15	21	28	22	
	2	28	15	21	23	
	2	21	28	15	24	
6.	3	16	22	29	1	
	3	29	16	22	2	
	3	22	29	16	3	
7.	4	17	23	30	4	
	4	30	17	23	5	
	4	23	30	17	6	
8.	5	10	24	31	7	
	5	31	10	24	8	
	5	24	31	10	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 9, North

TABLE

4

EA

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TABLE

Go Next to Table 7, East

EAS

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HTUOS

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S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	13	27	29	13	
	1	29	13	27	14	
	1	27	29	13	15	
2.	2	14	27	30	16	
	2	30	14	27	17	
	2	27	30	14	18	
3.	3	15	27	31	19	
	3	31	15	27	20	
	3	27	31	15	21	
4.	4	16	27	32	22	
	4	32	16	27	23	
	4	27	32	16	24	
5.	5	17	27	33	1	
	5	33	17	27	2	
	5	27	33	17	3	
6.	6	10	27	34	4	
	6	34	10	27	5	
	6	27	34	10	6	
7.	7	11	27	35	7	
	7	35	11	27	8	
	7	27	35	11	9	
8.	8	12	27	28	10	
	8	28	12	27	11	
	8	27	28	12	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 2, North

WEST

TABLE

5

Go Next to Table 9, East

EAST

Go Next to Table 2, South

HTUOS

TABLE XIS

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	17	22	28	16	
	7	28	17	22	17	
	7	22	28	17	18	
2.	8	10	23	29	19	
	8	29	10	23	20	
	8	23	29	10	21	
3.	1	11	24	30	22	
	1	30	11	24	23	
	1	24	30	11	24	
4.	2	12	25	31	1	
	2	31	12	25	2	
	2	25	31	12	3	
5.	3	13	26	32	4	
	3	32	13	26	5	
	3	26	32	13	6	
6.	4	14	19	33	7	
	4	33	14	19	8	
	4	19	33	14	9	
7.	5	15	20	34	10	
	5	34	15	20	11	
	5	20	34	15	12	
8.	6	16	21	35	13	
	6	35	16	21	14	
	6	21	35	16	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

WEST

TABLE SIX Go Ne

TABLE

Go Next to Table 4, North



Go Next to Table 4, East

EA

Go Next to Table 1, South

HTUOS

Тавсе

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	12	24	36	19	
	4	36	12	24	20	
	4	24	36	12	21	
2.	5	13	25	36	22	
	5	36	13	25	23	
	5	25	36	13	24	
3.	6	14	26	36	1	
	6	36	14	26	2	
	6	26	36	14	3	
4.	7	15	19	36	4	
	7	36	15	19	5	
	7	19	36	15	6	
5.	8	16	20	36	7	
	8	36	16	20	8	
	8	20	36	16	9	
6.	1	17	21	36	10	
	1	36	17	21	11	
	1	21	36	17	12	
7.	2	10	22	36	13	
	2	36	10	22	14	
	2	22	36	10	15	
8.	3	11	23	36	16	
	3	36	11	23	17	
	3	23	36	11	18	

CHECK BOARDS AND POSITIONS EVERY ROUND



WEST

TABLE

TABLE

Go Next to Table 8, North

Go Next to Table 6, East

EA

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Go Next to Table 9, South

HTUOS

алват **8**

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover. Players rotate clockwise around North after each board. Computer set up as 24 rounds of 1 board. ==> Boards 25-27 remain on table 9. <== All other boards move down one table bypassing table 9. Rover 37 bumps 3 players at West in each 3-board round. Rover tables: 2 2 2 2 2 2 2 2 Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	20	33	22	
	3	33	10	20	23	
	3	20	33	10	24	
2.	4	11	21	34	1	
	4	34	11	21	2	
	4	21	34	11	3	
3.	5	12	22	35	4	
	5	35	12	22	5	
	5	22	35	12	6	
4.	6	13	23	28	7	
	6	28	13	23	8	
	6	23	28	13	9	
5.	7	14	24	29	10	
	7	29	14	24	11	
	7	24	29	14	12	
6.	8	15	25	30	13	
	8	30	15	25	14	
	8	25	30	15	15	
7.	1	16	26	31	16	
	1	31	16	26	17	
	1	26	31	16	18	
8.	2	17	19	32	19	
	2	32	17	19	20	
	2	19	32	17	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

WEST

TABLE



TABLE

Go Next to Table 3, North



Go Next to Table 1, East

EAST

Go Next to Table 3, South

HTUOS

JUBAT

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
 ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.</pre>

BridgeMats Version B309

Individual Bridge Movement for 37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	19	30	25	
	5	30	16	19	26	
	5	19	30	16	27	
2.	6	17	20	31	25	
	6	31	17	20	26	
	6	20	31	17	27	
3.	7	10	21	32	25	
	7	32	10	21	26	
	7	21	32	10	27	
4.	8	11	22	33	25	
	8	33	11	22	26	
	8	22	33	11	27	
5.	1	12	23	34	25	
	1	34	12	23	26	
	1	23	34	12	27	
6.	2	13	24	35	25	
	2	35	13	24	26	
	2	24	35	13	27	
7.	3	14	25	28	25	
	3	28	14	25	26	
	3	25	28	14	27	
8.	4	15	26	29	25	
	4	29	15	26	26	
	4	26	29	15	27	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

WEST

table



Go Next to Table 7, North