

TABLE
↓

Go Next to Table 2, South

SOUTH

TABLE
↓

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	12	23	34	1	
	1	34	12	45	2	-ROVER-
	1	23	34	45	3	-ROVER-
2.	1	21	33	36	4	
	1	36	21	33	5	
	1	33	36	21	6	
3.	1	19	32	38	7	
	1	38	19	32	8	
	1	32	38	19	9	
4.	1	17	31	40	10	
	1	40	17	31	11	
	1	31	40	17	12	
5.	1	15	30	42	13	
	1	42	15	30	14	
	1	30	42	15	15	
6.	1	13	29	44	16	
	1	44	13	29	17	
	1	29	44	13	18	
7.	1	22	28	35	19	
	1	35	22	28	20	
	1	28	35	22	21	
8.	1	20	27	37	22	
	1	37	20	27	23	
	1	27	37	20	24	
9.	1	18	26	39	25	
	1	39	18	26	26	
	1	26	39	18	27	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 3, East
EAST
↓
TABLE
1

Go Next to Table 10, West
WEST
↓
TABLE
1

2
TABLE

Go Next to Table 3, South

SOUTH

2
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	13	24	35	4	
	2	35	13	24	5	
	2	24	35	13	6	
2.	2	22	23	37	7	
	2	37	22	23	8	
	2	23	37	22	9	
3.	2	20	33	39	10	
	2	39	20	33	11	
	2	33	39	20	12	
4.	2	18	32	41	13	
	2	41	18	32	14	
	2	32	41	18	15	
5.	2	16	31	45	16	-ROVER-
	2	43	16	45	17	-ROVER-
	2	31	43	45	18	-ROVER-
6.	2	14	30	34	19	
	2	34	14	30	20	
	2	30	34	14	21	
7.	2	12	29	36	22	
	2	36	12	29	23	
	2	29	36	12	24	
8.	2	21	28	38	25	
	2	38	21	28	26	
	2	28	38	21	27	
9.	2	19	27	40	28	
	2	40	19	27	29	
	2	27	40	19	30	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 4, East
EAST
TABLE
2

Go Next to Table 11, West
WEST
TABLE
2

3
TABLE

Go Next to Table 4, South

SOUTH

3
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
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Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	14	25	36	7	
	3	36	14	25	8	
	3	25	36	14	9	
2.	3	12	24	38	10	
	3	38	12	24	11	
	3	24	38	12	12	
3.	3	21	23	40	13	
	3	40	21	23	14	
	3	23	40	21	15	
4.	3	19	33	42	16	
	3	42	19	33	17	
	3	33	42	19	18	
5.	3	17	32	44	19	
	3	44	17	32	20	
	3	32	44	17	21	
6.	3	15	31	35	22	
	3	35	15	31	23	
	3	31	35	15	24	
7.	3	13	30	37	25	
	3	37	13	30	26	
	3	30	37	13	27	
8.	3	22	29	39	28	
	3	39	22	29	29	
	3	29	39	22	30	
9.	3	20	28	45	31	-ROVER-
	3	41	20	45	32	-ROVER-
	3	28	41	45	33	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 5, East
EAST
TABLE
3

Go Next to Table 1, West
WEST
TABLE
3

4
TABLE

Go Next to Table 5, South

SOUTH

4
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	15	26	37	10	
	4	37	15	26	11	
	4	26	37	15	12	
2.	4	13	25	45	13	-ROVER-
	4	39	13	45	14	-ROVER-
	4	25	39	45	15	-ROVER-
3.	4	22	24	41	16	
	4	41	22	24	17	
	4	24	41	22	18	
4.	4	20	23	43	19	
	4	43	20	23	20	
	4	23	43	20	21	
5.	4	18	33	34	22	
	4	34	18	33	23	
	4	33	34	18	24	
6.	4	16	32	36	25	
	4	36	16	32	26	
	4	32	36	16	27	
7.	4	14	31	38	28	
	4	38	14	31	29	
	4	31	38	14	30	
8.	4	12	30	40	31	
	4	40	12	30	32	
	4	30	40	12	33	
9.	4	21	29	42	1	
	4	42	21	29	2	
	4	29	42	21	3	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 6, East
EAST
TABLE
4

Go Next to Table 2, West
WEST
TABLE
4

5
TABLE

Go Next to Table 6, South

SOUTH

5
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	27	38	13	
	5	38	16	27	14	
	5	27	38	16	15	
2.	5	14	26	40	16	
	5	40	14	26	17	
	5	26	40	14	18	
3.	5	12	25	42	19	
	5	42	12	25	20	
	5	25	42	12	21	
4.	5	21	24	44	22	
	5	44	21	24	23	
	5	24	44	21	24	
5.	5	19	23	35	25	
	5	35	19	23	26	
	5	23	35	19	27	
6.	5	17	33	45	28	-ROVER-
	5	37	17	45	29	-ROVER-
	5	33	37	45	30	-ROVER-
7.	5	15	32	39	31	
	5	39	15	32	32	
	5	32	39	15	33	
8.	5	13	31	41	1	
	5	41	13	31	2	
	5	31	41	13	3	
9.	5	22	30	43	4	
	5	43	22	30	5	
	5	30	43	22	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 7, East
EAST
TABLE
5

Go Next to Table 3, West
WEST
TABLE
5

SIX
TABLE

Go Next to Table 7, South

SOUTH

SIX
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge
Movement for
45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	17	28	39	16	
	6	39	17	28	17	
	6	28	39	17	18	
2.	6	15	27	41	19	
	6	41	15	27	20	
	6	27	41	15	21	
3.	6	13	26	43	22	
	6	43	13	26	23	
	6	26	43	13	24	
4.	6	22	25	34	25	
	6	34	22	25	26	
	6	25	34	22	27	
5.	6	20	24	36	28	
	6	36	20	24	29	
	6	24	36	20	30	
6.	6	18	23	38	31	
	6	38	18	23	32	
	6	23	38	18	33	
7.	6	16	33	40	1	
	6	40	16	33	2	
	6	33	40	16	3	
8.	6	14	32	42	4	
	6	42	14	32	5	
	6	32	42	14	6	
9.	6	12	31	44	7	
	6	44	12	31	8	
	6	31	44	12	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 8, East

EAST



TABLE
SIX

Go Next to Table 4, West

WEST



TABLE
SIX

TABLE
7

Go Next to Table 8, South

SOUTH

TABLE
7

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	18	29	40	19	
	7	40	18	29	20	
	7	29	40	18	21	
2.	7	16	28	42	22	
	7	42	16	28	23	
	7	28	42	16	24	
3.	7	14	27	45	25	-ROVER-
	7	44	14	45	26	-ROVER-
	7	27	44	45	27	-ROVER-
4.	7	12	26	35	28	
	7	35	12	26	29	
	7	26	35	12	30	
5.	7	21	25	37	31	
	7	37	21	25	32	
	7	25	37	21	33	
6.	7	19	24	39	1	
	7	39	19	24	2	
	7	24	39	19	3	
7.	7	17	23	41	4	
	7	41	17	23	5	
	7	23	41	17	6	
8.	7	15	33	43	7	
	7	43	15	33	8	
	7	33	43	15	9	
9.	7	13	32	34	10	
	7	34	13	32	11	
	7	32	34	13	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 9, East
EAST
TABLE
7

Go Next to Table 5, West
WEST
TABLE
7

8
TABLE

Go Next to Table 9, South

SOUTH

8
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
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Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	19	30	41	22	
	8	41	19	30	23	
	8	30	41	19	24	
2.	8	17	29	43	25	
	8	43	17	29	26	
	8	29	43	17	27	
3.	8	15	28	34	28	
	8	34	15	28	29	
	8	28	34	15	30	
4.	8	13	27	36	31	
	8	36	13	27	32	
	8	27	36	13	33	
5.	8	22	26	38	1	
	8	38	22	26	2	
	8	26	38	22	3	
6.	8	20	25	40	4	
	8	40	20	25	5	
	8	25	40	20	6	
7.	8	18	24	45	7	-ROVER-
	8	42	18	45	8	-ROVER-
	8	24	42	45	9	-ROVER-
8.	8	16	23	44	10	
	8	44	16	23	11	
	8	23	44	16	12	
9.	8	14	33	35	13	
	8	35	14	33	14	
	8	33	35	14	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 10, East
EAST
TABLE
8

Go Next to Table 6, West
WEST
TABLE
8

NINE
TABLE

Go Next to Table 10, South

SOUTH

NINE
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	20	31	42	25	
	9	42	20	31	26	
	9	31	42	20	27	
2.	9	18	30	44	28	
	9	44	18	30	29	
	9	30	44	18	30	
3.	9	16	29	35	31	
	9	35	16	29	32	
	9	29	35	16	33	
4.	9	14	28	37	1	
	9	37	14	28	2	
	9	28	37	14	3	
5.	9	12	27	39	4	
	9	39	12	27	5	
	9	27	39	12	6	
6.	9	21	26	41	7	
	9	41	21	26	8	
	9	26	41	21	9	
7.	9	19	25	43	10	
	9	43	19	25	11	
	9	25	43	19	12	
8.	9	17	24	34	13	
	9	34	17	24	14	
	9	24	34	17	15	
9.	9	15	23	36	16	
	9	36	15	23	17	
	9	23	36	15	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

WEST
Go Next to Table 7, West

NINE
TABLE

EAST
Go Next to Table 11, East



TABLE

NINE



TABLE

10
TABLE

Go Next to Table 11, South

SOUTH

10
TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
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North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
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Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge
Movement for
45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	21	32	43	28	
	10	43	21	32	29	
	10	32	43	21	30	
2.	10	19	31	34	31	
	10	34	19	31	32	
	10	31	34	19	33	
3.	10	17	30	36	1	
	10	36	17	30	2	
	10	30	36	17	3	
4.	10	15	29	45	4	-ROVER-
	10	38	15	45	5	-ROVER-
	10	29	38	45	6	-ROVER-
5.	10	13	28	40	7	
	10	40	13	28	8	
	10	28	40	13	9	
6.	10	22	27	42	10	
	10	42	22	27	11	
	10	27	42	22	12	
7.	10	20	26	44	13	
	10	44	20	26	14	
	10	26	44	20	15	
8.	10	18	25	35	16	
	10	35	18	25	17	
	10	25	35	18	18	
9.	10	16	24	37	19	
	10	37	16	24	20	
	10	24	37	16	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE
10

Go Next to Table 1, East

EAST

Go Next to Table 8, West

WEST

TABLE
10



TABLE

Go Next to Table 1, South

SOUTH



TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
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Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B309

Individual Bridge Movement for 45 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	22	33	44	31	
	11	44	22	33	32	
	11	33	44	22	33	
2.	11	20	32	35	1	
	11	35	20	32	2	
	11	32	35	20	3	
3.	11	18	31	37	4	
	11	37	18	31	5	
	11	31	37	18	6	
4.	11	16	30	39	7	
	11	39	16	30	8	
	11	30	39	16	9	
5.	11	14	29	41	10	
	11	41	14	29	11	
	11	29	41	14	12	
6.	11	12	28	43	13	
	11	43	12	28	14	
	11	28	43	12	15	
7.	11	21	27	34	16	
	11	34	21	27	17	
	11	27	34	21	18	
8.	11	19	26	45	19	-ROVER-
	11	36	19	45	20	-ROVER-
	11	26	36	45	21	-ROVER-
9.	11	17	25	38	22	
	11	38	17	25	23	
	11	25	38	17	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

WEST

Go Next to Table 9, West

Go Next to Table 2, East

EAST



TABLE

11



TABLE

11