

## MIT/DL Bridge Club Individual

Players	Tables	ACBLscore	Rounds	Boards	Notes: 11-May-2008
8	2	S0207	7	21	Olive on white table mats.
10	2.5	S310A	10	20	Black on white table mats.
12	<b>3</b>	S0311A	11	22	Violet on white table mats.
13	3.25	S0413	13	26	Orange on white table mats.
14	3.5	S0414	14	28	Black on white table mats. (Everyone sits out 2 boards, twice.)
16	4	S0412A	12	24	Green on white table mats.
18	4.5	S0509	9	24	Black on white table mats.
20	<b>5</b>	S0515	5	30	Rotation. Blue on white table mats. Hold back boards 6,12,18,24,30, rotate for 2,2,1 boards.
22	5.5	S0611	11	22	Black on white table mats.
24	6	S0621	7	21	Rotation. Teal on white table mats, <b>personal guide cards required.</b>
26	6.5	S0713M	13	26	Black on white table mats.
28	<b>7</b>	S0721	7	21	Rotation. Red on white table mats. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1.
32	8	S0824	8	24	Rotation. Olive on white table mats, <b>personal guide cards required.</b>
36	9	S0924	8	27	Rotation. Purple on white table mats.
40	10	S1027	9	30	Rotation. Green on white table mats, <b>personal guide cards required.</b>
44	<b>11</b>	S1133	11	33	Rotation. Blue on white table mats. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Can be truncated at will.
48	12	S1224	12	24	South and East switch positions for second board. Teal on white table mats, <b>personal guide cards required.</b>
52	<b>13</b>	S1326	13	26	South and East switch positions for second board. No table mats. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Can be truncated at will.

Rotation movements: E-S-W rotate clockwise around N after each 1/3 of boards. Be sure to play all boards in order. This is the desired movement at our club.

All listed movements are standard "external individual" movements in ACBLscore.

If personal guide cards are required, hand them out, and print more for next time.

Partial-table movements: director plays as needed. Sitout at highest numbered table. Also, **a full-table movement should work with one phantom player.**

From the ACBLscore manual (main menu [not in Game] Help/New-Manual):

For an individual game, select 3 ("individual game") from the "Select Type of Game" window. After choosing a letter and a color for the section, select the movement. ACBLscore supports three types of individual game movements: Mitchell, One Winner, and Barometer. If you select One Winner, a list of movements appear on the screen for you to pick one. However, if your choice is Mitchell, ACBLscore asks the number of tables. For the number of tables that are not prime (prime numbers are the numbers that are divisible by only itself and one. E.g., 3, 5, 7, 11, 13, 17), the same list of movements as that of One Winner's is displayed. For prime number of tables, movement is relatively simple: North is stationary, South goes up one table, East up two, West down two, and boards down one. Select an appropriate movement from the list if you are running a One Winner game or a Mitchell with non-prime number of tables (you may want to print the movement by using the EDMOV command after setting up the game).

After your selection, ACBLscore gives you the name and the type of the movement, number of tables, number of rounds and board sets, and asks you the number of boards per round through a window entitled "External Individual". A brief description of the movement is displayed next.

If it is a Mitchell movement and the **number of tables is prime**, ACBLscore asks the maximum number of played rounds and the number of boards per round, and gives the movement which is described above. Then, it asks the number of the players who are sitting north, south, east, and west.

If you selected Barometer movement at the beginning, you will be asked to choose either Mitchell or One Winner. The difference between Barometer Mitchell and regular Mitchell (or Barometer One Winner and regular One Winner for that matter) is that everybody plays the same set of boards at the same time in Barometer Mitchell (and in Barometer One Winner). The steps you need to follow will be the same as above after this point.