

Go Next to Table 2, South

**SOUTH**

TABLE

TABLE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 3, East

**EAST**

# Individual Bridge Movement for 46 PLAYERS

**WEST**

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	46	19	-ROVER-
	1	35	22	46	20	-ROVER-
	1	28	35	46	21	-ROVER-
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	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table

2  
TABLE

Go Next to Table 3, South

SOUTH

2  
TABLE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 4, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

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	

TABLE  
2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
2

3  
TABLE

Go Next to Table 4, South

SOUTH

3  
TABLE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 5, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

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	46	16	-ROVER-
	3	42	19	46	17	-ROVER-
	3	33	42	46	18	-ROVER-
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-

TABLE  
3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
3

Go Next to Table 5, South

**SOUTH**

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

**EAST**

# Individual Bridge Movement for 46 PLAYERS

**WEST**

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	46	31	-ROVER-
	4	40	12	46	32	-ROVER-
	4	30	40	46	33	-ROVER-
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

**4**

TABLE

**4**

TABLE

Go Next to Table 6, East



TABLE

**4**



TABLE

**4**

5  
TABLE

Go Next to Table 6, South

SOUTH

5  
TABLE

S1133RR.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.  
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Rover tables: 1 4 7 10 2 5 8 11 3  
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Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 7, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	27	38	13	
	5	38	16	46	14	-ROVER-
	5	27	38	46	15	-ROVER-
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	

TABLE  
5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
5

SIX  
TABLE

Go Next to Table 7, South

SOUTH

SIX  
TABLE

S1133RR.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  
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Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 8, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

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	46	28	-ROVER-
	6	36	20	46	29	-ROVER-
	6	24	36	46	30	-ROVER-
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	

TABLE  
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
SIX

Go Next to Table 8, South

**SOUTH**

S1133RR.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.  
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Rover starts West with second board at table 1.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

**EAST**

# Individual Bridge Movement for 46 PLAYERS

**WEST**

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	46	10	-ROVER-
	7	34	13	46	11	-ROVER-
	7	32	34	46	12	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table

Go Next to Table 5, West

Go Next to Table 9, East

TABLE

TABLE

8  
TABLE

Go Next to Table 9, South

SOUTH

8  
TABLE

S1133RR.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  
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2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 10, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

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	46	25	-ROVER-
	8	43	17	46	26	-ROVER-
	8	29	43	46	27	-ROVER-
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	

TABLE  
8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE  
8



NINE  
TABLE

Go Next to Table 10, South

SOUTH

NINE  
TABLE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 11, East

EAST

# Individual Bridge Movement for 46 PLAYERS

WEST

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	46	7	-ROVER-
	9	41	21	46	8	-ROVER-
	9	26	41	46	9	-ROVER-
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	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE

NINE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for  
46 PLAYERS

WEST

Go Next to Table 8, West

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	

Go Next to Table 1, South

**SOUTH**

TABLE

TABLE

S1133RR.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.  
2nd Rover 46 starts West with second board at table 5.  
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 2, East

**EAST**

# Individual Bridge Movement for 46 PLAYERS

**WEST**

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	46	4	-ROVER-
	11	37	18	46	5	-ROVER-
	11	31	37	46	6	-ROVER-
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	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

**NORTH**

Remain at This Table