TABLE 1 SOUTH TABLE 1

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	1	1	1	1	1-3	
2.	1	10	11	3	4-6	
3.	1	8	10	5	7-9	
4.	1	6	9	7	10-12	
5.	1	4	8	9	13-15	
6.	1	2	7	11	16-18	
7.	1	11	6	12	19-21	
8.	1	9	5	4	22-24	
9.	1	7	4	6	25-27	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1 **NORTH** **TABLE 1**

Remain Stationary

2 TABLE

SOUTH

2 TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	2	2	2	2	4-6	
2.	2	11	1	4	7-9	
3.	2	9	11	6	10-12	
4.	2	7	10	8	13-15	
5.	12	5	9	10	16-18	
6.	2	3	8	1	19-21	
7.	2	1	7	3	22-24	
8.	2	10	6	5	25-27	
9.	2	8	5	7	28-30	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

3 SOUTH 3
TABLE TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	3	3	3	3	7-9	
2.	3	1	2	5	10-12	
3.	3	10	1	7	13-15	
4.	3	8	11	12	16-18	
5.	3	6	10	11	19-21	
6.	3	4	9	2	22-24	
7.	3	2	8	4	25-27	
8.	3	11	7	6	28-30	
9.	12	9	6	8	31-33	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

3 NORTH 3

Go Next to Table 12

SOUTH

4

TABLE

4

TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 12

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Go Next to Table 12

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	4	4	4	10-12	
2.	12	2	3	6	13-15	
3.	4	11	2	8	16-18	
4.	4	9	1	10	19-21	
5.	4	7	11	1	22-24	
6.	4	5	10	3	25-27	
7.	4	3	9	5	28-30	
8.	4	1	8	12	31-33	
9.	4	10	7	9	1-3	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

4

NORTH

TABLE

4

Go Next to Table 12

TABLE 5

SOUTH

TABLE 5

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	5	5	5	5	13-15	
2.	5	3	4	7	16-18	
3.	5	1	3	9	19-21	
4.	5	10	2	11	22-24	
5.	5	8	1	2	25-27	
6.	12	6	11	4	28-30	
7.	5	4	10	6	31-33	
8.	5	2	9	8	1-3	
9.	5	11	8	10	4-6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

SIX TABLE

SOUTH

SIX TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	6	6	6	6	16-18	
2.	6	4	5	8	19-21	
3.	6	2	4	10	22-24	
4.	6	11	3	1	25-27	
5.	6	9	2	12	28-30	
6.	6	7	1	5	31-33	
7.	6	5	11	7	1-3	
8.	6	3	10	9	4-6	
9.	6	1	9	11	7-9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

SIX

NORTH

Remain Stationary

TABLE

SIX

7 SOUTH 7

TABLE TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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	7	7	7	19-21	
2.	7	5	6	9	22-24	
3.	12	3	5	11	25-27	
4.	7	1	4	2	28-30	
5.	7	10	3	4	31-33	
6.	7	8	2	6	1-3	
7.	7	6	1	8	4-6	
8.	7	4	11	10	7-9	
9.	7	2	10	12	10-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

7 NORTH 7

8 TABLE

SOUTH

8 TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	8	8	8	8	22-24	
2.	8	6	7	12	25-27	
3.	8	4	6	1	28-30	
4.	8	2	5	3	31-33	
5.	8	11	4	5	1-3	
6.	8	9	3	7	4-6	
7.	12	7	2	9	7-9	
8.	8	5	1	11	10-12	
9.	8	3	11	2	13-15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 8

NORTH

TABLE 8

NINE TABLE

SOUTH

NINE TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	9	9	9	9	25-27	
2.	9	7	8	11	28-30	
3.	9	5	7	2	31-33	
4.	9	3	6	4	1-3	
5.	9	1	5	6	4-6	
6.	9	10	4	12	7-9	
7.	9	8	3	10	10-12	
8.	9	6	2	1	13-15	
9.	9	4	1	3	16-18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Remain Stationary

TABLE

NINE

10 TABLE

SOUTH

10 TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	10	10	10	10	28-30	
2.	10	8	9	1	31-33	
3.	10	6	8	3	1-3	
4.	12	4	7	5	4-6	
5.	10	2	6	7	7-9	
6.	10	11	5	9	10-12	
7.	10	9	4	11	13-15	
8.	10	7	3	2	16-18	
9.	10	5	2	4	19-21	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10

NORTH

TABLE 10

11 TABLE

SOUTH

11 TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	11	11	11	11	31-33	
2.	11	9	10	2	1-3	
3.	11	7	9	12	4-6	
4.	11	5	8	6	7-9	
5.	11	3	7	8	10-12	
6.	11	1	6	10	13-15	
7.	11	10	5	1	16-18	
8.	12	8	4	3	19-21	
9.	11	6	3	5	22-24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 11

NORTH

TABLE 11

12 TABLE

SOUTH

12 TABLE

R1133RR.IND

11 tables, 11 rounds of 3 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 12 bumps North players for one round each.
Rover tables: 4 7 10 2 5 8 11 3
Rover starts North on second round at table 4.
2nd Rover 12 starts West on second round at table 8.
2nd Rover tables: 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.	12	0	0	12	BYE	
2.	4	0	0	10	BYE	
3.	7	0	0	4	BYE	
4.	10	0	0	9	BYE	
5.	2	0	0	3	BYE	
6.	5	0	0	8	BYE	
7.	8	0	0	2	BYE	
8.	11	0	0	7	BYE	
9.	3	0	0	1	BYE	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 12

NORTH

TABLE 12