SOUTH

TABLE 1

TABLE 1

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

Remain Stationary

SOUTH

TABLE 2

TABLE 2

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Remain Stationary

SOUTH

TABLE 3

TABLE 3

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3

NORTH

TABLE 3

Remain Stationary

SOUTH

TABLE 4

TABLE 4

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

TABLE 4

5 SOUTH 5
TABLE TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE **TABLE**

5 **NORTH** **5**

Remain Stationary

SIX TABLE

SOUTH

SIX TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

Remain Stationary

TABLE SIX

7
TABLE
SOUTH
7
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

7

NORTH

Remain Stationary

TABLE
7

8 SOUTH 8

TABLE TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

8 NORTH 8

Remain Stationary

SOUTH
NINE
TABLE
NINE
TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Remain Stationary

TABLE

NINE

TABLE 10

SOUTH

TABLE 10

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10

NORTH

TABLE 10

Remain Stationary

SOUTH

TABLE 11

TABLE 11

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 11

NORTH

TABLE 11

Remain Stationary

SOUTH

TABLE 12

TABLE 12

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 12

NORTH

TABLE 12

Remain Stationary

13 TABLE SOUTH 13 TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

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

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

13

NORTH

Remain Stationary

TABLE 13