Go Next to Table 2, South

SOUTH

TABLE 1

TABLE 1

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 3, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	8	15	22	1	
	1	22	8	29	2	-ROVER-
	1	15	22	29	3	-ROVER-
2.	1	13	21	24	4	
	1	24	13	21	5	
	1	21	24	13	6	
3.	1	11	20	26	7	
	1	26	11	20	8	
	1	20	26	11	9	
4.	1	9	19	28	10	
	1	28	9	19	11	
	1	19	28	9	12	
5.	1	14	18	30	13	-ROVER-
	1	23	14	30	14	-ROVER-
	1	18	23	30	15	-ROVER-
6.	1	12	17	25	16	
	1	25	12	17	17	
	1	17	25	12	18	
7.	1	10	16	27	19	
	1	27	10	16	20	
	1	16	27	10	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

Remain at This Table

Go Next to Table 3, South

SOUTH

TABLE 2

TABLE 2

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	9	16	23	4	
	2	23	9	16	5	
	2	16	23	9	6	
2.	2	14	15	25	7	
	2	25	14	15	8	
	2	15	25	14	9	
3.	2	12	21	30	10	-ROVER-
	2	27	12	30	11	-ROVER-
	2	21	27	30	12	-ROVER-
4.	2	10	20	22	13	
	2	22	10	20	14	
	2	20	22	10	15	
5.	2	8	19	24	16	
	2	24	8	19	17	
	2	19	24	8	18	
6.	2	13	18	29	19	-ROVER-
	2	26	13	29	20	-ROVER-
	2	18	26	29	21	-ROVER-
7.	2	11	17	28	1	
	2	28	11	17	2	
	2	17	28	11	3	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Remain at This Table

Go Next to Table 4, South

SOUTH

3 TABLE

3 TABLE

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	17	24	7	
	3	24	10	30	8	-ROVER-
	3	17	24	30	9	-ROVER-
2.	3	8	16	26	10	
	3	26	8	16	11	
	3	16	26	8	12	
3.	3	13	15	28	13	
	3	28	13	15	14	
	3	15	28	13	15	
4.	3	11	21	29	16	-ROVER-
	3	23	11	29	17	-ROVER-
	3	21	23	29	18	-ROVER-
5.	3	9	20	25	19	
	3	25	9	20	20	
	3	20	25	9	21	
6.	3	14	19	27	1	
	3	27	14	19	2	
	3	19	27	14	3	
7.	3	12	18	22	4	
	3	22	12	18	5	
	3	18	22	12	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

3

NORTH

Remain at This Table

TABLE

3

Go Next to Table 5, South

SOUTH

4 TABLE

4 TABLE

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	11	18	25	10	
	4	25	11	18	11	
	4	18	25	11	12	
2.	4	9	17	29	13	-ROVER-
	4	27	9	29	14	-ROVER-
	4	17	27	29	15	-ROVER-
3.	4	14	16	22	16	
	4	22	14	16	17	
	4	16	22	14	18	
4.	4	12	15	24	19	
	4	24	12	15	20	
	4	15	24	12	21	
5.	4	10	21	26	1	
	4	26	10	21	2	
	4	21	26	10	3	
6.	4	8	20	30	4	-ROVER-
	4	28	8	30	5	-ROVER-
	4	20	28	30	6	-ROVER-
7.	4	13	19	23	7	
	4	23	13	19	8	
	4	19	23	13	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

4

NORTH

TABLE

4

Remain at This Table

Go Next to Table 6, South

SOUTH

5 TABLE

5 TABLE

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	12	19	26	13	
	5	26	12	19	14	
	5	19	26	12	15	
2.	5	10	18	28	16	
	5	28	10	18	17	
	5	18	28	10	18	
3.	5	8	17	23	19	
	5	23	8	17	20	
	5	17	23	8	21	
4.	5	13	16	30	1	-ROVER-
	5	25	13	30	2	-ROVER-
	5	16	25	30	3	-ROVER-
5.	5	11	15	27	4	
	5	27	11	15	5	
	5	15	27	11	6	
6.	5	9	21	22	7	
	5	22	9	21	8	
	5	21	22	9	9	
7.	5	14	20	29	10	-ROVER-
	5	24	14	29	11	-ROVER-
	5	20	24	29	12	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

Remain at This Table

SIX TABLE

Go Next to Table 7, South

SOUTH

SIX TABLE

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	13	20	27	16	
	6	27	13	20	17	
	6	20	27	13	18	
2.	6	11	19	30	19	-ROVER-
	6	22	11	30	20	-ROVER-
	6	19	22	30	21	-ROVER-
3.	6	9	18	24	1	
	6	24	9	18	2	
	6	18	24	9	3	
4.	6	14	17	26	4	
	6	26	14	17	5	
	6	17	26	14	6	
5.	6	12	16	29	7	-ROVER-
	6	28	12	29	8	-ROVER-
	6	16	28	29	9	-ROVER-
6.	6	10	15	23	10	
	6	23	10	15	11	
	6	15	23	10	12	
7.	6	8	21	25	13	
	6	25	8	21	14	
	6	21	25	8	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

Remain at This Table

Go Next to Table 1, South

SOUTH

7 TABLE

7 TABLE

S0721RR.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.
2nd Rover 30 starts West with second board at table 3.
Rover 2 tables: 3 6 2 5 1 4 7

BridgeMats Version B205

Go Next to Table 2, East

EAST

Individual Bridge Movement for

30 PLAYERS

WEST

Go Next to Table 5, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	14	21	28	19	
	7	28	14	21	20	
	7	21	28	14	21	
2.	7	12	20	23	1	
	7	23	12	20	2	
	7	20	23	12	3	
3.	7	10	19	29	4	-ROVER-
	7	25	10	29	5	-ROVER-
	7	19	25	29	6	-ROVER-
4.	7	8	18	27	7	
	7	27	8	18	8	
	7	18	27	8	9	
5.	7	13	17	22	10	
	7	22	13	17	11	
	7	17	22	13	12	
6.	7	11	16	24	13	
	7	24	11	16	14	
	7	16	24	11	15	
7.	7	9	15	30	16	-ROVER-
	7	26	9	30	17	-ROVER-
	7	15	26	30	18	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 7

NORTH

TABLE 7

Remain at This Table