1 SOUTH
TABLE
1
TABLE

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	9	17	25	1	
	1	25	9	17	2	
	1	17	25	9	3	
2.	1	13	19	32	4	
	1	32	13	19	5	
	1	19	32	13	6	
3.	1	14	21	28	7	
	1	28	14	21	8	
	1	21	28	14	9	
4.	1	10	23	29	10	
	1	29	10	23	11	
	1	23	29	10	12	
5.	1	16	22	33	13	-ROVER-
	1	31	16	33	14	-ROVER-
	1	22	31	33	15	-ROVER-
6.	1	12	24	26	16	
	1	26	12	24	17	
	1	24	26	12	18	
7.	1	11	18	30	19	
	1	30	11	18	20	
	1	18	30	11	21	
8.	1	15	20	27	22	
	1	27	15	20	23	
	1	20	27	15	24	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

1 NORTH 1

Remain at This Table

2 SOUTH 2
TABLE TABLE

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	10	18	26	4	
	2	26	10	18	5	
	2	18	26	10	6	
2.	4	16	18	29	7	
	4	29	16	18	8	
	4	18	29	16	9	
3.	2	13	22	27	10	
	2	27	13	22	11	
	2	22	27	13	12	
4.	8	15	18	28	13	
	8	28	15	18	14	
	8	18	28	15	15	
5.	2	15	21	32	16	
	2	32	15	21	17	
	2	21	32	15	18	
6.	4	9	21	27	19	
	4	27	9	21	20	
	4	21	27	9	21	
7.	2	12	17	29	22	
	2	29	12	17	23	
	2	17	29	12	24	
8.	8	10	21	30	1	
	8	30	10	21	2	
	8	21	30	10	3	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

2 NORTH 2

Go Next to Table 8, North

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 33 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

SOUTH

TABLE 4

TABLE 4

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	12	20	28	10	
	4	28	12	33	11	-ROVER-
	4	20	28	33	12	-ROVER-
2.	6	10	24	27	13	
	6	27	10	24	14	
	6	24	27	10	15	
3.	8	11	20	29	16	
	8	29	11	20	17	
	8	20	29	11	18	
4.	6	13	20	26	19	
	6	26	13	20	20	
	6	20	26	13	21	
5.	4	13	23	30	22	
	4	30	13	23	23	
	4	23	30	13	24	
6.	6	15	19	33	1	-ROVER-
	6	29	15	33	2	-ROVER-
	6	19	29	33	3	-ROVER-
7.	8	14	23	33	4	-ROVER-
	8	27	14	33	5	-ROVER-
	8	23	27	33	6	-ROVER-
8.	6	12	23	32	7	
	6	32	12	23	8	
	6	23	32	12	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

5 SOUTH 5
TABLE TABLE

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	13	21	29	13	
	5	29	13	21	14	
	5	21	29	13	15	
2.	5	9	23	28	16	
	5	28	9	23	17	
	5	23	28	9	18	
3.	5	10	17	33	19	-ROVER-
	5	32	10	33	20	-ROVER-
	5	17	32	33	21	-ROVER-
4.	5	14	19	25	22	
	5	25	14	19	23	
	5	19	25	14	24	
5.	5	12	18	27	1	
	5	27	12	18	2	
	5	18	27	12	3	
6.	5	16	20	30	4	
	5	30	16	20	5	
	5	20	30	16	6	
7.	5	15	22	26	7	
	5	26	15	22	8	
	5	22	26	15	9	
8.	5	11	24	31	10	
	5	31	11	24	11	
	5	24	31	11	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

5 NORTH 5

Remain at This Table

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	14	22	30	16	
	6	30	14	22	17	
	6	22	30	14	18	
2.	8	12	22	25	19	
	8	25	12	22	20	
	8	22	25	12	21	
3.	6	9	18	31	22	
	6	31	9	18	23	
	6	18	31	9	24	
4.	4	11	22	32	1	
	4	32	11	22	2	
	4	22	32	11	3	
5.	6	11	17	28	4	
	6	28	11	17	5	
	6	17	28	11	6	
6.	8	13	17	31	7	
	8	31	13	17	8	
	8	17	31	13	9	
7.	6	16	21	25	10	
	6	25	16	21	11	
	6	21	25	16	12	
8.	4	14	17	26	13	
	4	26	14	17	14	
	4	17	26	14	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

Go Next to Table 4, North

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	15	23	31	19	
	7	31	15	23	20	
	7	23	31	15	21	
2.	7	11	21	33	22	-ROVER-
	7	26	11	33	23	-ROVER-
	7	21	26	33	24	-ROVER-
3.	3	16	23	26	1	
	3	26	16	23	2	
	3	23	26	16	3	
4.	3	12	21	31	4	
	3	31	12	21	5	
	3	21	31	12	6	
5.	7	10	20	25	7	
	7	25	10	20	8	
	7	20	25	10	9	
6.	7	14	18	32	10	
	7	32	14	18	11	
	7	18	32	14	12	
7.	3	9	20	32	13	
	3	32	9	20	14	
	3	20	32	9	15	
8.	3	13	18	33	16	-ROVER-
	3	25	13	33	17	-ROVER-
	3	18	25	33	18	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

S0824R.IND

8 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

33 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	16	24	32	22	
	8	32	16	24	23	
	8	24	32	16	24	
2.	2	14	20	31	1	
	2	31	14	20	2	
	2	20	31	14	3	
3.	4	15	24	25	4	
	4	25	15	24	5	
	4	24	25	15	6	
4.	2	9	24	33	7	-ROVER-
	2	30	9	33	8	-ROVER-
	2	24	30	33	9	-ROVER-
5.	8	9	19	26	10	
	8	26	9	19	11	
	8	19	26	9	12	
6.	2	11	23	25	13	
	2	25	11	23	14	
	2	23	25	11	15	
7.	4	10	19	31	16	
	4	31	10	19	17	
	4	19	31	10	18	
8.	2	16	19	28	19	
	2	28	16	19	20	
	2	19	28	16	21	

CHECK BOARDS AND POSITIONS EVERY ROUND