TABLE 1

Go Next to Table 6, South

SOUTH

TABLE 1

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 2, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	15	23	35	1	
	9	35	15	23	2	
	9	23	35	15	3	
2.	9	16	24	28	4	
	9	28	16	24	5	
	9	24	28	16	6	
3.	9	17	25	29	7	
	9	29	17	25	8	
	9	25	29	17	9	
4.	9	10	26	30	10	
	9	30	10	26	11	
	9	26	30	10	12	
5.	9	11	19	31	13	
	9	31	11	19	14	
	9	19	31	11	15	
6.	9	12	20	32	16	
	9	32	12	20	17	
	9	20	32	12	18	
7.	9	13	21	33	19	
	9	33	13	21	20	
	9	21	33	13	21	
8.	9	14	22	34	22	
	9	34	14	22	23	
	9	22	34	14	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

Remain at This Table

TABLE 2

SOUTH

Go Next to Table 8, South

TABLE 2

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Go Next to Table 9, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	14	21	31	4	
	8	31	14	37	5	-ROVER-
	8	21	31	37	6	-ROVER-
2.	1	15	22	37	7	-ROVER-
	1	32	15	37	8	-ROVER-
	1	22	32	37	9	-ROVER-
3.	2	16	23	37	10	-ROVER-
	2	33	16	37	11	-ROVER-
	2	23	33	37	12	-ROVER-
4.	3	17	24	37	13	-ROVER-
	3	34	17	37	14	-ROVER-
	3	24	34	37	15	-ROVER-
5.	4	10	25	37	16	-ROVER-
	4	35	10	37	17	-ROVER-
	4	25	35	37	18	-ROVER-
6.	5	11	26	37	19	-ROVER-
	5	28	11	37	20	-ROVER-
	5	26	28	37	21	-ROVER-
7.	6	12	19	37	22	-ROVER-
	6	29	12	37	23	-ROVER-
	6	19	29	37	24	-ROVER-
8.	7	13	20	37	1	-ROVER-
	7	30	13	37	2	-ROVER-
	7	20	30	37	3	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Go Next to Table 6, North

TABLE 3

Go Next to Table 4, South

SOUTH

TABLE 3

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Remain at This Table

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	18	26	34	7	
	2	34	18	26	8	
	2	26	34	18	9	
2.	3	18	19	35	10	
	3	35	18	19	11	
	3	19	35	18	12	
3.	4	18	20	28	13	
	4	28	18	20	14	
	4	20	28	18	15	
4.	5	18	21	29	16	
	5	29	18	21	17	
	5	21	29	18	18	
5.	6	18	22	30	19	
	6	30	18	22	20	
	6	22	30	18	21	
6.	7	18	23	31	22	
	7	31	18	23	23	
	7	23	31	18	24	
7.	8	18	24	32	1	
	8	32	18	24	2	
	8	24	32	18	3	
8.	1	18	25	33	4	
	1	33	18	25	5	
	1	25	33	18	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3

NORTH

TABLE 3

Go Next to Table 5, North

Go Next to Table 7, South

SOUTH

4 TABLE

4 TABLE

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 8, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	11	25	32	10	
	6	32	11	25	11	
	6	25	32	11	12	
2.	7	12	26	33	13	
	7	33	12	26	14	
	7	26	33	12	15	
3.	8	13	19	34	16	
	8	34	13	19	17	
	8	19	34	13	18	
4.	1	14	20	35	19	
	1	35	14	20	20	
	1	20	35	14	21	
5.	2	15	21	28	22	
	2	28	15	21	23	
	2	21	28	15	24	
6.	3	16	22	29	1	
	3	29	16	22	2	
	3	22	29	16	3	
7.	4	17	23	30	4	
	4	30	17	23	5	
	4	23	30	17	6	
8.	5	10	24	31	7	
	5	31	10	24	8	
	5	24	31	10	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

TABLE 4

Go Next to Table 9, North

Remain at This Table

SOUTH

TABLE 5

TABLE 5

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	13	27	29	13	
	1	29	13	27	14	
	1	27	29	13	15	
2.	2	14	27	30	16	
	2	30	14	27	17	
	2	27	30	14	18	
3.	3	15	27	31	19	
	3	31	15	27	20	
	3	27	31	15	21	
4.	4	16	27	32	22	
	4	32	16	27	23	
	4	27	32	16	24	
5.	5	17	27	33	1	
	5	33	17	27	2	
	5	27	33	17	3	
6.	6	10	27	34	4	
	6	34	10	27	5	
	6	27	34	10	6	
7.	7	11	27	35	7	
	7	35	11	27	8	
	7	27	35	11	9	
8.	8	12	27	28	10	
	8	28	12	27	11	
	8	27	28	12	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

Go Next to Table 2, North

SIX TABLE

Go Next to Table 2, South

SOUTH

SIX TABLE

S0924RR.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables: 6 6 6 6 6 6 6 6

BridgeMats Version B205

Go Next to Table 9, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	17	22	28	16	
	7	28	17	38	17	-ROVER-
	7	22	28	38	18	-ROVER-
2.	8	10	23	38	19	-ROVER-
	8	29	10	38	20	-ROVER-
	8	23	29	38	21	-ROVER-
3.	1	11	24	38	22	-ROVER-
	1	30	11	38	23	-ROVER-
	1	24	30	38	24	-ROVER-
4.	2	12	25	38	1	-ROVER-
	2	31	12	38	2	-ROVER-
	2	25	31	38	3	-ROVER-
5.	3	13	26	38	4	-ROVER-
	3	32	13	38	5	-ROVER-
	3	26	32	38	6	-ROVER-
6.	4	14	19	38	7	-ROVER-
	4	33	14	38	8	-ROVER-
	4	19	33	38	9	-ROVER-
7.	5	15	20	38	10	-ROVER-
	5	34	15	38	11	-ROVER-
	5	20	34	38	12	-ROVER-
8.	6	16	21	38	13	-ROVER-
	6	35	16	38	14	-ROVER-
	6	21	35	38	15	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

Go Next to Table 4, North

TABLE 7

SOUTH

Go Next to Table 1, South

TABLE 7

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Remain at This Table

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	12	24	36	19	
	4	36	12	24	20	
	4	24	36	12	21	
2.	5	13	25	36	22	
	5	36	13	25	23	
	5	25	36	13	24	
3.	6	14	26	36	1	
	6	36	14	26	2	
	6	26	36	14	3	
4.	7	15	19	36	4	
	7	36	15	19	5	
	7	19	36	15	6	
5.	8	16	20	36	7	
	8	36	16	20	8	
	8	20	36	16	9	
6.	1	17	21	36	10	
	1	36	17	21	11	
	1	21	36	17	12	
7.	2	10	22	36	13	
	2	36	10	22	14	
	2	22	36	10	15	
8.	3	11	23	36	16	
	3	36	11	23	17	
	3	23	36	11	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 7

NORTH

TABLE 7

Go Next to Table 8, North

8 TABLE

Go Next to Table 9, South

SOUTH

8 TABLE

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	20	33	22	
	3	33	10	20	23	
	3	20	33	10	24	
2.	4	11	21	34	1	
	4	34	11	21	2	
	4	21	34	11	3	
3.	5	12	22	35	4	
	5	35	12	22	5	
	5	22	35	12	6	
4.	6	13	23	28	7	
	6	28	13	23	8	
	6	23	28	13	9	
5.	7	14	24	29	10	
	7	29	14	24	11	
	7	24	29	14	12	
6.	8	15	25	30	13	
	8	30	15	25	14	
	8	25	30	15	15	
7.	1	16	26	31	16	
	1	31	16	26	17	
	1	26	31	16	18	
8.	2	17	19	32	19	
	2	32	17	19	20	
	2	19	32	17	21	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

8

Go Next to Table 3, North

NINE TABLE

Go Next to Table 3, South

SOUTH

NINE TABLE

S0924RR.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
2nd Rover 38 starts West with second board at table 6.
Rover 2 tables:  6  6  6  6  6  6  6  6
```

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for

38 PLAYERS

WEST

Go Next to Table 5, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	19	30	25	
	5	30	16	19	26	
	5	19	30	16	27	
2.	6	17	20	31	25	
	6	31	17	20	26	
	6	20	31	17	27	
3.	7	10	21	32	25	
	7	32	10	21	26	
	7	21	32	10	27	
4.	8	11	22	33	25	
	8	33	11	22	26	
	8	22	33	11	27	
5.	1	12	23	34	25	
	1	34	12	23	26	
	1	23	34	12	27	
6.	2	13	24	35	25	
	2	35	13	24	26	
	2	24	35	13	27	
7.	3	14	25	28	25	
	3	28	14	25	26	
	3	25	28	14	27	
8.	4	15	26	29	25	
	4	29	15	26	26	
	4	26	29	15	27	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE NINE

NORTH

TABLE NINE

Go Next to Table 7, North