SOUTH

TABLE 1

TABLE 1

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	21	11	31	1	
	1	31	21	11	2	
	1	11	31	21	3	
2.	5	24	31	13	4	
	5	13	24	31	5	
	5	31	13	24	6	
3.	35	10	1	22	7	
	35	22	10	1	8	
	35	1	22	10	9	
4.	35	12	6	18	10	
	35	18	12	6	11	
	35	6	18	12	12	
5.	27	39	13	4	13	
	27	4	39	13	14	
	27	13	4	39	15	
6.	29	35	13	41	16	-ROVER-
	29	2	35	41	17	-ROVER-
	29	13	2	41	18	-ROVER-
7.	24	8	32	36	19	
	24	36	8	32	20	
	24	32	36	8	21	
8.	22	5	29	33	22	
	22	33	5	29	23	
	22	29	33	5	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

TABLE 2 SOUTH TABLE 2

S1027R.IND

```
10 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 41 bumps 3 players at West in each 3-board round.
Rover tables:    8  3  5  2  9  1  6  4
Rover starts West with second board at table 8.
```

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	22	12	32	4	
	2	32	22	12	5	
	2	12	32	22	6	
2.	8	21	39	12	7	
	8	12	21	39	8	
	8	39	12	21	9	
3.	36	9	2	21	10	
	36	21	9	2	11	
	36	2	21	9	12	
4.	34	9	3	41	13	-ROVER-
	34	32	9	41	14	-ROVER-
	34	3	32	41	15	-ROVER-
5.	28	40	14	3	16	
	28	3	40	14	17	
	28	14	3	40	18	
6.	31	38	22	3	19	
	31	3	38	22	20	
	31	22	3	38	21	
7.	23	7	31	35	22	
	23	35	7	31	23	
	23	31	35	7	24	
8.	10	36	23	28	25	
	10	28	36	23	26	
	10	23	28	36	27	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2 NORTH TABLE 2

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for 41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	23	13	33	7	
	3	33	23	13	8	
	3	13	33	23	9	
2.	7	22	40	41	10	-ROVER-
	7	11	22	41	11	-ROVER-
	7	40	11	41	12	-ROVER-
3.	33	12	7	28	13	
	33	28	12	7	14	
	33	7	28	12	15	
4.	33	10	4	31	16	
	33	31	10	4	17	
	33	4	31	10	18	
5.	25	33	18	2	19	
	25	2	33	18	20	
	25	18	2	33	21	
6.	32	37	21	4	22	
	32	4	37	21	23	
	32	21	4	37	24	
7.	13	34	22	25	25	
	13	25	34	22	26	
	13	22	25	34	27	
8.	9	35	24	27	28	
	9	27	35	24	29	
	9	24	27	35	30	

CHECK BOARDS AND POSITIONS EVERY ROUND

SOUTH

TABLE 4

TABLE 4

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	24	14	34	10	
	4	34	24	14	11	
	4	14	34	24	12	
2.	2	26	37	10	13	
	2	10	26	37	14	
	2	37	10	26	15	
3.	34	11	8	27	16	
	34	27	11	8	17	
	34	8	27	11	18	
4.	40	23	1	29	19	
	40	29	23	1	20	
	40	1	29	23	21	
5.	26	34	17	1	22	
	26	1	34	17	23	
	26	17	1	34	24	
6.	24	26	12	40	25	
	24	40	26	12	26	
	24	12	40	26	27	
7.	14	33	21	26	28	
	14	26	33	21	29	
	14	21	26	33	30	
8.	12	4	17	41	1	-ROVER-
	12	25	4	41	2	-ROVER-
	12	17	25	41	3	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

TABLE 4

NORTH

5 SOUTH 5
TABLE TABLE

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	25	15	35	13	
	5	35	25	15	14	
	5	15	35	25	15	
2.	1	25	38	9	16	
	1	9	25	38	17	
	1	38	9	25	18	
3.	39	20	5	41	19	-ROVER-
	39	26	20	41	20	-ROVER-
	39	5	26	41	21	-ROVER-
4.	39	24	2	30	22	
	39	30	24	2	23	
	39	2	30	24	24	
5.	20	32	11	35	25	
	20	35	32	11	26	
	20	11	35	32	27	
6.	23	25	11	39	28	
	23	39	25	11	29	
	23	11	39	25	30	
7.	15	2	20	28	1	
	15	28	2	20	2	
	15	20	28	2	3	
8.	11	3	18	26	4	
	11	26	3	18	5	
	11	18	26	3	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

5 NORTH 5

SOUTH

SIX TABLE

SIX TABLE

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	26	16	36	16	
	6	36	26	16	17	
	6	16	36	26	18	
2.	4	28	35	19	19	
	4	19	28	35	20	
	4	35	19	28	21	
3.	40	19	6	25	22	
	40	25	19	6	23	
	40	6	25	19	24	
4.	27	15	38	21	25	
	27	21	15	38	26	
	27	38	21	15	27	
5.	19	31	12	36	28	
	19	36	31	12	29	
	19	12	36	31	30	
6.	18	27	10	5	1	
	18	5	27	10	2	
	18	10	5	27	3	
7.	16	1	19	41	4	-ROVER-
	16	27	1	41	5	-ROVER-
	16	19	27	41	6	-ROVER-
8.	14	2	19	38	7	
	14	38	2	19	8	
	14	19	38	2	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	27	17	37	19	
	7	37	27	17	20	
	7	17	37	27	21	
2.	3	27	36	20	22	
	3	20	27	36	23	
	3	36	20	27	24	
3.	31	14	37	18	25	
	31	18	14	37	26	
	31	37	18	14	27	
4.	28	16	37	22	28	
	28	22	16	37	29	
	28	37	22	16	30	
5.	22	30	9	8	1	
	22	8	30	9	2	
	22	9	8	30	3	
6.	17	28	9	6	4	
	17	6	28	9	5	
	17	9	6	28	6	
7.	9	4	18	40	7	
	9	40	4	18	8	
	9	18	40	4	9	
8.	13	1	20	37	10	
	13	37	1	20	11	
	13	20	37	1	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	28	18	38	22	
	8	38	28	41	23	-ROVER-
	8	18	38	41	24	-ROVER-
2.	33	17	30	16	25	
	33	16	17	30	26	
	33	30	16	17	27	
3.	32	13	38	17	28	
	32	17	13	38	29	
	32	38	17	13	30	
4.	26	13	7	19	1	
	26	19	13	7	2	
	26	7	19	13	3	
5.	21	29	10	7	4	
	21	7	29	10	5	
	21	10	7	29	6	
6.	20	34	16	7	7	
	20	7	34	16	8	
	20	16	7	34	9	
7.	10	3	17	39	10	
	10	39	3	17	11	
	10	17	39	3	12	
8.	16	8	31	40	13	
	16	40	8	31	14	
	16	31	40	8	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

NORTH

8 8

S1027R.IND

10 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 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	29	19	39	25	
	9	39	29	19	26	
	9	19	39	29	27	
2.	34	18	29	15	28	
	34	15	18	29	29	
	34	29	15	18	30	
3.	29	16	3	24	1	
	29	24	16	3	2	
	29	3	24	16	3	
4.	25	14	8	20	4	
	25	20	14	8	5	
	25	8	20	14	6	
5.	24	37	15	41	7	-ROVER-
	24	6	37	41	8	-ROVER-
	24	15	6	41	9	-ROVER-
6.	19	33	15	8	10	
	19	8	33	15	11	
	19	15	8	33	12	
7.	11	6	29	38	13	
	11	38	6	29	14	
	11	29	38	6	15	
8.	15	7	32	39	16	
	15	39	7	32	17	
	15	32	39	7	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

TABLE 10 SOUTH TABLE 10

S1027R.IND

```
10 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 41 bumps 3 players at West in each 3-board round.
Rover tables:    8  3  5  2  9  1  6  4
Rover starts West with second board at table 8.
```

BridgeMats Version B205

EAST

Individual Bridge Movement for

41 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	30	20	40	28	
	10	40	30	20	29	
	10	20	40	30	30	
2.	6	23	32	14	1	
	6	14	23	32	2	
	6	32	14	23	3	
3.	30	15	4	23	4	
	30	23	15	4	5	
	30	4	23	15	6	
4.	36	11	5	17	7	
	36	17	11	5	8	
	36	5	17	11	9	
5.	23	38	16	5	10	
	23	5	38	16	11	
	23	16	5	38	12	
6.	30	36	14	1	13	
	30	1	36	14	14	
	30	14	1	36	15	
7.	12	5	30	37	16	
	12	37	5	30	17	
	12	30	37	5	18	
8.	21	6	30	34	19	
	21	34	6	30	20	
	21	30	34	6	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10 NORTH TABLE 10