Go Next to Table 2, South

SOUTH

TABLE 1

TABLE 1

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 3, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	12	23	34	1	
	1	34	12	45	2	-ROVER-
	1	23	34	45	3	-ROVER-
2.	1	21	33	36	4	
	1	36	21	33	5	
	1	33	36	21	6	
3.	1	19	32	38	7	
	1	38	19	32	8	
	1	32	38	19	9	
4.	1	17	31	40	10	
	1	40	17	31	11	
	1	31	40	17	12	
5.	1	15	30	42	13	
	1	42	15	30	14	
	1	30	42	15	15	
6.	1	13	29	44	16	
	1	44	13	29	17	
	1	29	44	13	18	
7.	1	22	28	46	19	-ROVER-
	1	35	22	46	20	-ROVER-
	1	28	35	46	21	-ROVER-
8.	1	20	27	37	22	
	1	37	20	27	23	
	1	27	37	20	24	
9.	1	18	26	39	25	
	1	39	18	26	26	
	1	26	39	18	27	

TABLE 1

TABLE 1

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 3, South

SOUTH

TABLE 2

TABLE 2

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	13	24	35	4	
	2	35	13	24	5	
	2	24	35	13	6	
2.	2	22	23	37	7	
	2	37	22	23	8	
	2	23	37	22	9	
3.	2	20	33	39	10	
	2	39	20	33	11	
	2	33	39	20	12	
4.	2	18	32	41	13	
	2	41	18	32	14	
	2	32	41	18	15	
5.	2	16	31	45	16	-ROVER-
	2	43	16	45	17	-ROVER-
	2	31	43	45	18	-ROVER-
6.	2	14	30	34	19	
	2	34	14	30	20	
	2	30	34	14	21	
7.	2	12	29	36	22	
	2	36	12	29	23	
	2	29	36	12	24	
8.	2	21	28	38	25	
	2	38	21	28	26	
	2	28	38	21	27	
9.	2	19	27	40	28	
	2	40	19	27	29	
	2	27	40	19	30	

TABLE 2

TABLE 2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 3

SOUTH

Go Next to Table 4, South

TABLE 3

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	14	25	36	7	
	3	36	14	25	8	
	3	25	36	14	9	
2.	3	12	24	38	10	
	3	38	12	24	11	
	3	24	38	12	12	
3.	3	21	23	40	13	
	3	40	21	23	14	
	3	23	40	21	15	
4.	3	19	33	46	16	-ROVER-
	3	42	19	46	17	-ROVER-
	3	33	42	46	18	-ROVER-
5.	3	17	32	44	19	
	3	44	17	32	20	
	3	32	44	17	21	
6.	3	15	31	35	22	
	3	35	15	31	23	
	3	31	35	15	24	
7.	3	13	30	37	25	
	3	37	13	30	26	
	3	30	37	13	27	
8.	3	22	29	39	28	
	3	39	22	29	29	
	3	29	39	22	30	
9.	3	20	28	45	31	-ROVER-
	3	41	20	45	32	-ROVER-
	3	28	41	45	33	-ROVER-

TABLE 3

TABLE 3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 5, South

SOUTH

4 TABLE

4 TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 6, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	15	26	37	10	
	4	37	15	26	11	
	4	26	37	15	12	
2.	4	13	25	45	13	-ROVER-
	4	39	13	45	14	-ROVER-
	4	25	39	45	15	-ROVER-
3.	4	22	24	41	16	
	4	41	22	24	17	
	4	24	41	22	18	
4.	4	20	23	43	19	
	4	43	20	23	20	
	4	23	43	20	21	
5.	4	18	33	34	22	
	4	34	18	33	23	
	4	33	34	18	24	
6.	4	16	32	36	25	
	4	36	16	32	26	
	4	32	36	16	27	
7.	4	14	31	38	28	
	4	38	14	31	29	
	4	31	38	14	30	
8.	4	12	30	46	31	-ROVER-
	4	40	12	46	32	-ROVER-
	4	30	40	46	33	-ROVER-
9.	4	21	29	42	1	
	4	42	21	29	2	
	4	29	42	21	3	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

4

4

Remain at This Table

TABLE 5

SOUTH

Go Next to Table 6, South

TABLE 5

S1133RR.IND

```
11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables:    1  4  7  10  2  5  8  11  3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables:  5  8  11  3  6  9  1  4  7
```

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	27	38	13	
	5	38	16	46	14	-ROVER-
	5	27	38	46	15	-ROVER-
2.	5	14	26	40	16	
	5	40	14	26	17	
	5	26	40	14	18	
3.	5	12	25	42	19	
	5	42	12	25	20	
	5	25	42	12	21	
4.	5	21	24	44	22	
	5	44	21	24	23	
	5	24	44	21	24	
5.	5	19	23	35	25	
	5	35	19	23	26	
	5	23	35	19	27	
6.	5	17	33	45	28	-ROVER-
	5	37	17	45	29	-ROVER-
	5	33	37	45	30	-ROVER-
7.	5	15	32	39	31	
	5	39	15	32	32	
	5	32	39	15	33	
8.	5	13	31	41	1	
	5	41	13	31	2	
	5	31	41	13	3	
9.	5	22	30	43	4	
	5	43	22	30	5	
	5	30	43	22	6	

TABLE 5

TABLE 5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

SIX TABLE

Go Next to Table 7, South

SOUTH

SIX TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 8, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	17	28	39	16	
	6	39	17	28	17	
	6	28	39	17	18	
2.	6	15	27	41	19	
	6	41	15	27	20	
	6	27	41	15	21	
3.	6	13	26	43	22	
	6	43	13	26	23	
	6	26	43	13	24	
4.	6	22	25	34	25	
	6	34	22	25	26	
	6	25	34	22	27	
5.	6	20	24	46	28	-ROVER-
	6	36	20	46	29	-ROVER-
	6	24	36	46	30	-ROVER-
6.	6	18	23	38	31	
	6	38	18	23	32	
	6	23	38	18	33	
7.	6	16	33	40	1	
	6	40	16	33	2	
	6	33	40	16	3	
8.	6	14	32	42	4	
	6	42	14	32	5	
	6	32	42	14	6	
9.	6	12	31	44	7	
	6	44	12	31	8	
	6	31	44	12	9	

TABLE TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

SIX NORTH SIX

Remain at This Table

TABLE 7

SOUTH

Go Next to Table 8, South

TABLE 7

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 9, East

EAST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 5, West

Rd.	North	East	South	West	Boards	Note
1.	7	18	29	40	19	
	7	40	18	29	20	
	7	29	40	18	21	
2.	7	16	28	42	22	
	7	42	16	28	23	
	7	28	42	16	24	
3.	7	14	27	45	25	-ROVER-
	7	44	14	45	26	-ROVER-
	7	27	44	45	27	-ROVER-
4.	7	12	26	35	28	
	7	35	12	26	29	
	7	26	35	12	30	
5.	7	21	25	37	31	
	7	37	21	25	32	
	7	25	37	21	33	
6.	7	19	24	39	1	
	7	39	19	24	2	
	7	24	39	19	3	
7.	7	17	23	41	4	
	7	41	17	23	5	
	7	23	41	17	6	
8.	7	15	33	43	7	
	7	43	15	33	8	
	7	33	43	15	9	
9.	7	13	32	46	10	-ROVER-
	7	34	13	46	11	-ROVER-
	7	32	34	46	12	-ROVER-

TABLE 7

TABLE 7

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 9, South

8 TABLE

SOUTH

8 TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 10, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	19	30	41	22	
	8	41	19	30	23	
	8	30	41	19	24	
2.	8	17	29	46	25	-ROVER-
	8	43	17	46	26	-ROVER-
	8	29	43	46	27	-ROVER-
3.	8	15	28	34	28	
	8	34	15	28	29	
	8	28	34	15	30	
4.	8	13	27	36	31	
	8	36	13	27	32	
	8	27	36	13	33	
5.	8	22	26	38	1	
	8	38	22	26	2	
	8	26	38	22	3	
6.	8	20	25	40	4	
	8	40	20	25	5	
	8	25	40	20	6	
7.	8	18	24	45	7	-ROVER-
	8	42	18	45	8	-ROVER-
	8	24	42	45	9	-ROVER-
8.	8	16	23	44	10	
	8	44	16	23	11	
	8	23	44	16	12	
9.	8	14	33	35	13	
	8	35	14	33	14	
	8	33	35	14	15	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

8 NORTH 8

Remain at This Table

NINE TABLE

Go Next to Table 10, South

SOUTH

NINE TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 11, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	20	31	42	25	
	9	42	20	31	26	
	9	31	42	20	27	
2.	9	18	30	44	28	
	9	44	18	30	29	
	9	30	44	18	30	
3.	9	16	29	35	31	
	9	35	16	29	32	
	9	29	35	16	33	
4.	9	14	28	37	1	
	9	37	14	28	2	
	9	28	37	14	3	
5.	9	12	27	39	4	
	9	39	12	27	5	
	9	27	39	12	6	
6.	9	21	26	46	7	-ROVER-
	9	41	21	46	8	-ROVER-
	9	26	41	46	9	-ROVER-
7.	9	19	25	43	10	
	9	43	19	25	11	
	9	25	43	19	12	
8.	9	17	24	34	13	
	9	34	17	24	14	
	9	24	34	17	15	
9.	9	15	23	36	16	
	9	36	15	23	17	
	9	23	36	15	18	

TABLE TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NINE **NORTH** NINE

Remain at This Table

TABLE 10

Go Next to Table 11, South

SOUTH

TABLE 10

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 8, West

Rd.	North	East	South	West	Boards	Note
1.	10	21	32	43	28	
	10	43	21	32	29	
	10	32	43	21	30	
2.	10	19	31	34	31	
	10	34	19	31	32	
	10	31	34	19	33	
3.	10	17	30	36	1	
	10	36	17	30	2	
	10	30	36	17	3	
4.	10	15	29	45	4	-ROVER-
	10	38	15	45	5	-ROVER-
	10	29	38	45	6	-ROVER-
5.	10	13	28	40	7	
	10	40	13	28	8	
	10	28	40	13	9	
6.	10	22	27	42	10	
	10	42	22	27	11	
	10	27	42	22	12	
7.	10	20	26	44	13	
	10	44	20	26	14	
	10	26	44	20	15	
8.	10	18	25	35	16	
	10	35	18	25	17	
	10	25	35	18	18	
9.	10	16	24	37	19	
	10	37	16	24	20	
	10	24	37	16	21	

TABLE 10

TABLE 10

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 11

Go Next to Table 1, South

SOUTH

TABLE 11

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 2, East

EAST

Individual Bridge Movement for

46 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	22	33	44	31	
	11	44	22	33	32	
	11	33	44	22	33	
2.	11	20	32	35	1	
	11	35	20	32	2	
	11	32	35	20	3	
3.	11	18	31	46	4	-ROVER-
	11	37	18	46	5	-ROVER-
	11	31	37	46	6	-ROVER-
4.	11	16	30	39	7	
	11	39	16	30	8	
	11	30	39	16	9	
5.	11	14	29	41	10	
	11	41	14	29	11	
	11	29	41	14	12	
6.	11	12	28	43	13	
	11	43	12	28	14	
	11	28	43	12	15	
7.	11	21	27	34	16	
	11	34	21	27	17	
	11	27	34	21	18	
8.	11	19	26	45	19	-ROVER-
	11	36	19	45	20	-ROVER-
	11	26	36	45	21	-ROVER-
9.	11	17	25	38	22	
	11	38	17	25	23	
	11	25	38	17	24	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

11 NORTH 11

Remain at This Table