TABLE 1

Go Next to Table 2, South

SOUTH

TABLE 1

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 3, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 12, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	14	27	40	1	
	1	27	14	53	2	-ROVER-
2.	1	25	39	42	3	
	1	39	25	42	4	
3.	1	23	38	44	5	
	1	38	23	44	6	
4.	1	21	37	46	7	
	1	37	21	46	8	
5.	1	19	36	48	9	
	1	36	19	48	10	
6.	1	17	35	50	11	
	1	35	17	50	12	
7.	1	15	34	52	13	
	1	34	15	52	14	
8.	1	26	33	41	15	
	1	33	26	41	16	
9.	1	24	32	43	17	
	1	32	24	43	18	
10.	1	22	31	45	19	
	1	31	22	45	20	
11.	1	20	30	47	21	
	1	30	20	47	22	
12.	1	18	29	49	23	
	1	29	18	49	24	
13.	1	16	28	51	25	
	1	28	16	51	26	

TABLE 1

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 1

Remain at This Table

2
TABLE
Go Next to Table 3, South
SOUTH
2
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 13, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	15	28	41	3	
	2	28	15	41	4	
2.	2	26	27	43	5	
	2	27	26	43	6	
3.	2	24	39	45	7	
	2	39	24	45	8	
4.	2	22	38	47	9	
	2	38	22	47	10	
5.	2	20	37	49	11	
	2	37	20	49	12	
6.	2	18	36	51	13	
	2	36	18	51	14	
7.	2	16	35	40	15	
	2	35	16	40	16	
8.	2	14	34	42	17	
	2	34	14	42	18	
9.	2	25	33	44	19	
	2	33	25	44	20	
10.	2	23	32	53	21	-ROVER-
	2	32	23	53	22	-ROVER-
11.	2	21	31	48	23	
	2	31	21	48	24	
12.	2	19	30	50	25	
	2	30	19	50	26	
13.	2	17	29	52	1	
	2	29	17	52	2	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

2

NORTH

2

Remain at This Table

TABLE 3

Go Next to Table 4, South

SOUTH

TABLE 3

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	16	29	42	5	
	3	29	16	42	6	
2.	3	14	28	44	7	
	3	28	14	44	8	
3.	3	25	27	46	9	
	3	27	25	46	10	
4.	3	23	39	48	11	
	3	39	23	48	12	
5.	3	21	38	50	13	
	3	38	21	50	14	
6.	3	19	37	53	15	-ROVER-
	3	37	19	53	16	-ROVER-
7.	3	17	36	41	17	
	3	36	17	41	18	
8.	3	15	35	43	19	
	3	35	15	43	20	
9.	3	26	34	45	21	
	3	34	26	45	22	
10.	3	24	33	47	23	
	3	33	24	47	24	
11.	3	22	32	49	25	
	3	32	22	49	26	
12.	3	20	31	51	1	
	3	31	20	51	2	
13.	3	18	30	40	3	
	3	30	18	40	4	

TABLE 3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 3

Remain at This Table

Go Next to Table 5, South

SOUTH

4 TABLE

4 TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 2, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	17	30	43	7	
	4	30	17	43	8	
2.	4	15	29	53	9	-ROVER-
	4	29	15	53	10	-ROVER-
3.	4	26	28	47	11	
	4	28	26	47	12	
4.	4	24	27	49	13	
	4	27	24	49	14	
5.	4	22	39	51	15	
	4	39	22	51	16	
6.	4	20	38	40	17	
	4	38	20	40	18	
7.	4	18	37	42	19	
	4	37	18	42	20	
8.	4	16	36	44	21	
	4	36	16	44	22	
9.	4	14	35	46	23	
	4	35	14	46	24	
10.	4	25	34	48	25	
	4	34	25	48	26	
11.	4	23	33	50	1	
	4	33	23	50	2	
12.	4	21	32	52	3	
	4	32	21	52	4	
13.	4	19	31	41	5	
	4	31	19	41	6	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

4

4

Remain at This Table

TABLE 5

Go Next to Table 6, South

SOUTH

TABLE 5

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	18	31	44	9	
	5	31	18	44	10	
2.	5	16	30	46	11	
	5	30	16	46	12	
3.	5	14	29	48	13	
	5	29	14	48	14	
4.	5	25	28	50	15	
	5	28	25	50	16	
5.	5	23	27	52	17	
	5	27	23	52	18	
6.	5	21	39	41	19	
	5	39	21	41	20	
7.	5	19	38	43	21	
	5	38	19	43	22	
8.	5	17	37	45	23	
	5	37	17	45	24	
9.	5	15	36	47	25	
	5	36	15	47	26	
10.	5	26	35	49	1	
	5	35	26	49	2	
11.	5	24	34	53	3	-ROVER-
	5	34	24	53	4	-ROVER-
12.	5	22	33	40	5	
	5	33	22	40	6	
13.	5	20	32	42	7	
	5	32	20	42	8	

TABLE 5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 5

Remain at This Table

SIX TABLE

Go Next to Table 7, South

SOUTH

SIX TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 8, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	19	32	45	11	
	6	32	19	45	12	
2.	6	17	31	47	13	
	6	31	17	47	14	
3.	6	15	30	49	15	
	6	30	15	49	16	
4.	6	26	29	51	17	
	6	29	26	51	18	
5.	6	24	28	40	19	
	6	28	24	40	20	
6.	6	22	27	42	21	
	6	27	22	42	22	
7.	6	20	39	53	23	-ROVER-
	6	39	20	53	24	-ROVER-
8.	6	18	38	46	25	
	6	38	18	46	26	
9.	6	16	37	48	1	
	6	37	16	48	2	
10.	6	14	36	50	3	
	6	36	14	50	4	
11.	6	25	35	52	5	
	6	35	25	52	6	
12.	6	23	34	41	7	
	6	34	23	41	8	
13.	6	21	33	43	9	
	6	33	21	43	10	

TABLE SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE SIX

Remain at This Table

Go Next to Table 8, South

SOUTH

7

TABLE

7

TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 9, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 5, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	20	33	46	13	
	7	33	20	46	14	
2.	7	18	32	48	15	
	7	32	18	48	16	
3.	7	16	31	53	17	-ROVER-
	7	31	16	53	18	-ROVER-
4.	7	14	30	52	19	
	7	30	14	52	20	
5.	7	25	29	41	21	
	7	29	25	41	22	
6.	7	23	28	43	23	
	7	28	23	43	24	
7.	7	21	27	45	25	
	7	27	21	45	26	
8.	7	19	39	47	1	
	7	39	19	47	2	
9.	7	17	38	49	3	
	7	38	17	49	4	
10.	7	15	37	51	5	
	7	37	15	51	6	
11.	7	26	36	40	7	
	7	36	26	40	8	
12.	7	24	35	42	9	
	7	35	24	42	10	
13.	7	22	34	44	11	
	7	34	22	44	12	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

7

7

Remain at This Table

8 TABLE

Go Next to Table 9, South

SOUTH

8 TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 10, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	21	34	47	15	
	8	34	21	47	16	
2.	8	19	33	49	17	
	8	33	19	49	18	
3.	8	17	32	51	19	
	8	32	17	51	20	
4.	8	15	31	40	21	
	8	31	15	40	22	
5.	8	26	30	42	23	
	8	30	26	42	24	
6.	8	24	29	44	25	
	8	29	24	44	26	
7.	8	22	28	46	1	
	8	28	22	46	2	
8.	8	20	27	48	3	
	8	27	20	48	4	
9.	8	18	39	50	5	
	8	39	18	50	6	
10.	8	16	38	52	7	
	8	38	16	52	8	
11.	8	14	37	41	9	
	8	37	14	41	10	
12.	8	25	36	53	11	-ROVER-
	8	36	25	53	12	-ROVER-
13.	8	23	35	45	13	
	8	35	23	45	14	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

8

Remain at This Table

NINE TABLE

Go Next to Table 10, South

SOUTH

NINE TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 11, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 7, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	22	35	48	17	
	9	35	22	48	18	
2.	9	20	34	50	19	
	9	34	20	50	20	
3.	9	18	33	52	21	
	9	33	18	52	22	
4.	9	16	32	41	23	
	9	32	16	41	24	
5.	9	14	31	43	25	
	9	31	14	43	26	
6.	9	25	30	45	1	
	9	30	25	45	2	
7.	9	23	29	47	3	
	9	29	23	47	4	
8.	9	21	28	53	5	-ROVER-
	9	28	21	53	6	-ROVER-
9.	9	19	27	51	7	
	9	27	19	51	8	
10.	9	17	39	40	9	
	9	39	17	40	10	
11.	9	15	38	42	11	
	9	38	15	42	12	
12.	9	26	37	44	13	
	9	37	26	44	14	
13.	9	24	36	46	15	
	9	36	24	46	16	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

NINE

Remain at This Table

TABLE 10

Go Next to Table 11, South

SOUTH

TABLE 10

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 12, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	23	36	49	19	
	10	36	23	49	20	
2.	10	21	35	51	21	
	10	35	21	51	22	
3.	10	19	34	40	23	
	10	34	19	40	24	
4.	10	17	33	53	25	-ROVER-
	10	33	17	53	26	-ROVER-
5.	10	15	32	44	1	
	10	32	15	44	2	
6.	10	26	31	46	3	
	10	31	26	46	4	
7.	10	24	30	48	5	
	10	30	24	48	6	
8.	10	22	29	50	7	
	10	29	22	50	8	
9.	10	20	28	52	9	
	10	28	20	52	10	
10.	10	18	27	41	11	
	10	27	18	41	12	
11.	10	16	39	43	13	
	10	39	16	43	14	
12.	10	14	38	45	15	
	10	38	14	45	16	
13.	10	25	37	47	17	
	10	37	25	47	18	

TABLE 10

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 10

Remain at This Table

TABLE 11

Go Next to Table 12, South

SOUTH

TABLE 11

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 13, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 9, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	24	37	50	21	
	11	37	24	50	22	
2.	11	22	36	52	23	
	11	36	22	52	24	
3.	11	20	35	41	25	
	11	35	20	41	26	
4.	11	18	34	43	1	
	11	34	18	43	2	
5.	11	16	33	45	3	
	11	33	16	45	4	
6.	11	14	32	47	5	
	11	32	14	47	6	
7.	11	25	31	49	7	
	11	31	25	49	8	
8.	11	23	30	51	9	
	11	30	23	51	10	
9.	11	21	29	40	11	
	11	29	21	40	12	
10.	11	19	28	42	13	
	11	28	19	42	14	
11.	11	17	27	44	15	
	11	27	17	44	16	
12.	11	15	39	46	17	
	11	39	15	46	18	
13.	11	26	38	53	19	-ROVER-
	11	38	26	53	20	-ROVER-

TABLE 11

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 11

Remain at This Table

12
TABLE
Go Next to Table 13, South
SOUTH
12
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

EAST

Go Next to Table 1, East

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 10, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	25	38	51	23	
	12	38	25	51	24	
2.	12	23	37	40	25	
	12	37	23	40	26	
3.	12	21	36	42	1	
	12	36	21	42	2	
4.	12	19	35	44	3	
	12	35	19	44	4	
5.	12	17	34	46	5	
	12	34	17	46	6	
6.	12	15	33	48	7	
	12	33	15	48	8	
7.	12	26	32	50	9	
	12	32	26	50	10	
8.	12	24	31	52	11	
	12	31	24	52	12	
9.	12	22	30	53	13	-ROVER-
	12	30	22	53	14	-ROVER-
10.	12	20	29	43	15	
	12	29	20	43	16	
11.	12	18	28	45	17	
	12	28	18	45	18	
12.	12	16	27	47	19	
	12	27	16	47	20	
13.	12	14	39	49	21	
	12	39	14	49	22	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

12

NORTH

12

Remain at This Table

13
TABLE
Go Next to Table 1, South
SOUTH
13
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B205

EAST

Go Next to Table 2, East

Individual Bridge Movement for

53 PLAYERS

WEST

Go Next to Table 11, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	26	39	52	25	
	13	39	26	52	26	
2.	13	24	38	41	1	
	13	38	24	41	2	
3.	13	22	37	43	3	
	13	37	22	43	4	
4.	13	20	36	45	5	
	13	36	20	45	6	
5.	13	18	35	53	7	-ROVER-
	13	35	18	53	8	-ROVER-
6.	13	16	34	49	9	
	13	34	16	49	10	
7.	13	14	33	51	11	
	13	33	14	51	12	
8.	13	25	32	40	13	
	13	32	25	40	14	
9.	13	23	31	42	15	
	13	31	23	42	16	
10.	13	21	30	44	17	
	13	30	21	44	18	
11.	13	19	29	46	19	
	13	29	19	46	20	
12.	13	17	28	48	21	
	13	28	17	48	22	
13.	13	15	27	50	23	
	13	27	15	50	24	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

13

NORTH

13

Remain at This Table