

Go Next to Table 6, South

SOUTH

TABLE

TABLE

S0924R.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.

BridgeMats Version B205

EAST

Individual Bridge Movement for 37 PLAYERS

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

NORTH

Remain at This Table

1

1

TABLE

TABLE

Go Next to Table 2, East

Go Next to Table 3, West

2
TABLE

Go Next to Table 8, South

SOUTH

2
TABLE

S0924R.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.

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for 37 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-

TABLE
2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 6, North

TABLE
2

3
TABLE

Go Next to Table 4, South

SOUTH

3
TABLE

S0924R.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.

BridgeMats Version B205

Remain at This Table

EAST

Individual Bridge Movement for 37 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	

TABLE
3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 5, North

TABLE
3

Go Next to Table 7, South

SOUTH

S0924R.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.

BridgeMats Version B205

EAST

Individual Bridge Movement for 37 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

NORTH

Go Next to Table 9, North

TABLE

4

TABLE

4

5
TABLE

Remain at This Table

SOUTH

5
TABLE

S0924R.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.

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for 37 PLAYERS

WEST

Go Next to Table 6, 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	



TABLE
5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 2, North



TABLE
5

SIX
TABLE

Go Next to Table 2, South

SOUTH

SIX
TABLE

S0924R.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.

BridgeMats Version B205

Go Next to Table 9, East

EAST

Individual Bridge Movement for 37 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

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

TABLE
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 4, North

TABLE
SIX

Go Next to Table 1, South

SOUTH

S0924R.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.

BridgeMats Version B205

EAST

**Individual Bridge
Movement for
37 PLAYERS**

WEST

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

NORTH

Go Next to Table 8, North

TABLE

7

TABLE

7

Go Next to Table 4, East

Remain at This Table

8
TABLE

Go Next to Table 9, South

SOUTH

8
TABLE

S0924R.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.

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for 37 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	

8
TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Go Next to Table 3, North

8
TABLE

NINE
TABLE

Go Next to Table 3, South

SOUTH

NINE
TABLE

S0924R.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.

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for 37 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	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

Go Next to Table 7, North

NINE