TABLE 1

SOUTH

Pair 1 Remain at This Table
Other Pairs Go Next to Table 2

TABLE 1

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

Pair 1 Remain at This Table
Other Pairs Go Next to Table 2

EAST

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST

Pair 1 Remain at This Table
Other Pairs Go Next to Table 2

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	1	7	1-2	
	1	7	3-4	
2.	1	12	5-6	
	1	12	7-8	
3.	1	11	9-10	
	1	11	11-12	
4.	1	10	13-14	
	1	10	15-16	
5.	9	1	17-18	
	9	1	19-20	
6.	13	1	21-22	-ROVER-
	8	13	23-24	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

Pair 1 Remain at This Table
Other Pairs Go Next to Table 2

TABLE 1

TABLE 2

SOUTH

Pair 2 Remain at This Table
Other Pairs Go Next to Table 3

TABLE 2

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

EAST

Pair 2 Remain at This Table
Other Pairs Go Next to Table 3

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST

Pair 2 Remain at This Table
Other Pairs Go Next to Table 3

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	2	8	5-6	
	2	8	7-8	
2.	2	7	9-10	
	2	7	11-12	
3.	2	13	13-14	-ROVER-
	13	12	15-16	-ROVER-
4.	2	11	17-18	
	2	11	19-20	
5.	10	2	21-22	
	10	2	23-24	
6.	9	2	1-2	
	9	2	3-4	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

Pair 2 Remain at This Table
Other Pairs Go Next to Table 3

TABLE 2

3
TABLE
SOUTH
Pair 3 Remain at This Table
Other Pairs Go Next to Table 4
3
TABLE

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

EAST
Pair 3 Remain at This Table
Other Pairs Go Next to Table 4

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST
Pair 3 Remain at This Table
Other Pairs Go Next to Table 4

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	3	9	9-10	Relay T4
	3	9	11-12	Relay T4
2.	3	8	13-14	Relay T4
	3	8	15-16	Relay T4
3.	3	7	17-18	Relay T4
	3	7	19-20	Relay T4
4.	3	12	21-22	Relay T4
	3	12	23-24	Relay T4
5.	13	3	1-2	-ROVER-
	11	13	3-4	-ROVER-
6.	10	3	5-6	Relay T4
	10	3	7-8	Relay T4

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
3
NORTH
Pair 3 Remain at This Table
Other Pairs Go Next to Table 4
TABLE
3

TABLE 4

SOUTH

Pair 4 Remain at This Table
Other Pairs Go Next to Table 5

TABLE 4

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

Pair 4 Remain at This Table
Other Pairs Go Next to Table 5

EAST

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST

Pair 4 Remain at This Table
Other Pairs Go Next to Table 5

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	4	10	11-12	Relay T3
	13	10	9-10	-ROVER-
2.	4	9	15-16	Relay T3
	4	9	13-14	Relay T3
3.	4	8	19-20	Relay T3
	4	8	17-18	Relay T3
4.	4	7	23-24	Relay T3
	4	7	21-22	Relay T3
5.	12	4	3-4	Relay T3
	12	4	1-2	Relay T3
6.	11	4	7-8	Relay T3
	11	4	5-6	Relay T3

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

Pair 4 Remain at This Table
Other Pairs Go Next to Table 5

TABLE 4

TABLE 5

SOUTH

Pair 5 Remain at This Table
Other Pairs Go Next to Table 6

TABLE 5

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

Pair 5 Remain at This Table
Other Pairs Go Next to Table 6

EAST

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST

Pair 5 Remain at This Table
Other Pairs Go Next to Table 6

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	5	11	13-14	
	5	11	15-16	
2.	5	13	17-18	-ROVER-
	13	10	19-20	-ROVER-
3.	5	9	21-22	
	5	9	23-24	
4.	5	8	1-2	
	5	8	3-4	
5.	7	5	5-6	
	7	5	7-8	
6.	12	5	9-10	
	12	5	11-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

Pair 5 Remain at This Table
Other Pairs Go Next to Table 6

TABLE 5

SIX

TABLE

SOUTH

Pair 6 Remain at This Table
Other Pairs Go Next to Table 1

SIX

TABLE

HAJ7RVR.MOV

Harold Jordan: one-winner 6.5 table movement. Players play a 6 round 4 board scrambled Mitchell with relay between 3 and 4 and a bye stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to table 5, 2, 6, 3, 5 and 1 for each 4 board round, displacing both N/S and E/W at the table for 2 boards each.

Arrows are switched for the last 8 boards to provide better balance. Original N-S remain at same table. Computer scores 12 rounds of 2 boards, with a phantom 7th table.

Pair 6 Remain at This Table
Other Pairs Go Next to Table 1

EAST

BridgeMats Version A709

Duplicate Bridge Movement for

13 PAIRS

WEST

Pair 6 Remain at This Table
Other Pairs Go Next to Table 1

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	6	12	17-18	
	6	12	19-20	
2.	6	11	21-22	
	6	11	23-24	
3.	6	10	1-2	
	6	10	3-4	
4.	6	13	5-6	-ROVER-
	13	9	7-8	-ROVER-
5.	8	6	9-10	
	8	6	11-12	
6.	7	6	13-14	
	7	6	15-16	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

SIX

NORTH

Pair 6 Remain at This Table
Other Pairs Go Next to Table 1

TABLE

SIX