TABLE 1

SOUTH

TABLE 1

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	1	1	1	1-2	
2.	1	12	13	3	3-4	
3.	1	10	12	5	5-6	
4.	1	8	11	7	7-8	
5.	1	6	10	9	9-10	
6.	1	4	9	11	11-12	
7.	1	2	8	13	13-14	
8.	1	13	7	2	15-16	
9.	1	11	6	4	17-18	
10.	1	9	5	6	19-20	
11.	1	7	4	8	21-22	
12.	1	5	3	10	23-24	
13.	1	3	2	12	25-26	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

1

NORTH

Remain Stationary

TABLE

1

TABLE 2

SOUTH

TABLE 2

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	2	2	2	3-4	
2.	2	13	1	4	5-6	
3.	2	11	13	6	7-8	
4.	2	9	12	8	9-10	
5.	2	7	11	10	11-12	
6.	2	5	10	12	13-14	
7.	2	3	9	1	15-16	
8.	2	1	8	3	17-18	
9.	2	12	7	5	19-20	
10.	14	10	6	7	21-22	-ROVER-
11.	2	8	5	9	23-24	
12.	2	6	4	11	25-26	
13.	2	4	3	13	1-2	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Remain Stationary

3

TABLE

SOUTH

3

TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	3	3	3	5-6	
2.	3	1	2	5	7-8	
3.	3	12	1	7	9-10	
4.	3	10	13	9	11-12	
5.	3	8	12	11	13-14	
6.	14	6	11	13	15-16	-ROVER-
7.	3	4	10	2	17-18	
8.	3	2	9	4	19-20	
9.	3	13	8	6	21-22	
10.	3	11	7	8	23-24	
11.	3	9	6	10	25-26	
12.	3	7	5	12	1-2	
13.	3	5	4	1	3-4	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

3

NORTH

Remain Stationary

TABLE

3

TABLE 4

SOUTH

TABLE 4

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	4	4	4	7-8	
2.	14	2	3	6	9-10	-ROVER-
3.	4	13	2	8	11-12	
4.	4	11	1	10	13-14	
5.	4	9	13	12	15-16	
6.	4	7	12	1	17-18	
7.	4	5	11	3	19-20	
8.	4	3	10	5	21-22	
9.	4	1	9	7	23-24	
10.	4	12	8	9	25-26	
11.	4	10	7	11	1-2	
12.	4	8	6	13	3-4	
13.	4	6	5	2	5-6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 4

NORTH

TABLE 4

5

TABLE

SOUTH

5

TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	5	5	5	9-10	
2.	5	3	4	7	11-12	
3.	5	1	3	9	13-14	
4.	5	12	2	11	15-16	
5.	5	10	1	13	17-18	
6.	5	8	13	2	19-20	
7.	5	6	12	4	21-22	
8.	5	4	11	6	23-24	
9.	5	2	10	8	25-26	
10.	5	13	9	10	1-2	
11.	14	11	8	12	3-4	-ROVER-
12.	5	9	7	1	5-6	
13.	5	7	6	3	7-8	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

5

NORTH

Remain Stationary

TABLE

5

SIX TABLE

SOUTH

SIX TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	6	6	6	11-12	
2.	6	4	5	8	13-14	
3.	6	2	4	10	15-16	
4.	6	13	3	12	17-18	
5.	6	11	2	1	19-20	
6.	6	9	1	3	21-22	
7.	14	7	13	5	23-24	-ROVER-
8.	6	5	12	7	25-26	
9.	6	3	11	9	1-2	
10.	6	1	10	11	3-4	
11.	6	12	9	13	5-6	
12.	6	10	8	2	7-8	
13.	6	8	7	4	9-10	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
SIX

NORTH

Remain Stationary

TABLE
SIX

7 SOUTH 7

TABLE TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	7	7	7	13-14	
2.	7	5	6	9	15-16	
3.	14	3	5	11	17-18	-ROVER-
4.	7	1	4	13	19-20	
5.	7	12	3	2	21-22	
6.	7	10	2	4	23-24	
7.	7	8	1	6	25-26	
8.	7	6	13	8	1-2	
9.	7	4	12	10	3-4	
10.	7	2	11	12	5-6	
11.	7	13	10	1	7-8	
12.	7	11	9	3	9-10	
13.	7	9	8	5	11-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

7 NORTH 7

Remain Stationary

8 TABLE

SOUTH

8 TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	8	8	8	15-16	
2.	8	6	7	10	17-18	
3.	8	4	6	12	19-20	
4.	8	2	5	1	21-22	
5.	8	13	4	3	23-24	
6.	8	11	3	5	25-26	
7.	8	9	2	7	1-2	
8.	8	7	1	9	3-4	
9.	8	5	13	11	5-6	
10.	8	3	12	13	7-8	
11.	8	1	11	2	9-10	
12.	14	12	10	4	11-12	-ROVER-
13.	8	10	9	6	13-14	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 8

NORTH

TABLE 8

Remain Stationary

NINE TABLE

SOUTH

NINE TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	9	9	9	17-18	
2.	9	7	8	11	19-20	
3.	9	5	7	13	21-22	
4.	9	3	6	2	23-24	
5.	9	1	5	4	25-26	
6.	9	12	4	6	1-2	
7.	9	10	3	8	3-4	
8.	14	8	2	10	5-6	-ROVER-
9.	9	6	1	12	7-8	
10.	9	4	13	1	9-10	
11.	9	2	12	3	11-12	
12.	9	13	11	5	13-14	
13.	9	11	10	7	15-16	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
NINE

NORTH

Remain Stationary

TABLE
NINE

TABLE 10

SOUTH

TABLE 10

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	10	10	10	19-20	
2.	10	8	9	12	21-22	
3.	10	6	8	1	23-24	
4.	14	4	7	3	25-26	-ROVER-
5.	10	2	6	5	1-2	
6.	10	13	5	7	3-4	
7.	10	11	4	9	5-6	
8.	10	9	3	11	7-8	
9.	10	7	2	13	9-10	
10.	10	5	1	2	11-12	
11.	10	3	13	4	13-14	
12.	10	1	12	6	15-16	
13.	10	12	11	8	17-18	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10

NORTH

TABLE 10

Remain Stationary

TABLE 11

SOUTH

TABLE 11

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	11	11	11	21-22	
2.	11	9	10	13	23-24	
3.	11	7	9	2	25-26	
4.	11	5	8	4	1-2	
5.	11	3	7	6	3-4	
6.	11	1	6	8	5-6	
7.	11	12	5	10	7-8	
8.	11	10	4	12	9-10	
9.	11	8	3	1	11-12	
10.	11	6	2	3	13-14	
11.	11	4	1	5	15-16	
12.	11	2	13	7	17-18	
13.	14	13	12	9	19-20	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 11

NORTH

TABLE 11

Remain Stationary

TABLE 12

SOUTH

TABLE 12

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for

53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	12	12	12	23-24	
2.	12	10	11	1	25-26	
3.	12	8	10	3	1-2	
4.	12	6	9	5	3-4	
5.	12	4	8	7	5-6	
6.	12	2	7	9	7-8	
7.	12	13	6	11	9-10	
8.	12	11	5	13	11-12	
9.	14	9	4	2	13-14	-ROVER-
10.	12	7	3	4	15-16	
11.	12	5	2	6	17-18	
12.	12	3	1	8	19-20	
13.	12	1	13	10	21-22	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 12

NORTH

TABLE 12

Remain Stationary

13 TABLE

SOUTH

13 TABLE

R1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, no rotate, rover.

North stationary, East up 2, South up 1, West down 2 tables.

Rover 14 bumps North players for one round each.
Rover tables: 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts North on second round at table 4.

BridgeMats Version B205

EAST

Individual Bridge Movement for 53 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	13	13	13	25-26	
2.	13	11	12	2	1-2	
3.	13	9	11	4	3-4	
4.	13	7	10	6	5-6	
5.	14	5	9	8	7-8	-ROVER-
6.	13	3	8	10	9-10	
7.	13	1	7	12	11-12	
8.	13	12	6	1	13-14	
9.	13	10	5	3	15-16	
10.	13	8	4	5	17-18	
11.	13	6	3	7	19-20	
12.	13	4	2	9	21-22	
13.	13	2	1	11	23-24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 13

NORTH

Remain Stationary

TABLE 13