SOUTH

TABLE 1

TABLE 1

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

TABLE 1

NORTH

2 SOUTH 2
TABLE TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

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Rover tables: 8 3 5 2 9 1 6 4
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Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for 42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2 NORTH TABLE 2

3 SOUTH 3
TABLE TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

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Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

3 NORTH 3

4 SOUTH 4

TABLE TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

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Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

NORTH

4 4

5 TABLE

SOUTH

5 TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

SIX TABLE

SOUTH

SIX TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

==> PERSONAL GUIDE CARDS ARE REQUIRED FOR THIS MOVEMENT <==
Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

7 SOUTH 7

TABLE TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

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Rover 41 bumps 3 players at West in each 3-board round.
Rover tables: 8 3 5 2 9 1 6 4
Rover starts West with second board at table 8.
2nd Rover 42 starts West with second board at table 6.
Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE TABLE

NORTH

7 7

8 TABLE

SOUTH

8 TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
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BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

8

NORTH

8

NINE TABLE

SOUTH

NINE TABLE

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.

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Rover starts West with second board at table 8.
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Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for

42 PLAYERS

WEST

Players take numbers listed for first round.

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

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE NINE

NORTH

TABLE NINE

TABLE 10

SOUTH

TABLE 10

S1027RR.IND

10 tables, 8 rounds of 3 boards. Rotation, rover.
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Rover 2 tables: 6 1 3 4 7 3 8 6

BridgeMats Version B205

EAST

Individual Bridge Movement for 42 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	30	20	40	28	
	10	40	30	20	29	
	10	20	40	30	30	
2.	6	23	32	14	1	
	6	14	23	32	2	
	6	32	14	23	3	
3.	30	15	4	23	4	
	30	23	15	4	5	
	30	4	23	15	6	
4.	36	11	5	17	7	
	36	17	11	5	8	
	36	5	17	11	9	
5.	23	38	16	5	10	
	23	5	38	16	11	
	23	16	5	38	12	
6.	30	36	14	1	13	
	30	1	36	14	14	
	30	14	1	36	15	
7.	12	5	30	37	16	
	12	37	5	30	17	
	12	30	37	5	18	
8.	21	6	30	34	19	
	21	34	6	30	20	
	21	30	34	6	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 10

NORTH

TABLE 10