Go Next to Table 2, South

SOUTH

1

TABLE

1

TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 3, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 10, West

Players take numbers listed for first round.

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

TABLE

1

TABLE

1

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 3, South

SOUTH

2

TABLE

2

TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 11, West

Players take numbers listed for first round.

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

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

2

NORTH

2

Remain at This Table

Go Next to Table 4, South

SOUTH

3 TABLE 3

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

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

TABLE 3

TABLE 3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 5, South

SOUTH

4

TABLE

4

TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 6, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 2, West

Players take numbers listed for first round.

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

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

4

4

Remain at This Table

TABLE 5

SOUTH

Go Next to Table 6, South

TABLE 5

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

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

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

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 8, East

EAST

Individual Bridge Movement for

45 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 4, West

Rd.	North	East	South	West	Boards	Note
1.	6	17	28	39	16	
	6	39	17	28	17	
	6	28	39	17	18	
2.	6	15	27	41	19	
	6	41	15	27	20	
	6	27	41	15	21	
3.	6	13	26	43	22	
	6	43	13	26	23	
	6	26	43	13	24	
4.	6	22	25	34	25	
	6	34	22	25	26	
	6	25	34	22	27	
5.	6	20	24	36	28	
	6	36	20	24	29	
	6	24	36	20	30	
6.	6	18	23	38	31	
	6	38	18	23	32	
	6	23	38	18	33	
7.	6	16	33	40	1	
	6	40	16	33	2	
	6	33	40	16	3	
8.	6	14	32	42	4	
	6	42	14	32	5	
	6	32	42	14	6	
9.	6	12	31	44	7	
	6	44	12	31	8	
	6	31	44	12	9	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

SIX

NORTH

SIX

Remain at This Table

Go Next to Table 8, South

SOUTH

7

TABLE

7

TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 9, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 5, West

Players take numbers listed for first round.

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

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

7

NORTH

7

Remain at This Table

8 TABLE

Go Next to Table 9, South

SOUTH

8 TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 10, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

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

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

8 NORTH 8

Remain at This Table

NINE

TABLE

Go Next to Table 10, South

SOUTH

NINE

TABLE

S1133R.IND

```
11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables:    1  4  7  10  2  5  8  11  3
Rover starts West with second board at table 1.
```

BridgeMats Version B205

Go Next to Table 11, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 7, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	20	31	42	25	
	9	42	20	31	26	
	9	31	42	20	27	
2.	9	18	30	44	28	
	9	44	18	30	29	
	9	30	44	18	30	
3.	9	16	29	35	31	
	9	35	16	29	32	
	9	29	35	16	33	
4.	9	14	28	37	1	
	9	37	14	28	2	
	9	28	37	14	3	
5.	9	12	27	39	4	
	9	39	12	27	5	
	9	27	39	12	6	
6.	9	21	26	41	7	
	9	41	21	26	8	
	9	26	41	21	9	
7.	9	19	25	43	10	
	9	43	19	25	11	
	9	25	43	19	12	
8.	9	17	24	34	13	
	9	34	17	24	14	
	9	24	34	17	15	
9.	9	15	23	36	16	
	9	36	15	23	17	
	9	23	36	15	18	

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

NINE

NORTH

NINE

Remain at This Table

10
TABLE
Go Next to Table 11, South
SOUTH
10
TABLE

S1133R.IND

```
11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables:    1  4  7  10  2  5  8  11  3
Rover starts West with second board at table 1.
```

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

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

TABLE

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

10 NORTH 10

Remain at This Table

Go Next to Table 1, South

SOUTH

11

TABLE

11

TABLE

S1133R.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.

BridgeMats Version B205

Go Next to Table 2, East

EAST

Individual Bridge Movement for

45 PLAYERS

WEST

Go Next to Table 9, West

Players take numbers listed for first round.

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

TABLE

11

TABLE

11

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table