Go Next to Table 2, South

SOUTH

TABLE 1

TABLE 1

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 3, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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 | 46 | 19 | -ROVER- |
| | 1 | 35 | 22 | 46 | 20 | -ROVER- |
| | 1 | 28 | 35 | 46 | 21 | -ROVER- |
| 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

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 4, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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**

# NORTH

2

2

**Remain at This Table**

Go Next to Table 4, South

SOUTH

3

TABLE

3

TABLE

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 5, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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 | 46 | 16 | -ROVER- |
| | 3 | 42 | 19 | 46 | 17 | -ROVER- |
| | 3 | 33 | 42 | 46 | 18 | -ROVER- |
| 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

TABLE

**CHECK BOARDS AND POSITIONS EVERY ROUND**

# NORTH

3

3

**Remain at This Table**

Go Next to Table 5, South

SOUTH

4

TABLE

4

TABLE

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 6, East

EAST

WEST

# Individual Bridge Movement for

# 46 PLAYERS

**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 | 46 | 31 | -ROVER- |
| | 4 | 40 | 12 | 46 | 32 | -ROVER- |
| | 4 | 30 | 40 | 46 | 33 | -ROVER- |
| 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**

Go Next to Table 6, South

SOUTH

5 TABLE 5

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 7, East

EAST

WEST

# Individual Bridge Movement for

# 46 PLAYERS

**Players take numbers listed for first round.**

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 5 | 16 | 27 | 38 | 13 | |
| | 5 | 38 | 16 | 46 | 14 | -ROVER- |
| | 5 | 27 | 38 | 46 | 15 | -ROVER- |
| 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

TABLE 5

**CHECK BOARDS AND POSITIONS EVERY ROUND**

# NORTH

**Remain at This Table**

SIX TABLE

Go Next to Table 7, South

SOUTH

SIX TABLE

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 8, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

WEST

**Players take numbers listed for first round.**

| 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 | 46 | 28 | -ROVER- |
| | 6 | 36 | 20 | 46 | 29 | -ROVER- |
| | 6 | 24 | 36 | 46 | 30 | -ROVER- |
| 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

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 9, East

EAST

# Individual Bridge Movement for

# 46 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 | 46 | 10 | -ROVER- |
| | 7 | 34 | 13 | 46 | 11 | -ROVER- |
| | 7 | 32 | 34 | 46 | 12 | -ROVER- |

TABLE

TABLE

**CHECK BOARDS AND POSITIONS EVERY ROUND**

7

# NORTH

7

**Remain at This Table**

Go Next to Table 9, South

8 TABLE

SOUTH

8 TABLE

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 10, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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 | 46 | 25 | -ROVER- |
| | 8 | 43 | 17 | 46 | 26 | -ROVER- |
| | 8 | 29 | 43 | 46 | 27 | -ROVER- |
| 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

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 11, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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 | 46 | 7 | -ROVER- |
| | 9 | 41 | 21 | 46 | 8 | -ROVER- |
| | 9 | 26 | 41 | 46 | 9 | -ROVER- |
| 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

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 1, East

EAST

# Individual Bridge Movement for

# 46 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**

TABLE 11

Go Next to Table 1, South

SOUTH

TABLE 11

S1133RR.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.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B205

Go Next to Table 2, East

EAST

# Individual Bridge Movement for

# 46 PLAYERS

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 | 46 | 4 | -ROVER- |
| | 11 | 37 | 18 | 46 | 5 | -ROVER- |
| | 11 | 31 | 37 | 46 | 6 | -ROVER- |
| 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

**CHECK BOARDS AND POSITIONS EVERY ROUND**

# NORTH

**Remain at This Table**

TABLE 11