SOUTH

TABLE 1

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 B309

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

TABLE 1

NORTH

Remain Stationary

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 B309

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

TABLE 3

SOUTH

TABLE 3

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 B309

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

TABLE 3

Remain Stationary

4 TABLE

SOUTH

4 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 B309

EAST

Go Next to Table 6, 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

TABLE 5

SOUTH

TABLE 5

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 B309

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

TABLE 5

Remain Stationary

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 B309

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

TABLE

SOUTH

7

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 B309

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

7

NORTH

TABLE

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 B309

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 B309

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 B309

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 B309

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

12
TABLE
SOUTH
12
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 B309

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

Remain Stationary

TABLE
12

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 B309

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

TABLE 13

Remain Stationary