TABLE 1

Go Next to Table 2, South

SOUTH

TABLE 1

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 3, East

# Individual Bridge Movement for

# 29 PLAYERS

WEST

Go Next to Table 6, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 1 | 8 | 15 | 22 | 1 | |
| | 1 | 22 | 8 | 29 | 2 | -ROVER- |
| | 1 | 15 | 22 | 29 | 3 | -ROVER- |
| 2. | 1 | 13 | 21 | 24 | 4 | |
| | 1 | 24 | 13 | 21 | 5 | |
| | 1 | 21 | 24 | 13 | 6 | |
| 3. | 1 | 11 | 20 | 26 | 7 | |
| | 1 | 26 | 11 | 20 | 8 | |
| | 1 | 20 | 26 | 11 | 9 | |
| 4. | 1 | 9 | 19 | 28 | 10 | |
| | 1 | 28 | 9 | 19 | 11 | |
| | 1 | 19 | 28 | 9 | 12 | |
| 5. | 1 | 14 | 18 | 23 | 13 | |
| | 1 | 23 | 14 | 18 | 14 | |
| | 1 | 18 | 23 | 14 | 15 | |
| 6. | 1 | 12 | 17 | 25 | 16 | |
| | 1 | 25 | 12 | 17 | 17 | |
| | 1 | 17 | 25 | 12 | 18 | |
| 7. | 1 | 10 | 16 | 27 | 19 | |
| | 1 | 27 | 10 | 16 | 20 | |
| | 1 | 16 | 27 | 10 | 21 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 1

# NORTH

TABLE 1

**Remain at This Table**

TABLE 2

Go Next to Table 3, South

SOUTH

TABLE 2

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 4, East

# Individual Bridge Movement for

# 29 PLAYERS

WEST

Go Next to Table 7, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 2 | 9 | 16 | 23 | 4 | |
| | 2 | 23 | 9 | 16 | 5 | |
| | 2 | 16 | 23 | 9 | 6 | |
| 2. | 2 | 14 | 15 | 25 | 7 | |
| | 2 | 25 | 14 | 15 | 8 | |
| | 2 | 15 | 25 | 14 | 9 | |
| 3. | 2 | 12 | 21 | 27 | 10 | |
| | 2 | 27 | 12 | 21 | 11 | |
| | 2 | 21 | 27 | 12 | 12 | |
| 4. | 2 | 10 | 20 | 22 | 13 | |
| | 2 | 22 | 10 | 20 | 14 | |
| | 2 | 20 | 22 | 10 | 15 | |
| 5. | 2 | 8 | 19 | 24 | 16 | |
| | 2 | 24 | 8 | 19 | 17 | |
| | 2 | 19 | 24 | 8 | 18 | |
| 6. | 2 | 13 | 18 | 29 | 19 | -ROVER- |
| | 2 | 26 | 13 | 29 | 20 | -ROVER- |
| | 2 | 18 | 26 | 29 | 21 | -ROVER- |
| 7. | 2 | 11 | 17 | 28 | 1 | |
| | 2 | 28 | 11 | 17 | 2 | |
| | 2 | 17 | 28 | 11 | 3 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 2

# NORTH

TABLE 2

**Remain at This Table**

TABLE 3

Go Next to Table 4, South

SOUTH

TABLE 3

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 5, East

# Individual Bridge Movement for

# 29 PLAYERS

WEST

Go Next to Table 1, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 3 | 10 | 17 | 24 | 7 | |
| | 3 | 24 | 10 | 17 | 8 | |
| | 3 | 17 | 24 | 10 | 9 | |
| 2. | 3 | 8 | 16 | 26 | 10 | |
| | 3 | 26 | 8 | 16 | 11 | |
| | 3 | 16 | 26 | 8 | 12 | |
| 3. | 3 | 13 | 15 | 28 | 13 | |
| | 3 | 28 | 13 | 15 | 14 | |
| | 3 | 15 | 28 | 13 | 15 | |
| 4. | 3 | 11 | 21 | 29 | 16 | -ROVER- |
| | 3 | 23 | 11 | 29 | 17 | -ROVER- |
| | 3 | 21 | 23 | 29 | 18 | -ROVER- |
| 5. | 3 | 9 | 20 | 25 | 19 | |
| | 3 | 25 | 9 | 20 | 20 | |
| | 3 | 20 | 25 | 9 | 21 | |
| 6. | 3 | 14 | 19 | 27 | 1 | |
| | 3 | 27 | 14 | 19 | 2 | |
| | 3 | 19 | 27 | 14 | 3 | |
| 7. | 3 | 12 | 18 | 22 | 4 | |
| | 3 | 22 | 12 | 18 | 5 | |
| | 3 | 18 | 22 | 12 | 6 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 3

# NORTH

TABLE 3

**Remain at This Table**

Go Next to Table 5, South

SOUTH

4

TABLE

4

TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

# Individual Bridge Movement for

# 29 PLAYERS

EAST

Go Next to Table 6, East

WEST

Go Next to Table 2, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 4 | 11 | 18 | 25 | 10 | |
| | 4 | 25 | 11 | 18 | 11 | |
| | 4 | 18 | 25 | 11 | 12 | |
| 2. | 4 | 9 | 17 | 29 | 13 | -ROVER- |
| | 4 | 27 | 9 | 29 | 14 | -ROVER- |
| | 4 | 17 | 27 | 29 | 15 | -ROVER- |
| 3. | 4 | 14 | 16 | 22 | 16 | |
| | 4 | 22 | 14 | 16 | 17 | |
| | 4 | 16 | 22 | 14 | 18 | |
| 4. | 4 | 12 | 15 | 24 | 19 | |
| | 4 | 24 | 12 | 15 | 20 | |
| | 4 | 15 | 24 | 12 | 21 | |
| 5. | 4 | 10 | 21 | 26 | 1 | |
| | 4 | 26 | 10 | 21 | 2 | |
| | 4 | 21 | 26 | 10 | 3 | |
| 6. | 4 | 8 | 20 | 28 | 4 | |
| | 4 | 28 | 8 | 20 | 5 | |
| | 4 | 20 | 28 | 8 | 6 | |
| 7. | 4 | 13 | 19 | 23 | 7 | |
| | 4 | 23 | 13 | 19 | 8 | |
| | 4 | 19 | 23 | 13 | 9 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE

4

# NORTH

TABLE

4

**Remain at This Table**

TABLE 5

Go Next to Table 6, South

SOUTH

TABLE 5

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 7, East

# Individual Bridge Movement for

# 29 PLAYERS

WEST

Go Next to Table 3, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 5 | 12 | 19 | 26 | 13 | |
| | 5 | 26 | 12 | 19 | 14 | |
| | 5 | 19 | 26 | 12 | 15 | |
| 2. | 5 | 10 | 18 | 28 | 16 | |
| | 5 | 28 | 10 | 18 | 17 | |
| | 5 | 18 | 28 | 10 | 18 | |
| 3. | 5 | 8 | 17 | 23 | 19 | |
| | 5 | 23 | 8 | 17 | 20 | |
| | 5 | 17 | 23 | 8 | 21 | |
| 4. | 5 | 13 | 16 | 25 | 1 | |
| | 5 | 25 | 13 | 16 | 2 | |
| | 5 | 16 | 25 | 13 | 3 | |
| 5. | 5 | 11 | 15 | 27 | 4 | |
| | 5 | 27 | 11 | 15 | 5 | |
| | 5 | 15 | 27 | 11 | 6 | |
| 6. | 5 | 9 | 21 | 22 | 7 | |
| | 5 | 22 | 9 | 21 | 8 | |
| | 5 | 21 | 22 | 9 | 9 | |
| 7. | 5 | 14 | 20 | 29 | 10 | -ROVER- |
| | 5 | 24 | 14 | 29 | 11 | -ROVER- |
| | 5 | 20 | 24 | 29 | 12 | -ROVER- |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 5

# NORTH

TABLE 5

**Remain at This Table**

TABLE SIX

Go Next to Table 7, South

SOUTH

TABLE SIX

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 1, East

# Individual Bridge Movement for

# 29 PLAYERS

WEST

Go Next to Table 4, West

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 6 | 13 | 20 | 27 | 16 | |
| | 6 | 27 | 13 | 20 | 17 | |
| | 6 | 20 | 27 | 13 | 18 | |
| 2. | 6 | 11 | 19 | 22 | 19 | |
| | 6 | 22 | 11 | 19 | 20 | |
| | 6 | 19 | 22 | 11 | 21 | |
| 3. | 6 | 9 | 18 | 24 | 1 | |
| | 6 | 24 | 9 | 18 | 2 | |
| | 6 | 18 | 24 | 9 | 3 | |
| 4. | 6 | 14 | 17 | 26 | 4 | |
| | 6 | 26 | 14 | 17 | 5 | |
| | 6 | 17 | 26 | 14 | 6 | |
| 5. | 6 | 12 | 16 | 29 | 7 | -ROVER- |
| | 6 | 28 | 12 | 29 | 8 | -ROVER- |
| | 6 | 16 | 28 | 29 | 9 | -ROVER- |
| 6. | 6 | 10 | 15 | 23 | 10 | |
| | 6 | 23 | 10 | 15 | 11 | |
| | 6 | 15 | 23 | 10 | 12 | |
| 7. | 6 | 8 | 21 | 25 | 13 | |
| | 6 | 25 | 8 | 21 | 14 | |
| | 6 | 21 | 25 | 8 | 15 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE SIX

# NORTH

**Remain at This Table**

TABLE SIX

Go Next to Table 1, South

SOUTH

7

TABLE

7

TABLE

S0721R.IND

7 tables, 7 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 21 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 29 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 3 6 2 5
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 2, East

WEST

Go Next to Table 5, West

# Individual Bridge Movement for

# 29 PLAYERS

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 7 | 14 | 21 | 28 | 19 | |
| | 7 | 28 | 14 | 21 | 20 | |
| | 7 | 21 | 28 | 14 | 21 | |
| 2. | 7 | 12 | 20 | 23 | 1 | |
| | 7 | 23 | 12 | 20 | 2 | |
| | 7 | 20 | 23 | 12 | 3 | |
| 3. | 7 | 10 | 19 | 29 | 4 | -ROVER- |
| | 7 | 25 | 10 | 29 | 5 | -ROVER- |
| | 7 | 19 | 25 | 29 | 6 | -ROVER- |
| 4. | 7 | 8 | 18 | 27 | 7 | |
| | 7 | 27 | 8 | 18 | 8 | |
| | 7 | 18 | 27 | 8 | 9 | |
| 5. | 7 | 13 | 17 | 22 | 10 | |
| | 7 | 22 | 13 | 17 | 11 | |
| | 7 | 17 | 22 | 13 | 12 | |
| 6. | 7 | 11 | 16 | 24 | 13 | |
| | 7 | 24 | 11 | 16 | 14 | |
| | 7 | 16 | 24 | 11 | 15 | |
| 7. | 7 | 9 | 15 | 26 | 16 | |
| | 7 | 26 | 9 | 15 | 17 | |
| | 7 | 15 | 26 | 9 | 18 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE

7

# NORTH

TABLE

7

**Remain at This Table**