TABLE 1

SOUTH

TABLE 1

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

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

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 1

# NORTH

TABLE 1

**Remain at This Table**

TABLE 2

SOUTH

TABLE 2

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 2 | 10 | 18 | 26 | 4 | |
| | 2 | 26 | 10 | 18 | 5 | |
| | 2 | 18 | 26 | 10 | 6 | |
| 2. | 4 | 16 | 18 | 29 | 7 | |
| | 4 | 29 | 16 | 18 | 8 | |
| | 4 | 18 | 29 | 16 | 9 | |
| 3. | 2 | 13 | 22 | 27 | 10 | |
| | 2 | 27 | 13 | 22 | 11 | |
| | 2 | 22 | 27 | 13 | 12 | |
| 4. | 8 | 15 | 18 | 28 | 13 | |
| | 8 | 28 | 15 | 18 | 14 | |
| | 8 | 18 | 28 | 15 | 15 | |
| 5. | 2 | 15 | 21 | 32 | 16 | |
| | 2 | 32 | 15 | 21 | 17 | |
| | 2 | 21 | 32 | 15 | 18 | |
| 6. | 4 | 9 | 21 | 27 | 19 | |
| | 4 | 27 | 9 | 21 | 20 | |
| | 4 | 21 | 27 | 9 | 21 | |
| 7. | 2 | 12 | 17 | 29 | 22 | |
| | 2 | 29 | 12 | 17 | 23 | |
| | 2 | 17 | 29 | 12 | 24 | |
| 8. | 8 | 10 | 21 | 30 | 1 | |
| | 8 | 30 | 10 | 21 | 2 | |
| | 8 | 21 | 30 | 10 | 3 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 2

# NORTH

TABLE 2

**Go Next to Table 8, North**

3
TABLE
SOUTH
3
TABLE

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables: 4 7 5 8 1 4 4 7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 3 | 11 | 19 | 27 | 7 | |
| | 3 | 27 | 11 | 19 | 8 | |
| | 3 | 19 | 27 | 11 | 9 | |
| 2. | 3 | 15 | 17 | 30 | 10 | |
| | 3 | 30 | 15 | 17 | 11 | |
| | 3 | 17 | 30 | 15 | 12 | |
| 3. | 7 | 12 | 19 | 30 | 13 | |
| | 7 | 30 | 12 | 19 | 14 | |
| | 7 | 19 | 30 | 12 | 15 | |
| 4. | 7 | 16 | 17 | 27 | 16 | |
| | 7 | 27 | 16 | 17 | 17 | |
| | 7 | 17 | 27 | 16 | 18 | |
| 5. | 3 | 14 | 24 | 29 | 19 | |
| | 3 | 29 | 14 | 24 | 20 | |
| | 3 | 24 | 29 | 14 | 21 | |
| 6. | 3 | 10 | 22 | 28 | 22 | |
| | 3 | 28 | 10 | 22 | 23 | |
| | 3 | 22 | 28 | 10 | 24 | |
| 7. | 7 | 13 | 24 | 28 | 1 | |
| | 7 | 28 | 13 | 24 | 2 | |
| | 7 | 24 | 28 | 13 | 3 | |
| 8. | 7 | 9 | 22 | 29 | 4 | |
| | 7 | 29 | 9 | 22 | 5 | |
| | 7 | 22 | 29 | 9 | 6 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE
3

# NORTH

TABLE
3

4

TABLE

SOUTH

4

TABLE

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

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

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE

4

NORTH

TABLE

4

TABLE 5

SOUTH

TABLE 5

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

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

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 5

# NORTH

TABLE 5

**Remain at This Table**

SIX TABLE

SOUTH

SIX TABLE

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

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EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 6 | 14 | 22 | 30 | 16 | |
| | 6 | 30 | 14 | 22 | 17 | |
| | 6 | 22 | 30 | 14 | 18 | |
| 2. | 8 | 12 | 22 | 25 | 19 | |
| | 8 | 25 | 12 | 22 | 20 | |
| | 8 | 22 | 25 | 12 | 21 | |
| 3. | 6 | 9 | 18 | 31 | 22 | |
| | 6 | 31 | 9 | 18 | 23 | |
| | 6 | 18 | 31 | 9 | 24 | |
| 4. | 4 | 11 | 22 | 32 | 1 | |
| | 4 | 32 | 11 | 22 | 2 | |
| | 4 | 22 | 32 | 11 | 3 | |
| 5. | 6 | 11 | 17 | 28 | 4 | |
| | 6 | 28 | 11 | 17 | 5 | |
| | 6 | 17 | 28 | 11 | 6 | |
| 6. | 8 | 13 | 17 | 31 | 7 | |
| | 8 | 31 | 13 | 17 | 8 | |
| | 8 | 17 | 31 | 13 | 9 | |
| 7. | 6 | 16 | 21 | 25 | 10 | |
| | 6 | 25 | 16 | 21 | 11 | |
| | 6 | 21 | 25 | 16 | 12 | |
| 8. | 4 | 14 | 17 | 26 | 13 | |
| | 4 | 26 | 14 | 17 | 14 | |
| | 4 | 17 | 26 | 14 | 15 | |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE SIX

# NORTH

TABLE SIX

**Go Next to Table 4, North**

7 TABLE

SOUTH

7 TABLE

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

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EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

| Rd. | North | East | South | West | Boards | Note |
|---|---|---|---|---|---|---|
| 1. | 7 | 15 | 23 | 31 | 19 | |
| | 7 | 31 | 15 | 23 | 20 | |
| | 7 | 23 | 31 | 15 | 21 | |
| 2. | 7 | 11 | 21 | 33 | 22 | -ROVER- |
| | 7 | 26 | 11 | 33 | 23 | -ROVER- |
| | 7 | 21 | 26 | 33 | 24 | -ROVER- |
| 3. | 3 | 16 | 23 | 26 | 1 | |
| | 3 | 26 | 16 | 23 | 2 | |
| | 3 | 23 | 26 | 16 | 3 | |
| 4. | 3 | 12 | 21 | 31 | 4 | |
| | 3 | 31 | 12 | 21 | 5 | |
| | 3 | 21 | 31 | 12 | 6 | |
| 5. | 7 | 10 | 20 | 25 | 7 | |
| | 7 | 25 | 10 | 20 | 8 | |
| | 7 | 20 | 25 | 10 | 9 | |
| 6. | 7 | 14 | 18 | 32 | 10 | |
| | 7 | 32 | 14 | 18 | 11 | |
| | 7 | 18 | 32 | 14 | 12 | |
| 7. | 3 | 9 | 20 | 32 | 13 | |
| | 3 | 32 | 9 | 20 | 14 | |
| | 3 | 20 | 32 | 9 | 15 | |
| 8. | 3 | 13 | 18 | 33 | 16 | -ROVER- |
| | 3 | 25 | 13 | 33 | 17 | -ROVER- |
| | 3 | 18 | 25 | 33 | 18 | -ROVER- |

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 7

NORTH

TABLE 7

8 TABLE

SOUTH

8 TABLE

S0824R.IND

8 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 33 bumps 3 players at West in each 3-board round.
Rover tables:  4  7  5  8  1  4  4  7
Rover starts West with second board at table 4.

BridgeMats Version B309

EAST

# Individual Bridge Movement for

# 33 PLAYERS

WEST

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

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

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE 8

NORTH

TABLE 8