TABLE 1

SOUTH

TABLE 1

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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	34	7	-ROVER-
	1	28	14	34	8	-ROVER-
	1	21	28	34	9	-ROVER-
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

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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

TABLE 3

SOUTH

TABLE 3

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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	34	10	-ROVER-
	3	30	15	34	11	-ROVER-
	3	17	30	34	12	-ROVER-
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	34	4	-ROVER-
	7	29	9	34	5	-ROVER-
	7	22	29	34	6	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3

NORTH

TABLE 3

4 TABLE

SOUTH

4 TABLE

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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	34	19	-ROVER-
	6	26	13	34	20	-ROVER-
	6	20	26	34	21	-ROVER-
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

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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	34	1	-ROVER-
	5	27	12	34	2	-ROVER-
	5	18	27	34	3	-ROVER-
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

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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

TABLE 7

SOUTH

TABLE 7

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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

S0824RR.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.
2nd Rover 34 starts West with second board at table 8.
Rover 2 tables: 8 3 1 4 5 8 8 3

BridgeMats Version B309

EAST

Individual Bridge Movement for

34 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	34	23	-ROVER-
	8	24	32	34	24	-ROVER-
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	34	13	-ROVER-
	2	25	11	34	14	-ROVER-
	2	23	25	34	15	-ROVER-
7.	4	10	19	34	16	-ROVER-
	4	31	10	34	17	-ROVER-
	4	19	31	34	18	-ROVER-
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