TABLE 1

Go Next to Table 6, South

SOUTH

TABLE 1

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

EAST

Go Next to Table 2, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	15	23	35	1	
	9	35	15	23	2	
	9	23	35	15	3	
2.	9	16	24	28	4	
	9	28	16	24	5	
	9	24	28	16	6	
3.	9	17	25	29	7	
	9	29	17	25	8	
	9	25	29	17	9	
4.	9	10	26	30	10	
	9	30	10	26	11	
	9	26	30	10	12	
5.	9	11	19	31	13	
	9	31	11	19	14	
	9	19	31	11	15	
6.	9	12	20	32	16	
	9	32	12	20	17	
	9	20	32	12	18	
7.	9	13	21	33	19	
	9	33	13	21	20	
	9	21	33	13	21	
8.	9	14	22	34	22	
	9	34	14	22	23	
	9	22	34	14	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 1

NORTH

TABLE 1

Remain at This Table

TABLE 2

Go Next to Table 8, South

SOUTH

TABLE 2

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

EAST

Go Next to Table 5, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 9, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	14	21	31	4	
	8	31	14	37	5	-ROVER-
	8	21	31	37	6	-ROVER-
2.	1	15	22	37	7	-ROVER-
	1	32	15	37	8	-ROVER-
	1	22	32	37	9	-ROVER-
3.	2	16	23	37	10	-ROVER-
	2	33	16	37	11	-ROVER-
	2	23	33	37	12	-ROVER-
4.	3	17	24	37	13	-ROVER-
	3	34	17	37	14	-ROVER-
	3	24	34	37	15	-ROVER-
5.	4	10	25	37	16	-ROVER-
	4	35	10	37	17	-ROVER-
	4	25	35	37	18	-ROVER-
6.	5	11	26	37	19	-ROVER-
	5	28	11	37	20	-ROVER-
	5	26	28	37	21	-ROVER-
7.	6	12	19	37	22	-ROVER-
	6	29	12	37	23	-ROVER-
	6	19	29	37	24	-ROVER-
8.	7	13	20	37	1	-ROVER-
	7	30	13	37	2	-ROVER-
	7	20	30	37	3	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 2

NORTH

TABLE 2

Go Next to Table 6, North

TABLE 3

Go Next to Table 4, South

SOUTH

TABLE 3

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

EAST

Remain at This Table

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	18	26	34	7	
	2	34	18	26	8	
	2	26	34	18	9	
2.	3	18	19	35	10	
	3	35	18	19	11	
	3	19	35	18	12	
3.	4	18	20	28	13	
	4	28	18	20	14	
	4	20	28	18	15	
4.	5	18	21	29	16	
	5	29	18	21	17	
	5	21	29	18	18	
5.	6	18	22	30	19	
	6	30	18	22	20	
	6	22	30	18	21	
6.	7	18	23	31	22	
	7	31	18	23	23	
	7	23	31	18	24	
7.	8	18	24	32	1	
	8	32	18	24	2	
	8	24	32	18	3	
8.	1	18	25	33	4	
	1	33	18	25	5	
	1	25	33	18	6	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3

NORTH

TABLE 3

Go Next to Table 5, North

Go Next to Table 7, South

SOUTH

4

TABLE

4

TABLE

S0924R.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
```

BridgeMats Version B309

Individual Bridge Movement for

37 PLAYERS

EAST

WEST

Go Next to Table 8, East

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	11	25	32	10	
	6	32	11	25	11	
	6	25	32	11	12	
2.	7	12	26	33	13	
	7	33	12	26	14	
	7	26	33	12	15	
3.	8	13	19	34	16	
	8	34	13	19	17	
	8	19	34	13	18	
4.	1	14	20	35	19	
	1	35	14	20	20	
	1	20	35	14	21	
5.	2	15	21	28	22	
	2	28	15	21	23	
	2	21	28	15	24	
6.	3	16	22	29	1	
	3	29	16	22	2	
	3	22	29	16	3	
7.	4	17	23	30	4	
	4	30	17	23	5	
	4	23	30	17	6	
8.	5	10	24	31	7	
	5	31	10	24	8	
	5	24	31	10	9	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

4

TABLE

4

NORTH

Go Next to Table 9, North

TABLE 5

Remain at This Table

SOUTH

TABLE 5

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

EAST

Go Next to Table 7, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	13	27	29	13	
	1	29	13	27	14	
	1	27	29	13	15	
2.	2	14	27	30	16	
	2	30	14	27	17	
	2	27	30	14	18	
3.	3	15	27	31	19	
	3	31	15	27	20	
	3	27	31	15	21	
4.	4	16	27	32	22	
	4	32	16	27	23	
	4	27	32	16	24	
5.	5	17	27	33	1	
	5	33	17	27	2	
	5	27	33	17	3	
6.	6	10	27	34	4	
	6	34	10	27	5	
	6	27	34	10	6	
7.	7	11	27	35	7	
	7	35	11	27	8	
	7	27	35	11	9	
8.	8	12	27	28	10	
	8	28	12	27	11	
	8	27	28	12	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

Go Next to Table 2, North

TABLE SIX

Go Next to Table 2, South

SOUTH

TABLE SIX

S0924R.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
```

BridgeMats Version B309

EAST

Go Next to Table 9, East

WEST

Go Next to Table 1, West

Individual Bridge Movement for

37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	17	22	28	16	
	7	28	17	22	17	
	7	22	28	17	18	
2.	8	10	23	29	19	
	8	29	10	23	20	
	8	23	29	10	21	
3.	1	11	24	30	22	
	1	30	11	24	23	
	1	24	30	11	24	
4.	2	12	25	31	1	
	2	31	12	25	2	
	2	25	31	12	3	
5.	3	13	26	32	4	
	3	32	13	26	5	
	3	26	32	13	6	
6.	4	14	19	33	7	
	4	33	14	19	8	
	4	19	33	14	9	
7.	5	15	20	34	10	
	5	34	15	20	11	
	5	20	34	15	12	
8.	6	16	21	35	13	
	6	35	16	21	14	
	6	21	35	16	15	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE SIX

NORTH

TABLE SIX

Go Next to Table 4, North

Go Next to Table 1, South

SOUTH

TABLE 7

TABLE 7

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

Individual Bridge Movement for

37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	12	24	36	19	
	4	36	12	24	20	
	4	24	36	12	21	
2.	5	13	25	36	22	
	5	36	13	25	23	
	5	25	36	13	24	
3.	6	14	26	36	1	
	6	36	14	26	2	
	6	26	36	14	3	
4.	7	15	19	36	4	
	7	36	15	19	5	
	7	19	36	15	6	
5.	8	16	20	36	7	
	8	36	16	20	8	
	8	20	36	16	9	
6.	1	17	21	36	10	
	1	36	17	21	11	
	1	21	36	17	12	
7.	2	10	22	36	13	
	2	36	10	22	14	
	2	22	36	10	15	
8.	3	11	23	36	16	
	3	36	11	23	17	
	3	23	36	11	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

EAST

Go Next to Table 4, East

WEST

Remain at This Table

TABLE 7

TABLE 7

NORTH

Go Next to Table 8, North

TABLE 8

Go Next to Table 9, South

SOUTH

TABLE 8

S0924R.IND

9 tables, 8 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables: 2 2 2 2 2 2 2 2
Rover starts West with second board at table 2.

BridgeMats Version B309

EAST

Go Next to Table 6, East

Individual Bridge Movement for

37 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	10	20	33	22	
	3	33	10	20	23	
	3	20	33	10	24	
2.	4	11	21	34	1	
	4	34	11	21	2	
	4	21	34	11	3	
3.	5	12	22	35	4	
	5	35	12	22	5	
	5	22	35	12	6	
4.	6	13	23	28	7	
	6	28	13	23	8	
	6	23	28	13	9	
5.	7	14	24	29	10	
	7	29	14	24	11	
	7	24	29	14	12	
6.	8	15	25	30	13	
	8	30	15	25	14	
	8	25	30	15	15	
7.	1	16	26	31	16	
	1	31	16	26	17	
	1	26	31	16	18	
8.	2	17	19	32	19	
	2	32	17	19	20	
	2	19	32	17	21	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 8

NORTH

TABLE 8

Go Next to Table 3, North

NINE
TABLE

Go Next to Table 3, South

SOUTH

NINE
TABLE

S0924R.IND

```
9 tables, 8 rounds of 3 boards.  Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 24 rounds of 1 board.
          ==> Boards 25-27 remain on table 9. <==
All other boards move down one table bypassing table 9.
Rover 37 bumps 3 players at West in each 3-board round.
Rover tables:    2  2  2  2  2  2  2  2
Rover starts West with second board at table 2.
```

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EAST

Go Next to Table 1, East

Individual Bridge Movement for

37 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	16	19	30	25	
	5	30	16	19	26	
	5	19	30	16	27	
2.	6	17	20	31	25	
	6	31	17	20	26	
	6	20	31	17	27	
3.	7	10	21	32	25	
	7	32	10	21	26	
	7	21	32	10	27	
4.	8	11	22	33	25	
	8	33	11	22	26	
	8	22	33	11	27	
5.	1	12	23	34	25	
	1	34	12	23	26	
	1	23	34	12	27	
6.	2	13	24	35	25	
	2	35	13	24	26	
	2	24	35	13	27	
7.	3	14	25	28	25	
	3	28	14	25	26	
	3	25	28	14	27	
8.	4	15	26	29	25	
	4	29	15	26	26	
	4	26	29	15	27	

CHECK BOARDS AND POSITIONS EVERY ROUND

WEST

Go Next to Table 5, West

TABLE

NINE

NORTH

TABLE

NINE

Go Next to Table 7, North