Go Next to Table 2, South

SOUTH

TABLE 1

TABLE 1

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 3, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	12	23	34	1	
	1	34	12	45	2	-ROVER-
	1	23	34	45	3	-ROVER-
2.	1	21	33	36	4	
	1	36	21	33	5	
	1	33	36	21	6	
3.	1	19	32	38	7	
	1	38	19	32	8	
	1	32	38	19	9	
4.	1	17	31	40	10	
	1	40	17	31	11	
	1	31	40	17	12	
5.	1	15	30	42	13	
	1	42	15	30	14	
	1	30	42	15	15	
6.	1	13	29	44	16	
	1	44	13	29	17	
	1	29	44	13	18	
7.	1	22	28	46	19	-ROVER-
	1	35	22	46	20	-ROVER-
	1	28	35	46	21	-ROVER-
8.	1	20	27	37	22	
	1	37	20	27	23	
	1	27	37	20	24	
9.	1	18	26	39	25	
	1	39	18	26	26	
	1	26	39	18	27	

TABLE 1

TABLE 1

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 2

Go Next to Table 3, South

SOUTH

TABLE 2

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 4, East

EAST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

WEST

Rd.	North	East	South	West	Boards	Note
1.	2	13	24	35	4	
	2	35	13	24	5	
	2	24	35	13	6	
2.	2	22	23	37	7	
	2	37	22	23	8	
	2	23	37	22	9	
3.	2	20	33	39	10	
	2	39	20	33	11	
	2	33	39	20	12	
4.	2	18	32	41	13	
	2	41	18	32	14	
	2	32	41	18	15	
5.	2	16	31	45	16	-ROVER-
	2	43	16	45	17	-ROVER-
	2	31	43	45	18	-ROVER-
6.	2	14	30	34	19	
	2	34	14	30	20	
	2	30	34	14	21	
7.	2	12	29	36	22	
	2	36	12	29	23	
	2	29	36	12	24	
8.	2	21	28	38	25	
	2	38	21	28	26	
	2	28	38	21	27	
9.	2	19	27	40	28	
	2	40	19	27	29	
	2	27	40	19	30	

TABLE 2

TABLE 2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

3
TABLE
Go Next to Table 4, South
SOUTH
3
TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 5, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	14	25	36	7	
	3	36	14	25	8	
	3	25	36	14	9	
2.	3	12	24	38	10	
	3	38	12	24	11	
	3	24	38	12	12	
3.	3	21	23	40	13	
	3	40	21	23	14	
	3	23	40	21	15	
4.	3	19	33	46	16	-ROVER-
	3	42	19	46	17	-ROVER-
	3	33	42	46	18	-ROVER-
5.	3	17	32	44	19	
	3	44	17	32	20	
	3	32	44	17	21	
6.	3	15	31	35	22	
	3	35	15	31	23	
	3	31	35	15	24	
7.	3	13	30	37	25	
	3	37	13	30	26	
	3	30	37	13	27	
8.	3	22	29	39	28	
	3	39	22	29	29	
	3	29	39	22	30	
9.	3	20	28	45	31	-ROVER-
	3	41	20	45	32	-ROVER-
	3	28	41	45	33	-ROVER-

TABLE

3

TABLE

3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 5, South

SOUTH

4

TABLE

4

TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 6, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	15	26	37	10	
	4	37	15	26	11	
	4	26	37	15	12	
2.	4	13	25	45	13	-ROVER-
	4	39	13	45	14	-ROVER-
	4	25	39	45	15	-ROVER-
3.	4	22	24	41	16	
	4	41	22	24	17	
	4	24	41	22	18	
4.	4	20	23	43	19	
	4	43	20	23	20	
	4	23	43	20	21	
5.	4	18	33	34	22	
	4	34	18	33	23	
	4	33	34	18	24	
6.	4	16	32	36	25	
	4	36	16	32	26	
	4	32	36	16	27	
7.	4	14	31	38	28	
	4	38	14	31	29	
	4	31	38	14	30	
8.	4	12	30	46	31	-ROVER-
	4	40	12	46	32	-ROVER-
	4	30	40	46	33	-ROVER-
9.	4	21	29	42	1	
	4	42	21	29	2	
	4	29	42	21	3	

TABLE

4

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE

4

TABLE 5

Go Next to Table 6, South

SOUTH

TABLE 5

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

EAST

Go Next to Table 7, East

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

WEST

Rd.	North	East	South	West	Boards	Note
1.	5	16	27	38	13	
	5	38	16	46	14	-ROVER-
	5	27	38	46	15	-ROVER-
2.	5	14	26	40	16	
	5	40	14	26	17	
	5	26	40	14	18	
3.	5	12	25	42	19	
	5	42	12	25	20	
	5	25	42	12	21	
4.	5	21	24	44	22	
	5	44	21	24	23	
	5	24	44	21	24	
5.	5	19	23	35	25	
	5	35	19	23	26	
	5	23	35	19	27	
6.	5	17	33	45	28	-ROVER-
	5	37	17	45	29	-ROVER-
	5	33	37	45	30	-ROVER-
7.	5	15	32	39	31	
	5	39	15	32	32	
	5	32	39	15	33	
8.	5	13	31	41	1	
	5	41	13	31	2	
	5	31	41	13	3	
9.	5	22	30	43	4	
	5	43	22	30	5	
	5	30	43	22	6	

TABLE 5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 5

Remain at This Table

SIX
TABLE

Go Next to Table 7, South

SOUTH

SIX
TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 8, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	17	28	39	16	
	6	39	17	28	17	
	6	28	39	17	18	
2.	6	15	27	41	19	
	6	41	15	27	20	
	6	27	41	15	21	
3.	6	13	26	43	22	
	6	43	13	26	23	
	6	26	43	13	24	
4.	6	22	25	34	25	
	6	34	22	25	26	
	6	25	34	22	27	
5.	6	20	24	46	28	-ROVER-
	6	36	20	46	29	-ROVER-
	6	24	36	46	30	-ROVER-
6.	6	18	23	38	31	
	6	38	18	23	32	
	6	23	38	18	33	
7.	6	16	33	40	1	
	6	40	16	33	2	
	6	33	40	16	3	
8.	6	14	32	42	4	
	6	42	14	32	5	
	6	32	42	14	6	
9.	6	12	31	44	7	
	6	44	12	31	8	
	6	31	44	12	9	

TABLE
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE
SIX

Go Next to Table 8, South

SOUTH

7

TABLE

7

TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

EAST

Go Next to Table 9, East

WEST

Go Next to Table 5, West

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	18	29	40	19	
	7	40	18	29	20	
	7	29	40	18	21	
2.	7	16	28	42	22	
	7	42	16	28	23	
	7	28	42	16	24	
3.	7	14	27	45	25	-ROVER-
	7	44	14	45	26	-ROVER-
	7	27	44	45	27	-ROVER-
4.	7	12	26	35	28	
	7	35	12	26	29	
	7	26	35	12	30	
5.	7	21	25	37	31	
	7	37	21	25	32	
	7	25	37	21	33	
6.	7	19	24	39	1	
	7	39	19	24	2	
	7	24	39	19	3	
7.	7	17	23	41	4	
	7	41	17	23	5	
	7	23	41	17	6	
8.	7	15	33	43	7	
	7	43	15	33	8	
	7	33	43	15	9	
9.	7	13	32	46	10	-ROVER-
	7	34	13	46	11	-ROVER-
	7	32	34	46	12	-ROVER-

TABLE

7

TABLE

7

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

Go Next to Table 9, South

SOUTH

8

TABLE

8

TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 10, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	19	30	41	22	
	8	41	19	30	23	
	8	30	41	19	24	
2.	8	17	29	46	25	-ROVER-
	8	43	17	46	26	-ROVER-
	8	29	43	46	27	-ROVER-
3.	8	15	28	34	28	
	8	34	15	28	29	
	8	28	34	15	30	
4.	8	13	27	36	31	
	8	36	13	27	32	
	8	27	36	13	33	
5.	8	22	26	38	1	
	8	38	22	26	2	
	8	26	38	22	3	
6.	8	20	25	40	4	
	8	40	20	25	5	
	8	25	40	20	6	
7.	8	18	24	45	7	-ROVER-
	8	42	18	45	8	-ROVER-
	8	24	42	45	9	-ROVER-
8.	8	16	23	44	10	
	8	44	16	23	11	
	8	23	44	16	12	
9.	8	14	33	35	13	
	8	35	14	33	14	
	8	33	35	14	15	

TABLE

8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE

8

NINE TABLE

Go Next to Table 10, South

SOUTH

NINE TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

Go Next to Table 11, East

EAST

WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	20	31	42	25	
	9	42	20	31	26	
	9	31	42	20	27	
2.	9	18	30	44	28	
	9	44	18	30	29	
	9	30	44	18	30	
3.	9	16	29	35	31	
	9	35	16	29	32	
	9	29	35	16	33	
4.	9	14	28	37	1	
	9	37	14	28	2	
	9	28	37	14	3	
5.	9	12	27	39	4	
	9	39	12	27	5	
	9	27	39	12	6	
6.	9	21	26	46	7	-ROVER-
	9	41	21	46	8	-ROVER-
	9	26	41	46	9	-ROVER-
7.	9	19	25	43	10	
	9	43	19	25	11	
	9	25	43	19	12	
8.	9	17	24	34	13	
	9	34	17	24	14	
	9	24	34	17	15	
9.	9	15	23	36	16	
	9	36	15	23	17	
	9	23	36	15	18	

TABLE NINE

TABLE NINE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

10
TABLE
Go Next to Table 11, South
SOUTH
10
TABLE

S1133RR.IND

11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables: 1 4 7 10 2 5 8 11 3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables: 5 8 11 3 6 9 1 4 7

BridgeMats Version B309

EAST

Go Next to Table 1, East

WEST

Go Next to Table 8, West

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	21	32	43	28	
	10	43	21	32	29	
	10	32	43	21	30	
2.	10	19	31	34	31	
	10	34	19	31	32	
	10	31	34	19	33	
3.	10	17	30	36	1	
	10	36	17	30	2	
	10	30	36	17	3	
4.	10	15	29	45	4	-ROVER-
	10	38	15	45	5	-ROVER-
	10	29	38	45	6	-ROVER-
5.	10	13	28	40	7	
	10	40	13	28	8	
	10	28	40	13	9	
6.	10	22	27	42	10	
	10	42	22	27	11	
	10	27	42	22	12	
7.	10	20	26	44	13	
	10	44	20	26	14	
	10	26	44	20	15	
8.	10	18	25	35	16	
	10	35	18	25	17	
	10	25	35	18	18	
9.	10	16	24	37	19	
	10	37	16	24	20	
	10	24	37	16	21	

TABLE
10

TABLE
10

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

11
TABLE
Go Next to Table 1, South
SOUTH
11
TABLE

S1133RR.IND

```
11 tables, 9 rounds of 3 boards. Rainbow, rotation, rover.
Players rotate clockwise around North after each board.
Computer set up as 33 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 45 bumps 3 players at West in each 3-board round.
Rover tables:    1  4  7  10  2  5  8  11  3
Rover starts West with second board at table 1.
2nd Rover 46 starts West with second board at table 5.
Rover 2 tables:  5  8  11  3  6  9  1  4  7
```

BridgeMats Version B309

EAST
Go Next to Table 2, East
WEST

Individual Bridge Movement for

46 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	22	33	44	31	
	11	44	22	33	32	
	11	33	44	22	33	
2.	11	20	32	35	1	
	11	35	20	32	2	
	11	32	35	20	3	
3.	11	18	31	46	4	-ROVER-
	11	37	18	46	5	-ROVER-
	11	31	37	46	6	-ROVER-
4.	11	16	30	39	7	
	11	39	16	30	8	
	11	30	39	16	9	
5.	11	14	29	41	10	
	11	41	14	29	11	
	11	29	41	14	12	
6.	11	12	28	43	13	
	11	43	12	28	14	
	11	28	43	12	15	
7.	11	21	27	34	16	
	11	34	21	27	17	
	11	27	34	21	18	
8.	11	19	26	45	19	-ROVER-
	11	36	19	45	20	-ROVER-
	11	26	36	45	21	-ROVER-
9.	11	17	25	38	22	
	11	38	17	25	23	
	11	25	38	17	24	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE
11
TABLE
11

NORTH

Remain at This Table