TABLE 1

Go Next to Table 2, South

SOUTH

TABLE 1

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 3, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	14	27	40	1	
	1	27	14	53	2	-ROVER-
2.	1	25	39	42	3	
	1	39	25	42	4	
3.	1	23	38	44	5	
	1	38	23	44	6	
4.	1	21	37	46	7	
	1	37	21	46	8	
5.	1	19	36	48	9	
	1	36	19	48	10	
6.	1	17	35	50	11	
	1	35	17	50	12	
7.	1	15	34	52	13	
	1	34	15	52	14	
8.	1	26	33	41	15	
	1	33	26	41	16	
9.	1	24	32	43	17	
	1	32	24	43	18	
10.	1	22	31	45	19	
	1	31	22	45	20	
11.	1	20	30	47	21	
	1	30	20	47	22	
12.	1	18	29	49	23	
	1	29	18	49	24	
13.	1	16	28	51	25	
	1	28	16	51	26	

WEST

Go Next to Table 12, West

TABLE 1

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 1

TABLE 2

Go Next to Table 3, South

SOUTH

TABLE 2

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 4, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	15	28	41	3	
	2	28	15	41	4	
2.	2	26	27	43	5	
	2	27	26	43	6	
3.	2	24	39	45	7	
	2	39	24	45	8	
4.	2	22	38	47	9	
	2	38	22	47	10	
5.	2	20	37	49	11	
	2	37	20	49	12	
6.	2	18	36	51	13	
	2	36	18	51	14	
7.	2	16	35	40	15	
	2	35	16	40	16	
8.	2	14	34	42	17	
	2	34	14	42	18	
9.	2	25	33	44	19	
	2	33	25	44	20	
10.	2	23	32	53	21	-ROVER-
	2	32	23	53	22	-ROVER-
11.	2	21	31	48	23	
	2	31	21	48	24	
12.	2	19	30	50	25	
	2	30	19	50	26	
13.	2	17	29	52	1	
	2	29	17	52	2	

WEST

Go Next to Table 13, West

TABLE 2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 2

TABLE 3

Go Next to Table 4, South

SOUTH

TABLE 3

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 5, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	16	29	42	5	
	3	29	16	42	6	
2.	3	14	28	44	7	
	3	28	14	44	8	
3.	3	25	27	46	9	
	3	27	25	46	10	
4.	3	23	39	48	11	
	3	39	23	48	12	
5.	3	21	38	50	13	
	3	38	21	50	14	
6.	3	19	37	53	15	-ROVER-
	3	37	19	53	16	-ROVER-
7.	3	17	36	41	17	
	3	36	17	41	18	
8.	3	15	35	43	19	
	3	35	15	43	20	
9.	3	26	34	45	21	
	3	34	26	45	22	
10.	3	24	33	47	23	
	3	33	24	47	24	
11.	3	22	32	49	25	
	3	32	22	49	26	
12.	3	20	31	51	1	
	3	31	20	51	2	
13.	3	18	30	40	3	
	3	30	18	40	4	

WEST

Go Next to Table 1, West

TABLE 3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 3

Go Next to Table 5, South

SOUTH

4

TABLE

4

TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 6, East

WEST

Go Next to Table 2, West

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	17	30	43	7	
	4	30	17	43	8	
2.	4	15	29	53	9	-ROVER-
	4	29	15	53	10	-ROVER-
3.	4	26	28	47	11	
	4	28	26	47	12	
4.	4	24	27	49	13	
	4	27	24	49	14	
5.	4	22	39	51	15	
	4	39	22	51	16	
6.	4	20	38	40	17	
	4	38	20	40	18	
7.	4	18	37	42	19	
	4	37	18	42	20	
8.	4	16	36	44	21	
	4	36	16	44	22	
9.	4	14	35	46	23	
	4	35	14	46	24	
10.	4	25	34	48	25	
	4	34	25	48	26	
11.	4	23	33	50	1	
	4	33	23	50	2	
12.	4	21	32	52	3	
	4	32	21	52	4	
13.	4	19	31	41	5	
	4	31	19	41	6	

TABLE

4

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE

4

TABLE 5

SOUTH

Go Next to Table 6, South

TABLE 5

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 7, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 3, West

Rd.	North	East	South	West	Boards	Note
1.	5	18	31	44	9	
	5	31	18	44	10	
2.	5	16	30	46	11	
	5	30	16	46	12	
3.	5	14	29	48	13	
	5	29	14	48	14	
4.	5	25	28	50	15	
	5	28	25	50	16	
5.	5	23	27	52	17	
	5	27	23	52	18	
6.	5	21	39	41	19	
	5	39	21	41	20	
7.	5	19	38	43	21	
	5	38	19	43	22	
8.	5	17	37	45	23	
	5	37	17	45	24	
9.	5	15	36	47	25	
	5	36	15	47	26	
10.	5	26	35	49	1	
	5	35	26	49	2	
11.	5	24	34	53	3	-ROVER-
	5	34	24	53	4	-ROVER-
12.	5	22	33	40	5	
	5	33	22	40	6	
13.	5	20	32	42	7	
	5	32	20	42	8	

TABLE 5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 5

SIX

TABLE

Go Next to Table 7, South

SOUTH

SIX

TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

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EAST

Go Next to Table 8, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 4, West

Rd.	North	East	South	West	Boards	Note
1.	6	19	32	45	11	
	6	32	19	45	12	
2.	6	17	31	47	13	
	6	31	17	47	14	
3.	6	15	30	49	15	
	6	30	15	49	16	
4.	6	26	29	51	17	
	6	29	26	51	18	
5.	6	24	28	40	19	
	6	28	24	40	20	
6.	6	22	27	42	21	
	6	27	22	42	22	
7.	6	20	39	53	23	-ROVER-
	6	39	20	53	24	-ROVER-
8.	6	18	38	46	25	
	6	38	18	46	26	
9.	6	16	37	48	1	
	6	37	16	48	2	
10.	6	14	36	50	3	
	6	36	14	50	4	
11.	6	25	35	52	5	
	6	35	25	52	6	
12.	6	23	34	41	7	
	6	34	23	41	8	
13.	6	21	33	43	9	
	6	33	21	43	10	

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

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

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Go Next to Table 9, East

EAST

WEST

Go Next to Table 5, West

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	20	33	46	13	
	7	33	20	46	14	
2.	7	18	32	48	15	
	7	32	18	48	16	
3.	7	16	31	53	17	-ROVER-
	7	31	16	53	18	-ROVER-
4.	7	14	30	52	19	
	7	30	14	52	20	
5.	7	25	29	41	21	
	7	29	25	41	22	
6.	7	23	28	43	23	
	7	28	23	43	24	
7.	7	21	27	45	25	
	7	27	21	45	26	
8.	7	19	39	47	1	
	7	39	19	47	2	
9.	7	17	38	49	3	
	7	38	17	49	4	
10.	7	15	37	51	5	
	7	37	15	51	6	
11.	7	26	36	40	7	
	7	36	26	40	8	
12.	7	24	35	42	9	
	7	35	24	42	10	
13.	7	22	34	44	11	
	7	34	22	44	12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

7

NORTH

TABLE

7

Remain at This Table

TABLE 8

Go Next to Table 9, South

SOUTH

TABLE 8

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

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EAST

Go Next to Table 10, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

WEST

Go Next to Table 6, West

Rd.	North	East	South	West	Boards	Note
1.	8	21	34	47	15	
	8	34	21	47	16	
2.	8	19	33	49	17	
	8	33	19	49	18	
3.	8	17	32	51	19	
	8	32	17	51	20	
4.	8	15	31	40	21	
	8	31	15	40	22	
5.	8	26	30	42	23	
	8	30	26	42	24	
6.	8	24	29	44	25	
	8	29	24	44	26	
7.	8	22	28	46	1	
	8	28	22	46	2	
8.	8	20	27	48	3	
	8	27	20	48	4	
9.	8	18	39	50	5	
	8	39	18	50	6	
10.	8	16	38	52	7	
	8	38	16	52	8	
11.	8	14	37	41	9	
	8	37	14	41	10	
12.	8	25	36	53	11	-ROVER-
	8	36	25	53	12	-ROVER-
13.	8	23	35	45	13	
	8	35	23	45	14	

TABLE 8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 8

Remain at This Table

NINE
TABLE

Go Next to Table 10, South

SOUTH

NINE
TABLE

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

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Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	22	35	48	17	
	9	35	22	48	18	
2.	9	20	34	50	19	
	9	34	20	50	20	
3.	9	18	33	52	21	
	9	33	18	52	22	
4.	9	16	32	41	23	
	9	32	16	41	24	
5.	9	14	31	43	25	
	9	31	14	43	26	
6.	9	25	30	45	1	
	9	30	25	45	2	
7.	9	23	29	47	3	
	9	29	23	47	4	
8.	9	21	28	53	5	-ROVER-
	9	28	21	53	6	-ROVER-
9.	9	19	27	51	7	
	9	27	19	51	8	
10.	9	17	39	40	9	
	9	39	17	40	10	
11.	9	15	38	42	11	
	9	38	15	42	12	
12.	9	26	37	44	13	
	9	37	26	44	14	
13.	9	24	36	46	15	
	9	36	24	46	16	

EAST

Go Next to Table 11, East

WEST

Go Next to Table 7, West

TABLE
NINE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE
NINE

TABLE 10

Go Next to Table 11, South

SOUTH

TABLE 10

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

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EAST

Go Next to Table 12, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	23	36	49	19	
	10	36	23	49	20	
2.	10	21	35	51	21	
	10	35	21	51	22	
3.	10	19	34	40	23	
	10	34	19	40	24	
4.	10	17	33	53	25	-ROVER-
	10	33	17	53	26	-ROVER-
5.	10	15	32	44	1	
	10	32	15	44	2	
6.	10	26	31	46	3	
	10	31	26	46	4	
7.	10	24	30	48	5	
	10	30	24	48	6	
8.	10	22	29	50	7	
	10	29	22	50	8	
9.	10	20	28	52	9	
	10	28	20	52	10	
10.	10	18	27	41	11	
	10	27	18	41	12	
11.	10	16	39	43	13	
	10	39	16	43	14	
12.	10	14	38	45	15	
	10	38	14	45	16	
13.	10	25	37	47	17	
	10	37	25	47	18	

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 10

WEST

Go Next to Table 8, West

TABLE 10

TABLE 11

Go Next to Table 12, South

SOUTH

TABLE 11

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 13, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	24	37	50	21	
	11	37	24	50	22	
2.	11	22	36	52	23	
	11	36	22	52	24	
3.	11	20	35	41	25	
	11	35	20	41	26	
4.	11	18	34	43	1	
	11	34	18	43	2	
5.	11	16	33	45	3	
	11	33	16	45	4	
6.	11	14	32	47	5	
	11	32	14	47	6	
7.	11	25	31	49	7	
	11	31	25	49	8	
8.	11	23	30	51	9	
	11	30	23	51	10	
9.	11	21	29	40	11	
	11	29	21	40	12	
10.	11	19	28	42	13	
	11	28	19	42	14	
11.	11	17	27	44	15	
	11	27	17	44	16	
12.	11	15	39	46	17	
	11	39	15	46	18	
13.	11	26	38	53	19	-ROVER-
	11	38	26	53	20	-ROVER-

WEST

Go Next to Table 9, West

TABLE 11

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 11

TABLE 12

Go Next to Table 13, South

SOUTH

TABLE 12

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 1, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	25	38	51	23	
	12	38	25	51	24	
2.	12	23	37	40	25	
	12	37	23	40	26	
3.	12	21	36	42	1	
	12	36	21	42	2	
4.	12	19	35	44	3	
	12	35	19	44	4	
5.	12	17	34	46	5	
	12	34	17	46	6	
6.	12	15	33	48	7	
	12	33	15	48	8	
7.	12	26	32	50	9	
	12	32	26	50	10	
8.	12	24	31	52	11	
	12	31	24	52	12	
9.	12	22	30	53	13	-ROVER-
	12	30	22	53	14	-ROVER-
10.	12	20	29	43	15	
	12	29	20	43	16	
11.	12	18	28	45	17	
	12	28	18	45	18	
12.	12	16	27	47	19	
	12	27	16	47	20	
13.	12	14	39	49	21	
	12	39	14	49	22	

WEST

Go Next to Table 10, West

TABLE 12

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 12

TABLE 13

Go Next to Table 1, South

SOUTH

TABLE 13

S1326R.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.

BridgeMats Version B309

EAST

Go Next to Table 2, East

Individual Bridge Movement for

53 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	26	39	52	25	
	13	39	26	52	26	
2.	13	24	38	41	1	
	13	38	24	41	2	
3.	13	22	37	43	3	
	13	37	22	43	4	
4.	13	20	36	45	5	
	13	36	20	45	6	
5.	13	18	35	53	7	-ROVER-
	13	35	18	53	8	-ROVER-
6.	13	16	34	49	9	
	13	34	16	49	10	
7.	13	14	33	51	11	
	13	33	14	51	12	
8.	13	25	32	40	13	
	13	32	25	40	14	
9.	13	23	31	42	15	
	13	31	23	42	16	
10.	13	21	30	44	17	
	13	30	21	44	18	
11.	13	19	29	46	19	
	13	29	19	46	20	
12.	13	17	28	48	21	
	13	28	17	48	22	
13.	13	15	27	50	23	
	13	27	15	50	24	

WEST

Go Next to Table 11, West

TABLE 13

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE 13