TABLE 1

Go Next to Table 2, South

SOUTH

TABLE 1

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 3, East

Individual Bridge Movement for

54 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.	54	26	33	41	15	-ROVER-
	54	33	26	41	16	-ROVER-
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

TABLE 1

TABLE 2

Go Next to Table 3, South

SOUTH

TABLE 2

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 4, East

Individual Bridge Movement for

54 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.	54	22	38	47	9	-ROVER-
	54	38	22	47	10	-ROVER-
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

TABLE 2

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

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST
Go Next to Table 5, East
WEST
Go Next to Table 1, West

Individual Bridge Movement for

54 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.	54	18	30	40	3	-ROVER-
	54	30	18	40	4	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 3
NORTH
TABLE 3

TABLE 4

Go Next to Table 5, South

SOUTH

TABLE 4

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables:  6  9  12  2  5  8  11  1  4  7  10  13  3
```

BridgeMats Version B309

Go Next to Table 6, East

EAST

Individual Bridge Movement for

54 PLAYERS

WEST

Go Next to Table 2, West

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.	54	14	35	46	23	-ROVER-
	54	35	14	46	24	-ROVER-
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

TABLE 4

TABLE 5

SOUTH

Go Next to Table 6, South

TABLE 5

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 7, East

WEST

Go Next to Table 3, West

Individual Bridge Movement for

54 PLAYERS

Players take numbers listed for first round.

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.	54	23	27	52	17	-ROVER-
	54	27	23	52	18	-ROVER-
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	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE 5

NORTH

TABLE 5

SIX
TABLE

Go Next to Table 7, South

SOUTH

SIX
TABLE

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 8, East

Individual Bridge Movement for

54 PLAYERS

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	19	32	45	11	
	54	32	19	45	12	-ROVER-
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	

WEST

Go Next to Table 4, West

TABLE
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE
SIX

Go Next to Table 8, South

SOUTH

TABLE 7

TABLE 7

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 9, East

WEST

Go Next to Table 5, West

Individual Bridge Movement for

54 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.	54	15	37	51	5	-ROVER-
	54	37	15	51	6	-ROVER-
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

TABLE 8

Go Next to Table 9, South

SOUTH

TABLE 8

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 10, East

Individual Bridge Movement for

54 PLAYERS

Players take numbers listed for first round.

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.	54	24	29	44	25	-ROVER-
	54	29	24	44	26	-ROVER-
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	

WEST

Go Next to Table 6, West

TABLE 8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE 8

NINE
TABLE

Go Next to Table 10, South

SOUTH

NINE
TABLE

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 11, East

Individual Bridge Movement for

54 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.	54	20	34	50	19	-ROVER-
	54	34	20	50	20	-ROVER-
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	

WEST

Go Next to Table 7, West

TABLE
NINE

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE
NINE

TABLE 10

Go Next to Table 11, South

SOUTH

TABLE 10

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 12, East

WEST

Go Next to Table 8, West

Individual Bridge Movement for

54 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.	54	16	39	43	13	-ROVER-
	54	39	16	43	14	-ROVER-
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

TABLE 10

NORTH

TABLE 10

TABLE 11

Go Next to Table 12, South

SOUTH

TABLE 11

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 13, East

Individual Bridge Movement for

54 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.	54	25	31	49	7	-ROVER-
	54	31	25	49	8	-ROVER-
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

TABLE 11

12
TABLE

Go Next to Table 13, South

SOUTH

12
TABLE

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 1, East

Individual Bridge Movement for

54 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.	54	21	36	42	1	-ROVER-
	54	36	21	42	2	-ROVER-
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

TABLE
12

13
TABLE

Go Next to Table 1, South

SOUTH

13
TABLE

S1326RR.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.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B309

EAST

Go Next to Table 2, East

Individual Bridge Movement for

54 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.	54	17	28	48	21	-ROVER-
	54	28	17	48	22	-ROVER-
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

TABLE
13