FARNBOROUGH (KENT) BRIDGE CLUB

RECOMMENDED PAIRS MOVEMENTS (CLUB NIGHTS)

Instructions written in green are for Scorers.

Less than 7 Tables Howell as appropriate

7 Tables 28 board Mitchell 4 boards per table

Standard

7½ - 8 Tables 24 board Mitchell 3 boards per table, including half table

Missing pair NS 8

Tables 1 and 8 share, relay between 4 and 5

8½ - 9 Tables 27 board Mitchell 3 boards per table, including half table

Standard

9½ Tables 24 board Mitchell 3 boards per table, on tables 1 to 8

Missing pair NS 10

Tables 1 and 9 share, skip after 4 rounds

8 rounds, EW play 21 boards (10 table Bowman, missing pair NS 10)

alternative

9½ **Tables** 30 board Mitchell 3 boards per table, including half table

9 round alternative to enable minimum 24 boards to be played

Skip after 5 rounds

10 Tables 30 board Mitchell 3 boards per table

Skip after 5 rounds

10½ Tables 27 board Mitchell 3 boards per table, on tables 1 to 9

Missing pair NS 11 Tables 1 and 10 share

9 rounds

(11 table Bowman, missing pair NS 11)

11 Tables 33 board Mitchell 3 boards per table

Standard

11½ - 12 Tables 24 board Mitchell 2 boards per table, including half table

Missing pair NS 12

Tables 1 and 12 share, relay between 6 and 7

12 rounds, EW play 22 boards

alternative

11½ **Tables** 33 board Mitchell 3 boards per table, tables 1 to 11

9 round alternative to enable minimum 24 boards to be played

Rover NS 12

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 1, 3, 5

12½ - **13 Tables** 26 board Mitchell 2 boards per table, including half table

Standard

13½ **Tables** 26 board Mitchell 2 boards per table, tables 1 to 13

Rover NS 14

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 12, 1, 3, 5, 7, 9, 11

14 Tables 28 board Mitchell 2 boards per table

Skip after 7 rounds

14½ **Tables** 28 board Mitchell 2 boards per table, tables 1 to 14

Skip after 7 rounds Rover NS 15

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 12, 3, 5, 7, 9, 11, 13

15 Tables 30 board Mitchell 2 boards per table

Standard

15½ **Tables** 30 board Mitchell 2 boards per table, tables 1 to 15

Rover NS 16

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 13, 15, 3, 5, 7, 9, 11

16 Tables 32 board Mitchell 2 boards per table

Skip after 8 rounds

16½ Tables 32 board Mitchell 2 boards per table, tables 1 to 16

Skip after 8 rounds Rover NS 17

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 12, 14, 3, 5, 7, 9, 11

17 Tables 34 board Mitchell 2 boards per table

Standard

17½ **Tables** 34 board Mitchell 2 boards per table, tables 1 to 17

Rover NS 18

Round 1 rover sit out, then on subsequent rounds rover goes to table :-

2, 4, 6, 8, 10, 12, 14, 16, 1, 3, 5, 7

More than Use Web Mitchell

17½ Tables