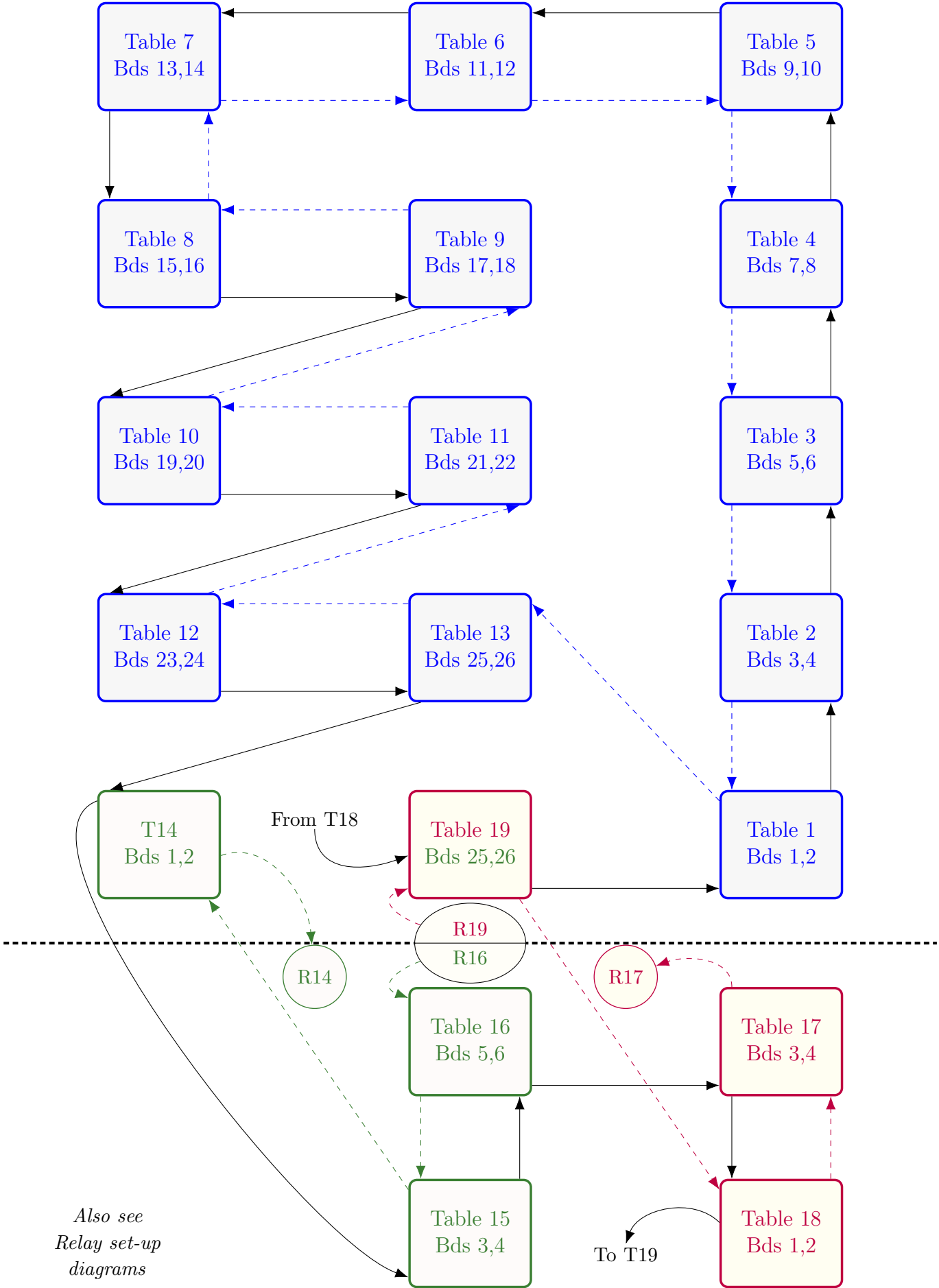


Table and Board Layout - 19 Table Web Mitchell



## Instructions to the Director

### East-West Moves:

As per the black arrows in the diagram, EW move UP ONE TABLE after each round.

After Table 13, EW move to Table 14, which is next to the door, then out of the main room and onto the stage for 4 rounds. When EW return to the main room they go straight to Table 19 (bypassing Table 14), then back to Table 1 and so on.

### Board Moves:

Two full sets of boards 1-26 are needed (blue and green in the diagram), as well as boards 1-4 and 13-18 from a third set (red in the diagram).

The boards are placed as in the diagram for Round 1 and then move DOWN ONE TABLE after each round - **except**, after **Table 14** and **Table 17**, the boards go to the RELAY AREA. Also, boards go from Table 1 to Table 13 within the blue section.

See the specific diagrams, below, for how to set up the Relay Area.

The blue set circulates around Tables 1-13 as if in a normal Mitchell movement (board movements in between rounds are represented by dotted arrows in the diagram). This set of boards NEVER leaves these tables.

Table 14 to 19 will mostly be using the green set of boards. However, in certain rounds, but not all, the same boards are played simultaneously at THREE tables (one table in the blue section, one table in the green section and one table in the red section), hence the need for the third partial sets of boards.

### Director's Position:

The Director should sit close to the relays. Probably North at Table 19 or North at Table 1 would be best, as this is in the main room and gives the best view.

### Half Tables:

A missing EW pair could be placed anywhere. A missing NS pair might be best placed in the blue section - perhaps Table 12 - so as to keep the complicated area of the movement complete.

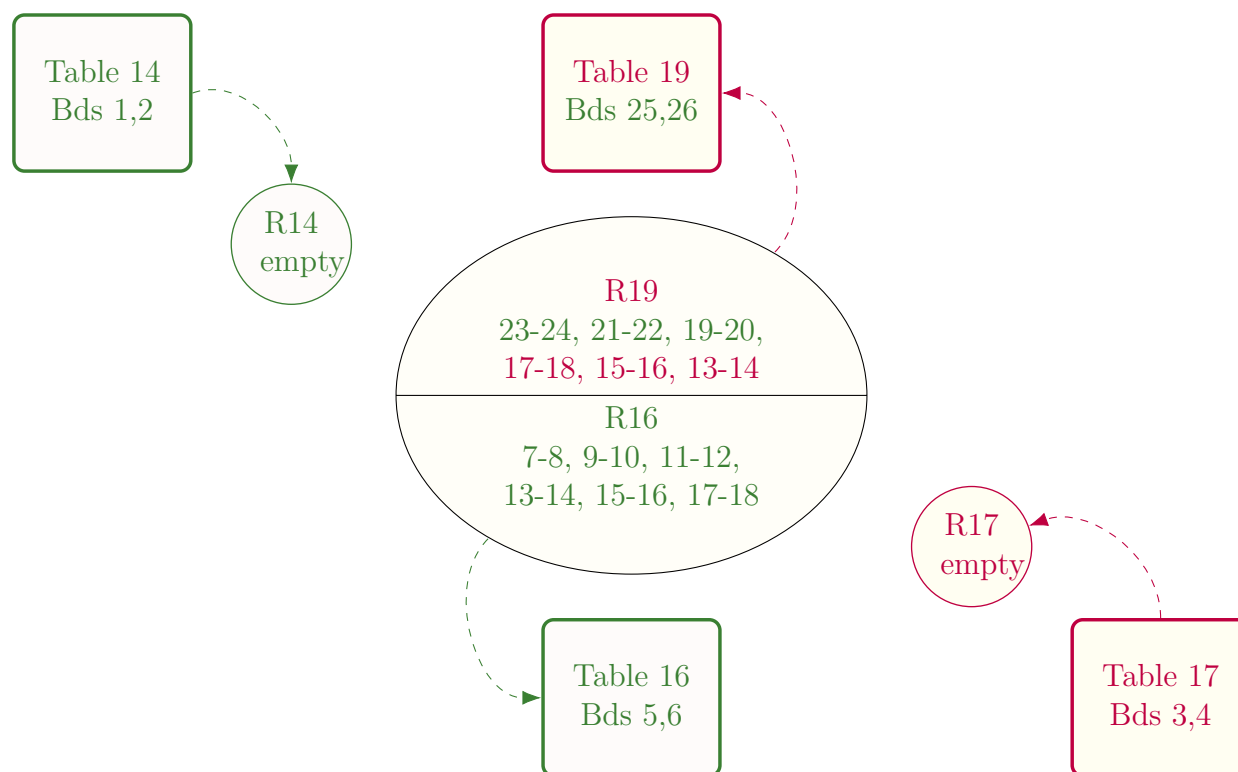
### Relay Area:

The Relay Area is on the stage directly between Tables 16 and 19. There should be four basic areas to the Relay Area:

- R19: Feed-in to Table 19 (on stage next to Table 19)
- R16: Feed-in to Table 16 (on stage next to Table 16)
- R17: Returned boards from Table 17 (on stage between Tables 16 and 17)
- R14: Returned boards from Table 14 (on stage the door-side of the Relay Area)

## AT THE START OF PLAY:

- R19: place green boards 23-24, 21-22, 19-20 then red boards 17-18, 15-16, 13-14 - **in that order** - (i.e. in Round 2, Table 19 will play green 23-24; Round 3, green 21-22, etc.).
- R16: place green boards 7-18 - **in numerical order**.
- R14 and R17 start empty.

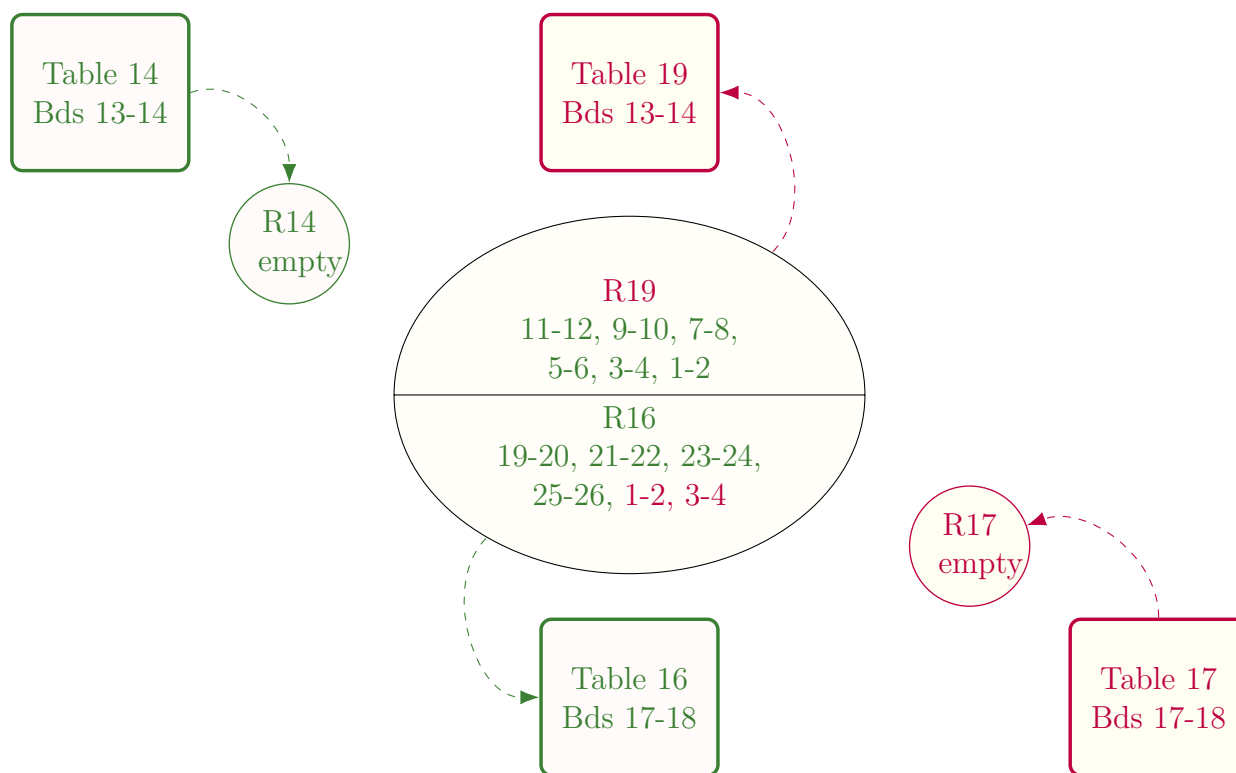


The boards from Tables 14 and 17 should be returned to R14 and R17 respectively - and placed **ON TOP OF EACH OTHER** in a pile - after each round.

DURING ROUND SEVEN - i.e. before calling the move for Round 8:

- Move the pile of boards from **R14** to **R19** (which should have emptied by Round 7). These should be green boards 11-12, 9-10, 7-8, 5-6, 3-4, 1-2 - **in that order**.
- Move the boards from **R17** to **R16** (which should have emptied by Round 7). These should be green boards 19-20, 21-22, 23-24, 25-26 and red boards 1-2, 3-4 - **in that order**.
- R14 and R17 should again be empty and the boards that are subsequently placed there will be finished for the movement.

This is how the Relay Area should look after carrying out the above tasks:



*Boards at Tables are those in play during Round 7*

During Round 7, boards 13-18 (red and green) will be in play on Tables 14-19.

As long as each table is playing the correct boards, it does not actually matter what colour they are in the Green and Red Sections (as long as they are not blue!), but following the above procedure should make life quite simple.

## Instructions to some North-South pairs:

- Tell North at Table 1:
  - that their boards go to Table 13.
- Tell North at Table 13:
  - to explain to their EW pairs that they should go to Table 14 (avoiding Table 19).
- Tell North at Table 14:
  - to explain to their EW pairs that Table 15 is the first table they arrive at on the stage, and that they should move around the stage in a clockwise direction.
  - that their boards come from Table 15 at the back of the stage.
  - to leave their boards in R14, on top of each other, after each round.
- Tell North at Table 15:
  - that their boards go to Table 14 in the main room.
  - that their boards come from Table 16.
  - that they shouldn't have anything to do with the Relays!
- Tell North at Table 16:
  - that they get their boards from R16.
  - that their boards go to Table 15.
- Tell North at Table 17:
  - to leave their boards in R17, on top of each other, after each round.
  - that their boards come from Table 18.
  - that they will play their boards in reverse order.
- Tell North at Table 18:
  - that their boards come from Table 19 in the main room.
  - to explain to their EW pairs that they go to Table 19 when they re-enter the main room (avoiding Table 14).
  - that they shouldn't have anything to do with the Relays!
  - that they will play their boards in reverse order.
- Tell North at Table 19:
  - that they get their boards from R19.
  - that their boards go to Table 18 at the back of the stage.
  - to explain to their EW pairs that they should go to Table 1.
  - that they will play their boards in reverse order.