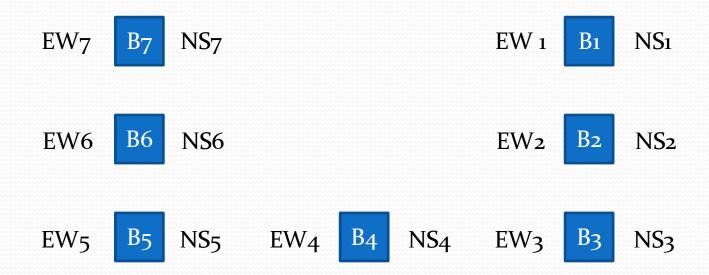
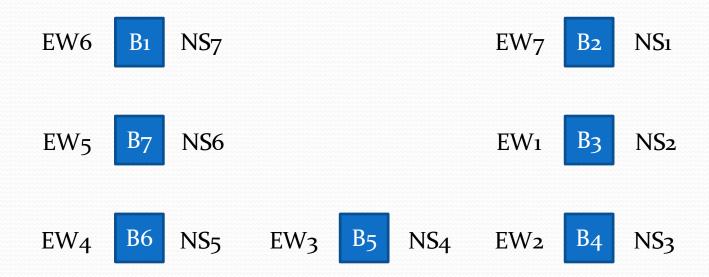
- A movement describes
  - how the players and the boards are set out initially
  - how they move during the competition
- Two main classes of movements
  - Mitchell
  - Howell

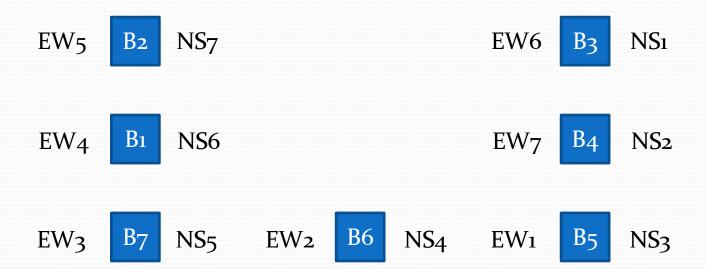
- Mitchell movement has 3 components
  - N/S pairs usually remain seated
  - E/W pairs usually move up 1 table each round
  - Boards usually move down 1 table each round

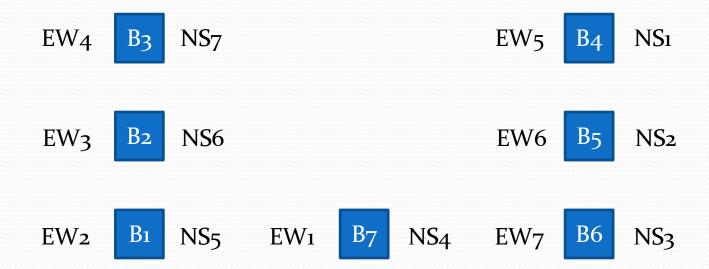
Initial set out for a Mitchell for 7 tables

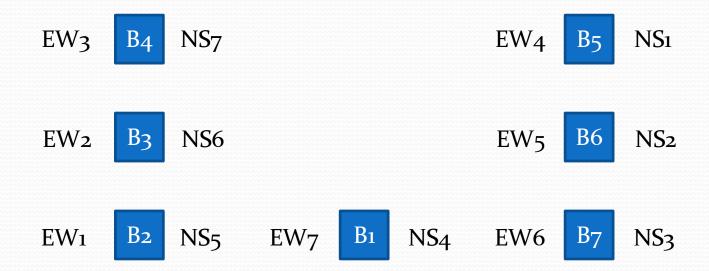


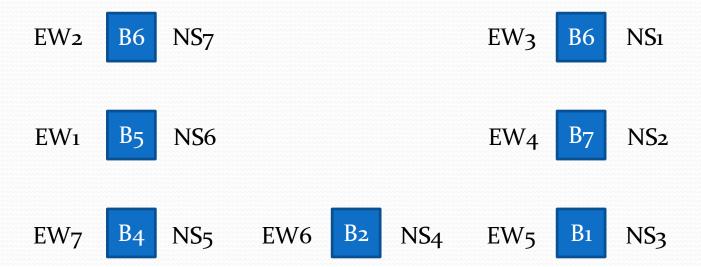
Round 2 – E/W pairs up, boards down

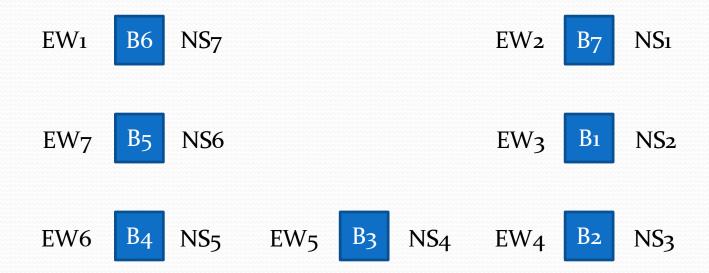












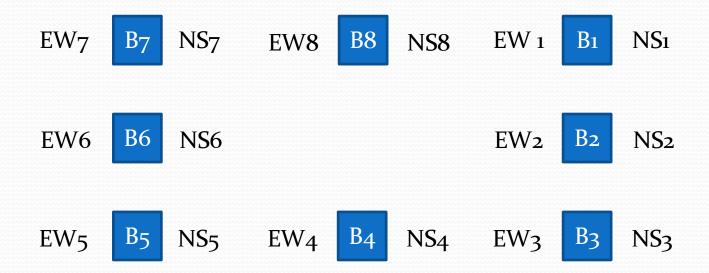
- After 7 rounds
  - N/S pairs played against all the E/W pairs
  - E/W pairs played against all the N/S pairs
  - All pairs have played all the boards
- There are two competitions going on
  - Two winners N/S and E/W
- Can be used for all odd numbers of tables

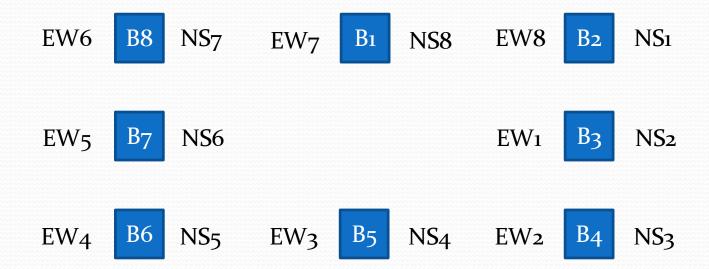
Mitchell - Odd number of tables

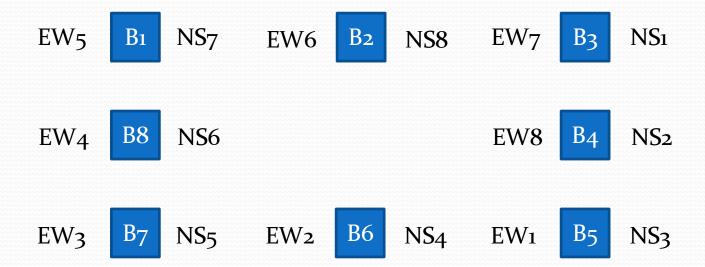
Tables	3	5	7	9	11	13
Boards /round	8	4	3	2 or 3	2	2
Boards	24	20	21	18 or 27	22	26

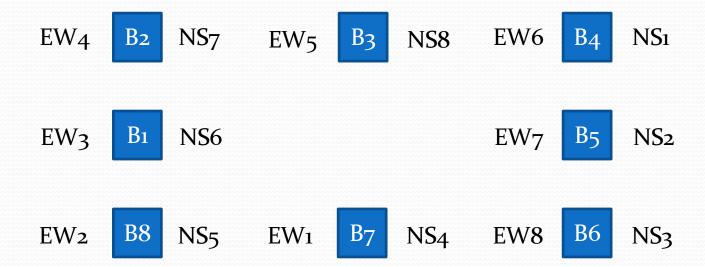
- Sit-out anywhere (usually E/W at last table)
- Time problem for 26 or 27 boards
- Can be cut short eg play only 8 or 12 rounds

Initial set out for a Mitchell for 8 tables

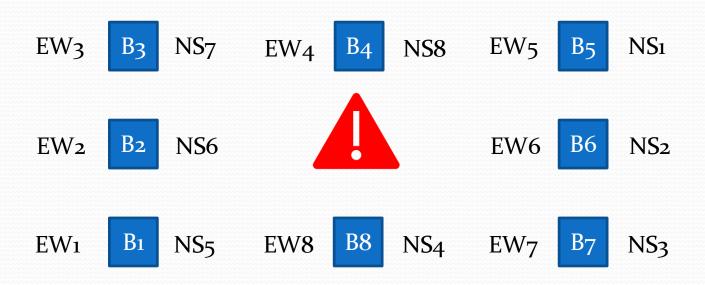




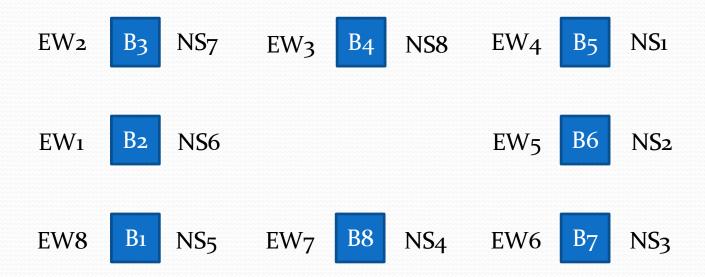


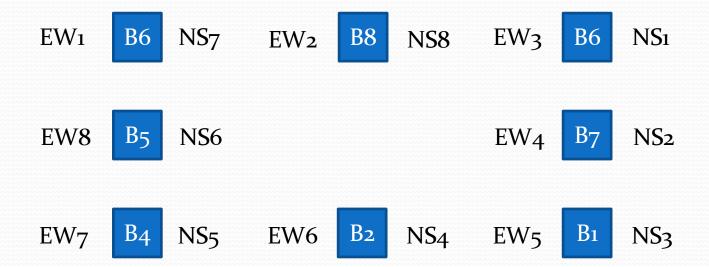


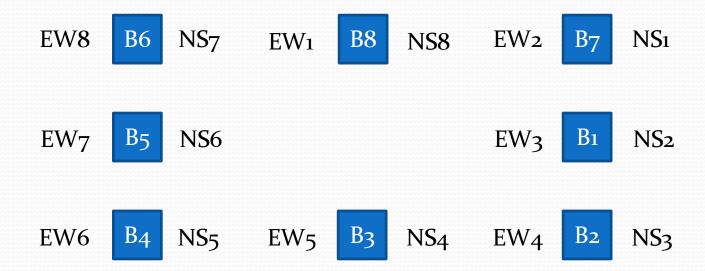
Round 5 - E/W meet boards the have already played



Solution 1: Round 5 – E/W Skip a table

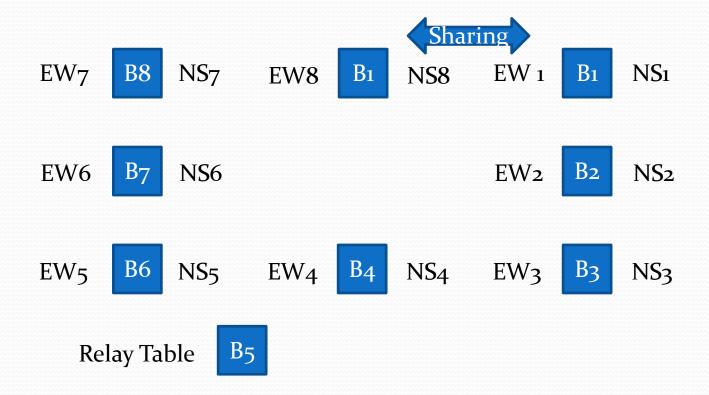


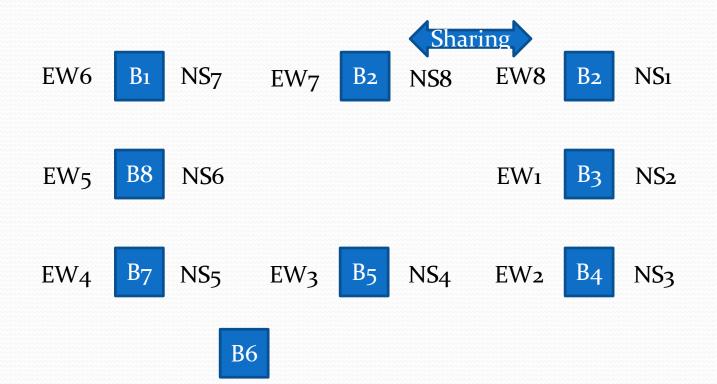


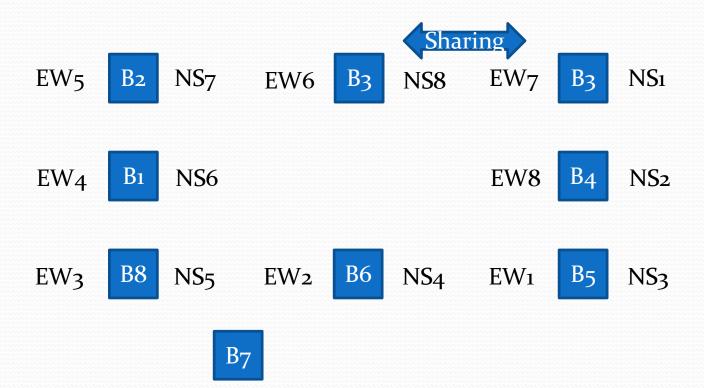


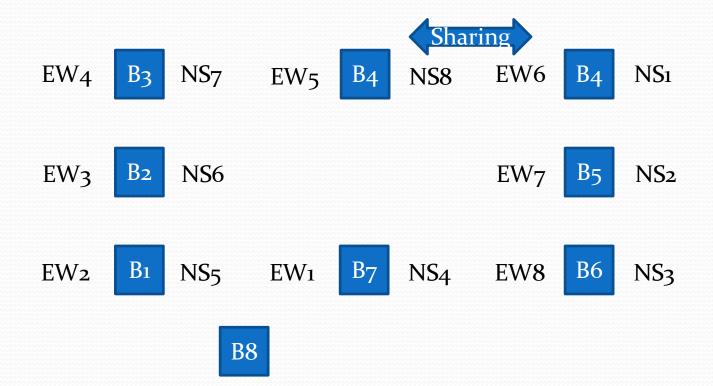
- After 7 rounds
  - N/S pairs played against 7 of the 8 E/W pairs
  - E/W pairs played against 7 of the 8 N/S pairs
  - All pairs have played 7 of the 8 boards sets in play
- There are two competitions going on
  - Two winners N/S and E/W
  - Not as fair as odd table Mitchell

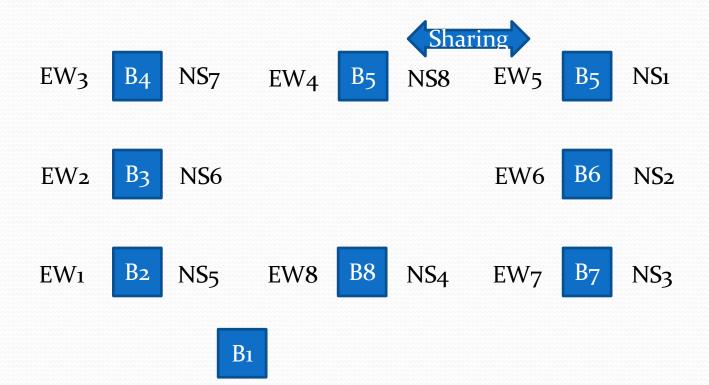
Solution 2: Share & Relay Mitchell for 8 tables

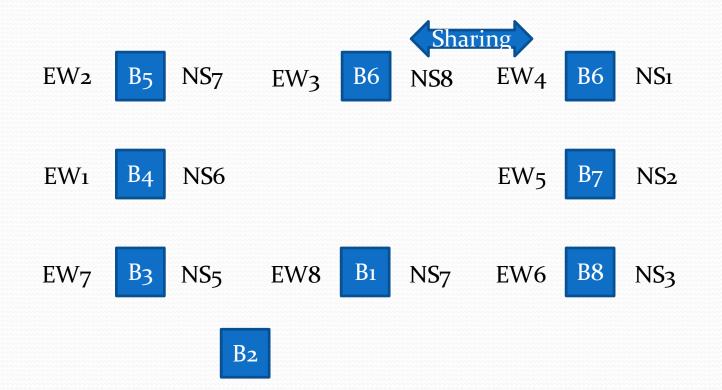


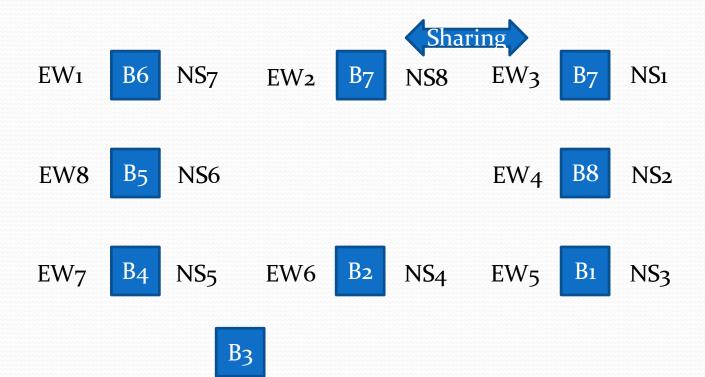


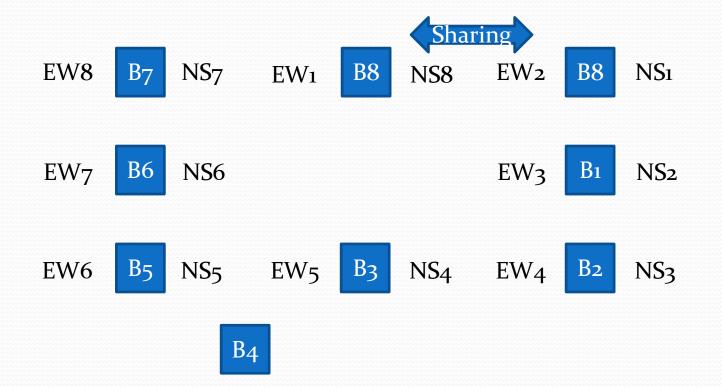












- After 8 rounds
  - N/S pairs played against all 8 E/W pairs
  - E/W pairs played against all 8 N/S pairs
  - All pairs have played all 8 boards sets in play
- There are two competitions going on
  - Two winners N/S and E/W
  - Much fairer competition
  - Table 1 & 8 share boards or use 2<sup>nd</sup> set if available

- Even number of tables Skip Mitchell
  - E/W skip halfway through
  - For example 10 tables, skip after round 5
  - But either play "revenge round" as 10<sup>th</sup> round or only play 9 rounds
  - Not fair competition
    - Pairs play different boards
    - Pairs play different competitors

Even number of tables – Skip Mitchell

Tables	4	6	8	10	12	14
Boards /round	6	4	3	2	2	2
Boards	18	20	21	18	22	26

- Sit-out anywhere (usually last table)
- 2 winners N/S and E/W
- Time problem for 26 boards
- Can be cut short

- Even number of tables Share & Relay Mitchell
  - Relay table halfway through

Tı	<b>T</b> 2	T <sub>3</sub>	T4	T5	Relay	<b>T6</b>	T <sub>7</sub>	T8	Т9	Т10
					11-12					

- For example 10 tables, relay after table 5
- First table & last table share boards
  - No sharing if 2 sets of boards or missing pair at the last table
- Fair competition
  - Pairs play all the boards
  - Pairs play all the competitors

Even number of tables – Share & Relay Mitchell

Tables	4	6	8	10	12	14
Boards /round	6	4	3	2	2	2
Boards	24	24	24	20	24	28

- Sit-out anywhere (usually last table)
- 2 winners N/S and E/W
- Can be cut short
- Time problem for 28 boards

- Mitchell Number of winners
  - Usually Two sets of winners N/S & E/W
  - If one winner required then switch orientation on 1 or more rounds to ensure competition between N/S & E/W pairs
    - Arrow switch because Arrow on Boards to denote North is switched to East
  - Switch 1/8 of boards to ensure fair competition
    - Last round up to 11 tables
    - Last two rounds if more than 11 tables

- Howell
  - Full Howell
    - Every pair meets every other pair once
  - 3/4 Howell
    - Every pair meets more than half but not all other pairs
  - One winner
  - Table cards available for 7-12 tables
  - One or more sitting pairs
    - Useful if there is a sit-out and Mitchell movement with 3 or more boards - LONG time to sit-out

Table card for 9 Table Reduced Howell

9 Tables 11 Reduced H 7 sitting pa 22 Boards	owell	1	
Round	N/S	E/W	Boards
1	12	1	1- 2
2	12	2	3- 4
3	12	3	5- 6
4	12	4	7- 8
5	12	5	9-10
6	12	6	11-12
7	12	7	13-14
8	12	8	15-16
9	12	9	17-18
10	12	10	19-20
11	11	12	21-22
	ng Pair		
go to	Table 8	11/15	
Printed by S	coreBridge	- Licensed	to Joe Dempsey

- Web Mitchell
  - Extension of Mitchell movement to large number of tables
    - Sitting N/S pairs
    - E/W pairs move up a table
    - Boards move down a table, with some rules
  - Requires 2 or 3 sets of boards
  - 11 or 12 rounds, occasionally 9 rounds
  - Can be arrow switched, if 1 winner required
  - Table cards to help setup and check board movement
  - An assistant to help move boards ©

- Web Mitchell even number of tables
  - Split tables into 2 groups
  - Same number of tables in each group
  - 1 set of boards per group
  - 1<sup>st</sup> group/ 1<sup>st</sup> set
    - set out in ascending order: 1-2, 3-4, 5-6,... up last table
    - Place rest of boards on relay after last table in group
  - 2<sup>nd</sup> group/ 2<sup>nd</sup> set
    - Set out in descending order: 13-14, 11-12,..., 1-2, 21-22
    - Place rest of boards on relay after last table in group

- Web Mitchell 16 tables
  - Group 1 / Set 1

T <sub>1</sub>	<b>T</b> 2	T <sub>3</sub>	T4	T5	<b>T6</b>	T <sub>7</sub>	T8	Relay
1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
								19-20
								21-22

• Group 2 / Set 2

<b>T9</b>	T10				_		T16	Relay
13-14	11-12	9-10	7-8	5-6	3-4	1-2	21-22	19-20
								17-18
								15-16

- Web Mitchell even number of tables (up to 22)
  - Moving the boards down a table within each group
  - Feed in from Relay to last table in group
  - Boards from 1<sup>st</sup> table in group to relay

- Web Mitchell 16 tables first group
  - Round 1

T <sub>1</sub>	<b>T</b> 2	T <sub>3</sub>	T4	T5	<b>T6</b>	T <sub>7</sub>	T8	Relay
1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
								19-20
								21-22

T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>					Relay
3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
								21-22
								1-2

- Web Mitchell 16 tables second group
  - Round 1

<b>T9</b>	Т10	T11	T12	T13	T14	T15	T16	Relay
13-14	11-12	9-10	7-8	5-6	3-4	1-2	21-22	19-20
								17-18
								15-16

T9	Т10	T11	T12	T13	T14	T15	T16	Relay
11-12	9-10	7-8	5-6	3-4	1-2	21-22	19-20	17-18
								15-16
								13-14

- Web Mitchell odd number of tables (11 rounds)
  - Split tables into 3 groups
  - 1st group has 11 tables
    - set out in ascending order : 1-2, 3-4, 5-6,..., 21-22
  - Split rest of tables into 2 groups of same size
    - 17 tables 11 tables = 6 tables =>  $2 \times 3$  tables
  - 2<sup>nd</sup> group / 2<sup>nd</sup> set
    - Set out in ascending order: 1-2, 3-4, ...
    - Place rest of boards on relay table
  - 3<sup>rd</sup> group / 3<sup>rd</sup> set (or share 2<sup>nd</sup> set if only 2 sets)
    - Set out in descending order : 3-4, 1-2, 21-22
    - Place rest of boards on relay table

- Web Mitchell 17 tables
  - Group 1 / Set 1

T1	<b>T2</b>	T <sub>3</sub>	T4	T5	Т6	T <sub>7</sub>	Т8	Т9	T10	T11
1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22

• Groups 2 & 3 / Set 2 & 3

T12	T13		Relay			_	Relay
1-2	3-4	5-6	7-8 	3-4	1-2	21-22	19-20 
			21-22				5-6

- Web Mitchell odd number of tables (up to 25)
  - Moving the boards down a table within each group
  - Feed in from Relay to last table in group
  - Boards from 1<sup>st</sup> table in group to relay

- Web Mitchell 17 tables first group
  - Round 1

T <sub>1</sub>	<b>T</b> 2	T <sub>3</sub>	T4	T5	Т6	T <sub>7</sub>	T8	T9	Т10	Tu
									19-20	

T1	T <sub>2</sub>	T <sub>3</sub>	T4	T5	T6	T <sub>7</sub>	T8	T <sub>9</sub>	<b>T10</b>	T11
3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22	1-2

- Web Mitchell 17 tables second & third group
  - Round 1

T12	T13	T14	Relay
1-2	3-4	5-6	7-8
			9-10
			•••
			21-22

T15	T16	T17	Relay
3-4	1-2	21-22	19-20
			17-18
			•••
			5-6

T12	T13	T14	Relay	
3-4	5-6	7-8	9-10	
			11-12	
			•••	
			1-2	

T15	T16	T17	Relay
1-2	21-22	19-20	17-18
			15-16
			•••
			3-4

• Web Mitchell - 11 Rounds

Number of Board sets & Sharing

Tables	Sets	Group 1	Group 2	Group 3	Group 4	Sharing
12	2	6	6			
13	2 or 3	11	1	1		Sharing R6 if only 2 sets
14	2	7	7			
15	2 or 3	11	2	2		Sharing R1, R6 & R11 if only 2 sets
16	2	8	8			
17	2 or 3	11	3	3		Sharing R1, R5, R6, R7 & R11 if only 2 sets
18	2	9	9			
19	3	11	4	4		
20	2	10	10			
21	3	11	5	5		
22	2	11	11			
23	3	11	6	6		
24	3 or 4	11	11	1	1	Sharing R6 if only 3 sets

- "Coolagad" Web Mitchell
  - Even number of tables 12 rounds / 24 boards
    - Set out boards as normal in each group
    - E/W skip after 6 rounds expect some confusion
    - Use the table cards to ensure all goes well
    - All boards played
  - Odd number of tables 12 rounds / 26 boards
    - One group of 13 tables & two groups for rest of tables
    - E/W skip after round 6 expect some confusion
    - Boards skip on some movements as well
    - Use the table cards to ensure all goes well
    - All boards not played only play 24 out of 26 boards in play

- Web Mitchell Coolagad 12 Rounds
  - Number of Board sets & Sharing

Tables	Sets	Group 1	Group 2	Group 3	Group 4	Sharing
12	2	6	6			
13	1	13				
14	2	7	7			
15	2 or 3	13	1	1		Sharing R1, R6 & R11 if only 2 sets
16	2	8	8			
17	2 or 3	13	2	2		Sharing R1, R5, R6, R7 & R11 if only 2 sets
18	2	9	9			
19	3	13	3	3		
20	2	10	10			
21	3	13	4	4		
22	2	11	11			
23	3	13	5	5		
24	2	12	12			

- "Charity" Web Mitchell
  - Play 9 rounds / 18 boards
  - Short playing session
    - Time for raffle / entertainment
    - Can be arrow switched to give one winner
    - Requires 2, 3 or 4 sets of boards to avoid excessive sharing
    - Table cards should be printed to ensure correct placement of boards

Tables, Groups, Sets and Sharing for Charity **Nights** 

Tables	Sets	Croun	Стоит	Стоит	Стоит	Sharing
Tables	Sets	Group 1	Group 2	Group 3	Group 4	Sharing
10	2	5	5			
11	2 or 3	9	1	1		Sharing R5 if only 2 sets
12	2	6	6			
13	2 or 3	9	2	2		Sharing R1, R5 & R9 if only 2 sets
14	2	7	7			
15	3	9	3	3		
16	2	8	8			
17	3	9	4	4		
18	2	9	9			
19	3	9	5	5		
20	3 or 4	9	9	1	1	Sharing R5 if only 3 sets
21	3	9	6	6		
22	3 or 4	9	9	2	2	Sharing R1, R5 & R9 if only 3 sets
23	3	9	7	7		
24	4	9	9	3	3	
25	3	9	8	8		
26	4	9	9	4	4	
27	3	9	9	9		