

# MOVEMENTS FOR AMERSHAM

Don Collier – v1.4 (as at 30<sup>th</sup> Aug 2025)

Tables	Basic Movement	Ref AM-(boards)	Rounds x Boards	Arrow Switch	Relay/Share	NS Stationary	Phantom (suggested)	Notes
<b>3½ 4</b>	¾ Howell	4T-6R (24 boards)	6R x 4B	n/a	<b>1 and 4 1+2 share</b>	<b>1NS, (quasi) 2NS</b>	<b>2NS</b> avoids share	Pair Numbers from Bridgmate. Make announcement under Note 1.
<b>4½ 5</b>	Reduced Howell	5T-8R (24 boards)	8R x 3B	n/a	<b>3 and 4 1 and 5 1+2 share</b>	<b>1NS, (quasi) 2NS</b>	<b>2NS</b> avoids share	Pair Numbers from Bridgmate. Make announcement under Note 1. ENSURE 2NS to move to 2EW R5.
<b>5½ 6</b>	Double Hesitation Mitchell	6T-8R (24 boards)	8R x 3B	Last Round (if stationary NS)	<b>4 and 5 6 and 1</b>	<b>1NS, 3NS, 4NS, 5NS</b>	<b>not 1NS</b>	Pair Numbers: NS, EW+6. Make announcement under Note 2.
<b>6½ 7</b>	Hesitation Mitchell	7T-8R (24 boards)	8R x 3B	Last Round (if stationary NS)	<b>3 and 4</b>	<b>Not 7NS</b>	<b>not 1NS</b>	Pair Numbers: NS, EW+7. Make announcement under Note 2.
<b>7½ 8</b>	Share and Relay Mitchell	8T-8R (24 boards)	8R x 3B	Last Round	<b>4 and 5 1+8 share</b>	All NS	<b>8NS</b> avoids share	Pair Numbers: NS, EW+8 Phantom at table 8 NS avoids sharing
<b>8½ 9</b>	Mitchell	9T-8R (27 boards)	8R x 3B	Last Round		All NS	Any	Pair Numbers: NS, EW+9
<b>9½ 10</b>	Skip Mitchell	n/a (30 boards)	8R x 3B	Last Round		All NS	Any	Pair Numbers: NS, EW+10 Uses 30 boards
	Bowman (see note 5).	10T-8R (24 boards)	8R x 3B	Last Round	1+9 share 10 shares	All NS	10NS eases sharing	Pair Numbers: NS, EW+10 Phantom at 10NS to avoid some shares.

## Notes:

1. Announce for all Howells that players should “Check you are at the correct table, seated in the correct direction with the correct boards and correct opponents”.
2. Announce for all Hesitation Mitchells at the start of the last round “If you have been a stationary North/South, Arrow-switch the boards for the last round. There is no arrow-switch at the Hesitation table(s)”.
3. Mitchells for tables 6, 7, 8, 9 and 10 have the Arrow Switch for round 8 built in.
4. Rover movements are available to add one or two pairs to movements for 4 to 9 tables (No uplift as yet for 10 tables).
5. The 10 table Bowman movement only uses 24 boards and might make an interesting alternative, especially for 9½ tales.