

Remain at This Table

# SOUTH

## H7ROVER.MOV

6-1/2 table rover with 2 board sit-out. One winner movement. Computer set up for 7 tables, 12 rounds of 2 boards. Players play a bye-stand 6 table, 6 round 4 board/round Mitchell with relay between 3 and 4, and bye-stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to 5, 2, 6, 3, and 1 for each 4 board round. The roving pair displaces the E-W pair for the first 2 boards, then displaces the N-S pair at the same table for the remaining 2 boards. E-W add 6 to the table that they start at to obtain their pair number. Roving pair number is 13.

BridgeMats Version B309

### Duplicate Bridge Movement for 13 PAIRS

TABLE  
↓

TABLE  
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Go Next to Table 2, East

# EAST

# WEST

Go Next to Table 2, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	1	7	1-2	
	1	7	3-4	
2.	1	12	5-6	
	1	12	7-8	
3.	1	11	9-10	
	1	11	11-12	
4.	1	10	13-14	
	1	10	15-16	
5.	1	9	17-18	
	1	9	19-20	
6.	1	13	21-22	-ROVER-
	13	8	23-24	-ROVER-

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

# 1

# NORTH

Remain at This Table



TABLE

# 1

2  
TABLE

Remain at This Table

**SOUTH**

2  
TABLE

H7ROVER.MOV

6-1/2 table rover with 2 board sit-out. One winner movement. Computer set up for 7 tables, 12 rounds of 2 boards. Players play a bye-stand 6 table, 6 round 4 board/round Mitchell with relay between 3 and 4, and bye-stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to 5, 2, 6, 3, and 1 for each 4 board round. The roving pair displaces the E-W pair for the first 2 boards, then displaces the N-S pair at the same table for the remaining 2 boards. E-W add 6 to the table that they start at to obtain their pair number. Roving pair number is 13.

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**Duplicate Bridge  
Movement for  
13 PAIRS**

Go Next to Table 3, East

**EAST**

**WEST**

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	2	8	5-6	
	2	8	7-8	
2.	2	7	9-10	
	2	7	11-12	
3.	2	13	13-14	-ROVER-
	13	12	15-16	-ROVER-
4.	2	11	17-18	
	2	11	19-20	
5.	2	10	21-22	
	2	10	23-24	
6.	2	9	1-2	
	2	9	3-4	

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE  
2

**NORTH**

Remain at This Table



TABLE  
2

3

TABLE

Remain at This Table

SOUTH

3

TABLE

H7ROVER.MOV

6-1/2 table rover with 2 board sit-out. One winner movement. Computer set up for 7 tables, 12 rounds of 2 boards. Players play a bye-stand 6 table, 6 round 4 board/round Mitchell with relay between 3 and 4, and bye-stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to 5, 2, 6, 3, and 1 for each 4 board round. The roving pair displaces the E-W pair for the first 2 boards, then displaces the N-S pair at the same table for the remaining 2 boards. E-W add 6 to the table that they start at to obtain their pair number. Roving pair number is 13.

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**Duplicate Bridge  
Movement for  
13 PAIRS**

Go Next to Table 4, East

EAST

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	3	9	9-10	Relay T4
	3	9	11-12	Relay T4
2.	3	8	13-14	Relay T4
	3	8	15-16	Relay T4
3.	3	7	17-18	Relay T4
	3	7	19-20	Relay T4
4.	3	12	21-22	Relay T4
	3	12	23-24	Relay T4
5.	3	13	1-2	-ROVER-
	13	11	3-4	-ROVER-
6.	3	10	5-6	Relay T4
	3	10	7-8	Relay T4

CHECK BOARDS AND POSITIONS EVERY ROUND



TABLE

3

NORTH

Remain at This Table



TABLE

3



TABLE

Remain at This Table

**SOUTH**



TABLE

**H7ROVER.MOV**

6-1/2 table rover with 2 board sit-out. One winner movement. Computer set up for 7 tables, 12 rounds of 2 boards. Players play a bye-stand 6 table, 6 round 4 board/round Mitchell with relay between 3 and 4, and bye-stand between 6 and 1. Roving pair 13 starts at 4 N-S after 2 boards played, then to 5, 2, 6, 3, and 1 for each 4 board round. The roving pair displaces the E-W pair for the first 2 boards, then displaces the N-S pair at the same table for the remaining 2 boards. E-W add 6 to the table that they start at to obtain their pair number. Roving pair number is 13.

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**Duplicate Bridge  
Movement for  
13 PAIRS**

Go Next to Table 5, East

**EAST**

**WEST**

Go Next to Table 5, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	4	10	11-12	Relay T3
	13	10	9-10	-ROVER-
2.	4	9	15-16	Relay T3
	4	9	13-14	Relay T3
3.	4	8	19-20	Relay T3
	4	8	17-18	Relay T3
4.	4	7	23-24	Relay T3
	4	7	21-22	Relay T3
5.	4	12	3-4	Relay T3
	4	12	1-2	Relay T3
6.	4	11	7-8	Relay T3
	4	11	5-6	Relay T3

**CHECK BOARDS AND POSITIONS EVERY ROUND**



TABLE

**4**

**NORTH**

Remain at This Table



TABLE

**4**

**5**

TABLE

Remain at This Table

**SOUTH****5**

TABLE

**H7ROVER.MOV**

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## Duplicate Bridge Movement for 13 PAIRS

Go Next to Table 6, East

**EAST****WEST**

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	5	11	13-14	
	5	11	15-16	
2.	5	13	17-18	-ROVER-
	13	10	19-20	-ROVER-
3.	5	9	21-22	
	5	9	23-24	
4.	5	8	1-2	
	5	8	3-4	
5.	5	7	5-6	
	5	7	7-8	
6.	5	12	9-10	
	5	12	11-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

**5****NORTH**

Remain at This Table

TABLE

**5**

**SIX**  
TABLE

Remain at This Table

**SOUTH**

**SIX**  
TABLE

**H7ROVER.MOV**

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**Duplicate Bridge  
Movement for  
13 PAIRS**

Go Next to Table 1, East

**EAST**

**WEST**

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	6	12	17-18	
	6	12	19-20	
2.	6	11	21-22	
	6	11	23-24	
3.	6	10	1-2	
	6	10	3-4	
4.	6	13	5-6	-ROVER-
	13	9	7-8	-ROVER-
5.	6	8	9-10	
	6	8	11-12	
6.	6	7	13-14	
	6	7	15-16	

**CHECK BOARDS AND POSITIONS EVERY ROUND**

TABLE  
**SIX**

**NORTH**

Remain at This Table

TABLE  
**SIX**