

## Pair Game Movements

Setting up the movement tends to give the new director more trouble than almost anything else!

If you are using ACBLscore, the program will find the proper movement for you if you need help.

### General Guidelines

The goal in a successful\* open game is to play 24 to 28 boards in three and a half hours.

The goal in a limited masterpoint or advanced newcomer game is to play 22 to 24 boards in three hours.

The goal in a successful\* newcomer game is to play 18 to 22 boards in three hours or less.

\*Successful: The people had a good time, played a sufficient number of boards and are coming back!

### Selecting the Right Movement

There are two basic movements:

**Mitchell:** N-S remains stationary; E-W moves up and boards move down each round in an orderly progress.

**Howell:** One (or more, depending on the size of the game) pair remains stationary; the rest all move each round. Each pair plays N-S some of the time and E-W some of the time; each pair plays against most or all of the other pairs.

## Pair Game Movements

### The Mitchell Movement

#### Advantages of Running a Mitchell

1. You have a seven-table or larger game.

(With six tables, you may elect to run a Mitchell which is easier to manage or a Howell which is technically superior.)

2. The game tends to run faster.

3. Many players prefer or need to sit in a stationary position. Half of your players will be stationary in a Mitchell movement.

# Pair Game Movements

## Variations for the Mitchell Movement

Mitchell movements may be classified into two categories: even number of tables and odd number of tables, when thinking of your setup and moves.

### ODD NUMBER OF TABLES

#### Straight Mitchell

E–W will move up one table, and the boards will move down one table at the end of each round.

- 5 tables: 5 boards per table.
- 7 tables: 4 boards per table.
- 9 tables: 3 boards per table.
- 11 tables: 3 boards per table.
- 13 or more tables: 2 boards per table.

The odd-numbered Mitchell movement is easy for the director to manager. There are no irregularities – no surprises.

### EVEN NUMBER OF TABLES

#### Skip Mitchell

The even-tabled Skip Mitchell movement is has one irregularity at the halfway point. Again E–W will move up one table, and the boards will move down one table at the end of each round — until the halfway point of the game. Then, one time only, E–W will skip a table.

(If they don't, they will meet the same boards they played at the beginning of the game.)

- 6 tables: 5 boards on each table. E–W skip after three rounds.
- 8 tables: 4 boards on each table. E–W skip after four rounds.
- 10 tables: 3 boards on each table. E–W skip after five rounds.
- 12 tables: 3 boards on each table. E–W skip after six rounds.
- 14 tables: 2 boards on each table. E–W skip after seven rounds.
- 16 tables: 2 boards on each table, E–W skip after seven or eight rounds.\*
- 18 tables: 2 boards on each table, E–W skip after seven, eight or nine rounds.\*
- 19 or more tables: Break into two or more sections as appropriate.

\*skip after round 7 is recommended

In an eight-table game, three boards per round, you must skip the E–W pairs one table (must be after 4) and play seven rounds, 21 boards, which could be a perfect movement for a newcomer or beginner game. An alternate movement is to play four boards a round and skip after four rounds as each player would play 28 boards. Similar problems exist with six- and 12-table games.

## Pair Game Movements – The Relay and Bye-stand Mitchell

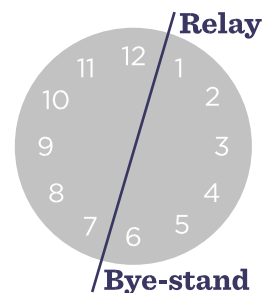
With six, eight or 12 tables, you have another option, one which will enable all of the players to play all of the boards and all of the other pairs in the same direction — a perfect movement. The price you pay is that you need to take a little extra care. (The 12-table game may run a little slowly unless you have two fast N-S pairs at the relay tables.)

Two tables will always be sharing the same set of boards during the same round (the relay). Halfway around the movement, there will be a set of boards that sits out each round on the bye-stand. The bye-stand is always directly across from the relay if you use a clock diagram.

This variation is used with six, eight or 12 tables only. It is a method of playing all opponents and all boards available in an even-table game without a skip. It is used almost exclusively with eight - and 12- table Mitchell movements.

With an eight-table relay and bye stand, you play 24 boards, eight rounds.

1. Have two adjacent tables share boards = Relay
2. Have a set of boards sit out between two tables each round = Bye-stand. Boards progress through the relay as though the two tables were one. Boards progress through the bye stand as though it were a table.



A quick check method is to draw a clock. Then, if you draw a diagonal line, the relay will be on one end and the bye-stand on the other.

Practically, you should start putting out boards with your relay, and after you have put out half the number of boards, establish a bye-stand.

The principle is the same numbers of boards are on one side of the diagonal as are on the other. As shown above, there are six tables on each side of the diagonals.

In a relay and bye-stand game where 24 boards are in play, if the boards are put out in order in the correct pattern, and if board #1 is part of the relay (recommended), then board #13 will be the lowest numbered board on the bye-stand during the first round.

One of the most awkward things for a director to fix is a mis-placed bye-stand. Always double-check the placement of the boards thoroughly during the first round. If you discover an error during the first round, fix it before players move for the second round.

For example, in a twelve-table game, if pairs 1 and 12 are relaying boards 1-2, boards 13-14 should be on the bye-stand between tables 6 and 7. If you find during the first round that you have boards 15-16 on a bye-stand between tables 7 and 8, move the bye-stand to its proper place before you call round two. This means the board sequence will be out of order. You can edit the movement in ACBLscore to match what you've done. But you will have restored the balance of the relay bye-stand movement: The relay and bye-stand will be on opposite sides of the "clock" pictured above, and there will be six tables on each side of the diagonal line.

If, despite all precautions, you discover in mid-game that the movement is incorrect, the following instructions will fix the problem. Do your best to never arrive in this situation!

### Correcting a misplaced bye-stand when the bye-stand is placed:

|   |  |
|---|--|
| <p><b>ONE TABLE TOO LOW</b></p> <p>6-TABLE GAME</p> <p><b>* Relay between 6 and 1</b></p> <p>At round 4:</p> <p>Relay between 5 &amp; 6, with the boards on table 5.<br/>Bye-stand moves between tables 3 and 4.<br/>All boards put back in numerical order.<br/>N-S pair 3 trades places with N-S 6 for this round only.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 4:</p> <p>Relay between 6 and 1, with the boards on table 6. Bye-stand moves between tables 4 and 5. All boards put back in numerical order.<br/>N-S pair 4 trades places with N-S 1 for this round only.</p> | <p><b>ONE TABLE TOO HIGH</b></p> <p>6-TABLE GAME</p> <p><b>* Relay between 6 and 1</b></p> <p>At round 4:</p> <p>Relay between 1 &amp; 2, with the boards on table 2.<br/>Bye-stand moves between tables 3 and 4.<br/>All boards put back in numerical order.<br/>N-S pair 1 trades places with N-S 4 for the last round only.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 4:</p> <p>Relay between 2 and 3, with the boards on table 3. Bye-stand moves between tables 4 and 5. All boards put back in numerical order.<br/>N-S pair 2 trades places with N-S 5 for the last round only.</p> |
| <p>8-TABLE GAME</p> <p><b>* Relay between 8 &amp; 1</b></p> <p>At round 5:</p> <p>Relay between 7 and 8, with the boards on table 7. Bye-stand moves between tables 4 and 5. All boards put back in numerical order.<br/>N-S pair 4 trades places with N-S 8 for this round only.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 4:</p> <p>Relay between 8 and 1, with the boards on table 8. Bye-stand moves between tables 5 and 6. All boards put back in numerical order.<br/>N-S pair 5 trades places with N-S 1 for this round only.</p>   | <p>8-TABLE GAME</p> <p><b>* Relay between 8 &amp; 1</b></p> <p>At round 5:</p> <p>Relay between 1 and 2, with the boards on table 2.<br/>Bye-stand moves between tables 4 and 5.<br/>All boards put back in numerical order.<br/>N-S pair 1 trades places with N-S 5 for the last round only.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 5:</p> <p>Relay between 2 and 3, with the boards on table 3. Bye-stand moves between tables 5 and 6. All boards put back in numerical order.<br/>N-S pair 2 trades places with N-S 6 for the last round only.</p>                                  |
| <p>12-TABLE GAME <b>* Relay between 12 &amp; 1</b></p> <p>At round 7:</p> <p>Relay between 11 and 12 with boards on table 11.<br/>Bye-stand moves between tables 6 and 7. All boards put back in numerical order.<br/>N-S pair 6 trades places with N-S 12 this round only.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 7:</p> <p>Relay between 12 and 1, with the boards on table 12. Bye-stand moves between tables 7 and 8. All boards put back in numerical order.<br/>N-S pair 7 trades places with N-S 1 for this round only.</p>   | <p>12-TABLE GAME <b>* Relay between 12 &amp; 1</b></p> <p>At round 7:</p> <p>Relay between 1 and 2, with the boards on table 2. Bye-stand moves between tables 6 and 7. All boards put back in numerical order.<br/>N-S pair 1 trades places with N-S 7 for the last round.</p> <p><b>* Relay between 1 &amp; 2</b></p> <p>At round 7:</p> <p>Relay between 2 and 3, with the boards on table 3. Bye-stand moves between tables 7 and 8. All boards put back in numerical order.<br/>N-S pair 2 trades places with N-S 8 for the last round only.</p>  |

# Pair Game Movements

## The Howell Movement

### The Howell Movement

#### Advantages of Running a Howell

1. It offers a good duplicate bridge comparison — every pair (or almost every pair) plays every other pair.
2. There is usually a shorter sitout if you have a half-table movement.
3. It's a must for a three- or four-table game.
4. You should choose the Howell designed for the length of game you desire, and play it to its completion. ACBLscore allows you to curtail a Howell movement, with the result that matchpoints will be factored and appear as decimals on the recap.

#### Disadvantages of Running a Howell

1. It will take longer to play the same number of boards played in a Mitchell.
2. A slow pair can turn the game into a nightmare.
3. The director must help move the boards.
4. Most players must move.

### Wrong Seats — Wrong Boards

It is appropriate procedure to allow a pair to play a board sitting in the wrong direction if it is necessary to get a proper result on a board and to avoid assigning an adjusted score. Deviating from the directions outlined on the table guide card does not create a problem with the movement — it simply changes the comparisons within the field. ACBLscore allows the movement to be edited to accommodate this situation.

The director should print guide slips for all pairs and caution players to follow them. If electronic scoring devices are in use, players can confirm that the proper pairs and boards are present before starting each round. If directors feel a pair is careless in paying attention to the movement directions, a warning may be issued followed by a procedure penalty for repeated violations. A typical procedural penalty is one-quarter of the matchpoints available on a board.

Play of the wrong board does not necessarily mean that averaged boards are required. If this is the first time the board has been played by BOTH pairs, the result stands. When they are to play that board against their correct pair, the director will inform the pair that they will be awarded Average Plus since their opponents have already played the board. Anytime one of the pairs had previously played the board, the first result stands and the second result is scored as Average Plus for the non-offenders.