

**PATRICK'S**

**BRIDGE MOVEMENTS**

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## **ACKNOWLEDGEMENTS**

These movements are derived from various sources. Some are copied, some are adapted, some are combined and some are simply invented by Patrick.

Any errors are mine, but many thanks to Claire Woodhall for checking and formatting.

# INTRODUCTION

A main plank of the overall philosophy of Patrick's directing is to give the players what they want. Different sections within the club are differently organised depending on how many boards they like to play per session. One thing that is now universal across the club is that the players prefer three boards a table when there is no Phantom and two boards a table when there is a Phantom. This has now stabilised as the preferences have gradually shifted from a situation where some players prefer one board per table "because you play everybody" to a situation where everyone would be horrified if the director used such a movement. Always take a clear vote on these issues; do not listen to the Grumbling Gertie whose usual catchphrase is "Everyone says such and such". Always give any new ideas a fair trial before taking them to a vote.

As you will see from the movements outlined in this manual, giving the players what they want means that you must know how to deal with various numbers of tables in different ways to achieve that. Some movements will not suit every club, but hopefully you can glean something from the contents that will be useful in your own club.

Many of the movements described in this manual require the use of duplicated sets of boards.

A sample layout and the placement of the boards for the first round, if required, are given for most movements. Guide cards are also provided, where required.

Although nearly all of these movements look like a Mitchell movement, several are scored as Howell movements, i.e. any time that a pair changes direction in the session. The movement file name is in bold type, with the extension .how if it is scored as a Howell movement.

No suggested format is given for tournaments, as this has to vary with table numbers and individual club considerations. However, we are happy to help and our contact details are available in the NZ Bridge Manual. An email to [bridgedirector@xtra.co.nz](mailto:bridgedirector@xtra.co.nz) will also get a response.

There are a large number of movements on the CD. Not all of these movements are described, but a sample layout for the style of movement is included, even if it is not for the specific number of tables/boards.

All movements are named:

Type of movement    Number of tables x number of boards

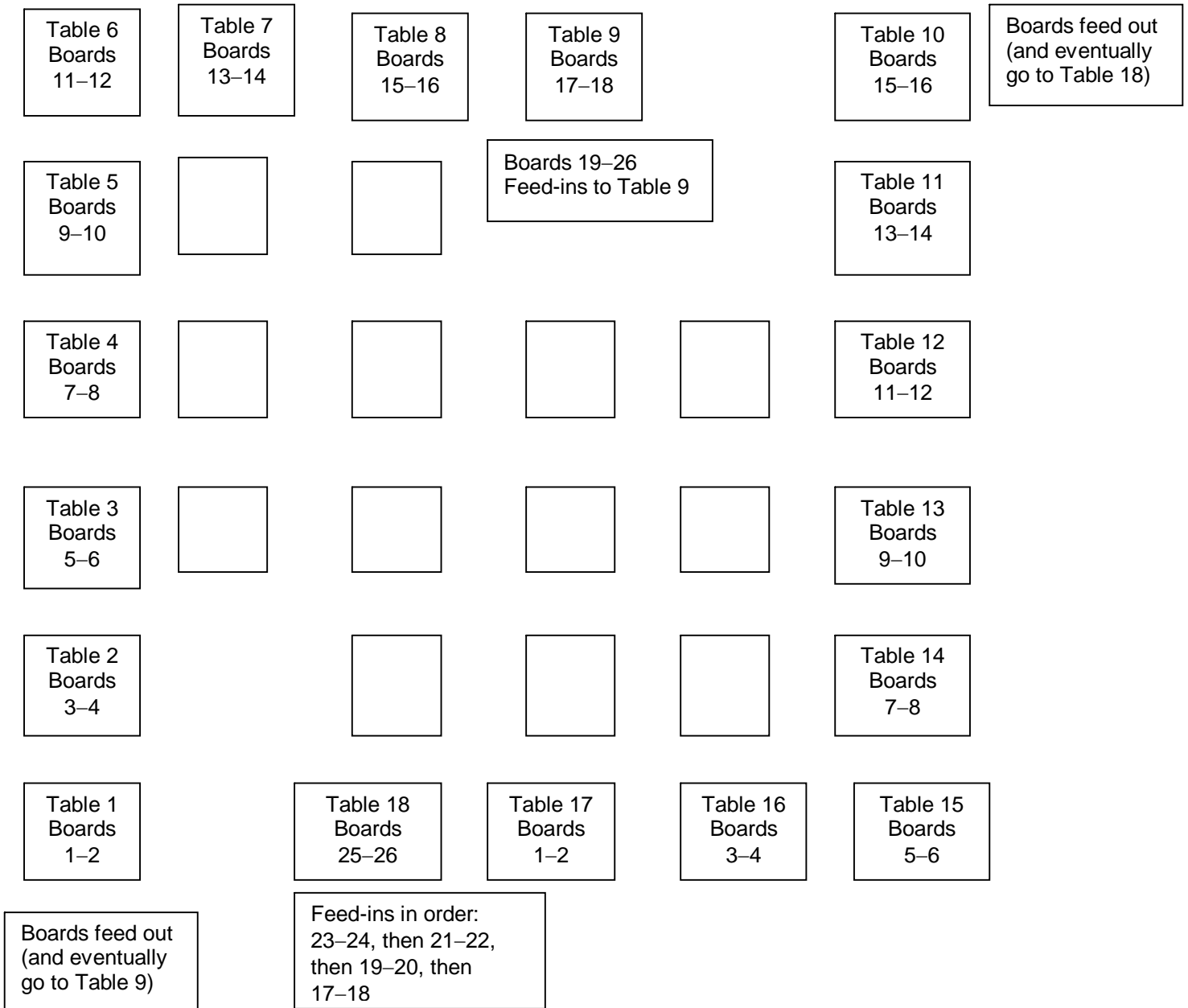
e.g. **Web** 16 x 26 = Web movement for 16 tables to play 26 boards.

The movement is named in bold type beside the description/room layout.

# WEB MOVEMENT

## EVEN NUMBER OF TABLES X ODD NUMBER OF SETS

This movement works when the number of tables is greater than the number of sets to be played. Phantom can be at any table, in any direction. EW move normally around the room. This movement requires two sets of duplicated boards, and an odd number of sets to be played. Note that one set is played from highest to lowest board number, as opposed to the normal low to high. The low numbered tables play one set of boards in normal ascending order. The high numbered tables play the other set of boards in descending order, with the highest numbered table getting the highest numbered boards.



## LAYOUT

### 16 TABLES; 26 BOARDS

WEB 16 x 26

#### **Tables 1–8 play boards in ascending order.**

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Feed-ins at Table 8 (bds 17–26). Boards from Table 1 feed out to Table 8 feed-ins.

#### **Tables 9–16 play boards in descending order.**

Table 9=bds 13–14. Table 10=bds 11–12. Table 11=bds 9–10. Table 12=bds 7–8.

Table 13=bds 5–6. Table 14=bds 3–4. Table 15=bds 1–2. Table 16=bds 25–26.

Feed-ins at Table 16 (bds 24–15). Boards from Table 9 feed out to Table 16 feed-ins.

### 16 TABLES; 27 BOARDS

WEB 16 x 27

#### **Tables 1–8 play boards in ascending order.**

Table 1=bds 1–3. Table 2=bds 4–6. Table 3=bds 7–9. Table 4=bds 10–12.

Table 5=bds 13–15. Table 6=bds 16–18. Table 7=bds 19–21. Table 8=bds 22–24.

Feed-ins at Table 8 (bds 25–27). Boards from Table 1 feed out to Table 8 feed-ins.

#### **Tables 9–16 play boards in descending order.**

Table 9=bds 19–21. Table 10=bds 16–18. Table 11=bds 13–15.

Table 12=bds 10–12. Table 13=bds 7–9. Table 14=bds 4–6. Table 15=bds 1–3.

Table 16=bds 25–27.

Feed-ins at Table 16 (bds 24–22). Boards from Table 9 feed out to Table 16 feed-ins.

### 18 TABLES; 26 BOARDS

WEB 18 x 26

#### **Tables 1–9 play boards in ascending order.**

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18.

Feed-ins at Table 9 (bds 19–26). Boards from Table 1 feed out to Table 9 feed-ins.

#### **Tables 10–18 play boards in descending order.**

Table 10=bds 15–16. Table 11=bds 13–14. Table 12=bds 11–12.

Table 13=bds 9–10. Table 14=bds 7–8. Table 15=bds 5–6. Table 16=bds 3–4.

Table 17=bds 1–2. Table 18=bds 25–26.

Feed-ins at Table 18 (bds 24–17). Boards from Table 10 feed out to Table 18 feed-ins.

### 20 TABLES; 26 BOARDS

WEB 20 x 26

#### **Tables 1–10 play boards in ascending order.**

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18. Table 10=bds 19–20.

Feed-ins at Table 10 (bds 21–26). Boards from Table 1 feed out to Table 10 feed-ins.

#### **Tables 11–20 play boards in descending order.**

Table 11=bds 17–18. Table 12=bds 15–16. Table 13=bds 13–14.

Table 14=bds 11–12. Table 15=bds 9–10. Table 16=bds 7–8. Table 17=bds 5–6.

Table 18=bds 3–4. Table 19=bds 1–2. Table 20=bds 25–26.

Feed-ins at Table 20 (bds 24–19). Boards from Table 11 feed out to Table 20 feed-ins.

**22 TABLES; 26 BOARDS****WEB 22 x 26*****Tables 1–11 play boards in ascending order.***

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18. Table 10=bds 19–20. Table 11=bds 21–22.

Feed-ins at Table 11 (bds 23–26). Boards from Table 1 feed out to Table 11 feed-ins.

***Tables 12–22 play boards in descending order.***

Table 12=bds 19–20. Table 13=bds 17–18. Table 14=bds 15–16.

Table 15=bds 13–14. Table 16=bds 11–12. Table 17=bds 9–10. Table 18=bds 7–8.

Table 19=bds 5–6. Table 20=bds 3–4. Table 21=bds 1–2. Table 22=bds 25–26.

Feed-ins at Table 22 (bds 24–21). Boards from Table 12 feed out to Table 22 feed-ins.

**24 TABLES; 26 BOARDS****WEB 24 x 26*****Tables 1–12 play boards in ascending order.***

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18. Table 10=bds 19–20. Table 11=bds 21–22.

Table 12=bds 23–24.

Feed-ins at Table 12 (bds 25–26). Boards from Table 1 feed out to Table 12 feed-ins.

***Tables 13–24 play boards in descending order.***

Table 13=bds 21–22. Table 14=bds 19–20. Table 15=bds 17–18.

Table 16=bds 15–16. Table 17=bds 13–14. Table 18=bds 11–12.

Table 19=bds 9–10. Table 20=bds 7–8. Table 21=bds 5–6. Table 22=bds 3–4.

Table 23=bds 1–2. Table 24=bds 25–26.

Feed-ins at Table 24 (bds 24–23). Boards from Table 13 feed out to Table 24 feed-ins.



# WEB MOVEMENT

## EVEN NUMBER OF TABLES X EVEN NUMBER OF SETS

This is the same layout as for an odd number of sets. The only difference is that, after half the boards are played, EW skip a table. Again Phantom can be placed at any table, in any direction.

### LAYOUT

#### 16 TABLES; 24 BOARDS

WEB 16 x 24

**Tables 1–8 play boards in ascending order.**

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Feed-ins at Table 8 (bds 17–24). Boards from Table 1 feed out to Table 8 feed-ins.

**Tables 9–16 play boards in descending order.**

Table 9=bds 13–14. Table 10=bds 11–12. Table 11=bds 9–10. Table 12=bds 7–8.

Table 13=bds 5–6. Table 14=bds 3–4. Table 15=bds 1–2. Table 16=bds 23–24.

Feed-ins at Table 16 (bds 22–15). Boards from Table 9 feed out to Table 16 feed-ins.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

#### 16 TABLES; 28 BOARDS

WEB 16 x 28

**The layout is the same as for Web 16 x 24 except:**

Table 16=bds 27–28. Feed-in boards at Table 16 are 26–15. Feed-in boards at Table 8 are 17–28.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

#### 18 TABLES; 24 BOARDS

WEB 18 x 24

**Tables 1–9 play boards in ascending order.**

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18.

Feed-ins at Table 9 (bds 19–24). Boards from Table 1 feed out to Table 9 feed-ins.

**Tables 10–18 play boards in descending order.**

Table 10=bds 15–16. Table 11=bds 13–14. Table 12=bds 11–12.

Table 13=bds 9–10. Table 14=bds 7–8. Table 15=bds 5–6. Table 16=bds 3–4.

Table 17=bds 1–2. Table 18=bds 23–24.

Feed-ins at Table 18 (bds 22–17). Boards from Table 10 feed out to Table 18 feed-ins.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

#### 18 TABLES; 28 BOARDS

WEB 18 x 28

**The layout is the same as for Web 18 x 24 except:**

Table 18=bds 27–28. Feed-in boards at Table 18 are 26–17. Feed-in boards at Table 9 are 19–28.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

**20 TABLES; 24 BOARDS****WEB 20 x 24*****Tables 1–10 play boards in ascending order.***

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18. Table 10=bds 19–20.

Feed-ins at Table 10 (bds 21–24). Boards from Table 1 feed out to Table 10 feed-ins.

***Tables 11–20 play boards in descending order.***

Table 11=bds 17–18. Table 12=bds 15–16. Table 13=bds 13–14.

Table 14=bds 11–12. Table 15=bds 9–10. Table 16=bds 7–8. Table 17=bds 5–6.

Table 18=bds 3–4. Table 19=bds 1–2. Table 20=bds 23–24.

Feed-ins at Table 20 (bds 22–19). Boards from Table 11 feed out to Table 20 feed-ins.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

**20 TABLES; 28 BOARDS****WEB 20 x 28****The layout is the same as for Web 20 x 24 except:**

Table 20=bds 27–28. Feed-in boards at Table 20 are 26–19. Feed-in boards at Table 10 are 21–28.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

**22 TABLES; 24 BOARDS****WEB 22 x 24*****Tables 1–11 play boards in ascending order.***

Table 1=bds 1–2. Table 2=bds 3–4. Table 3=bds 5–6. Table 4=bds 7–8.

Table 5=bds 9–10. Table 6=bds 11–12. Table 7=bds 13–14. Table 8=bds 15–16.

Table 9=bds 17–18. Table 10=bds 19–20. Table 11=bds 21–22.

Feed-ins at Table 11 (bds 23–24). Boards from Table 1 feed out to Table 11 feed-ins.

***Tables 12–22 play boards in descending order.***

Table 12=bds 19–20. Table 13=bds 17–18. Table 14=bds 15–16.

Table 15=bds 13–14. Table 16=bds 11–12. Table 17=bds 9–10. Table 18=bds 7–8.

Table 19=bds 5–6. Table 20=bds 3–4. Table 21=bds 1–2. Table 22=bds 23–24.

Feed-ins at Table 22 (bds 22–21). Boards from Table 12 feed out to Table 22 feed-ins.

EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

**22 TABLES; 28 BOARDS****WEB 22 x 28****The layout is the same as for Web 22 x 24 except:**

Table 22=bds 27–28. Feed-in boards at Table 22 are 26–21. Feed-in boards at Table 11 are 23–28.

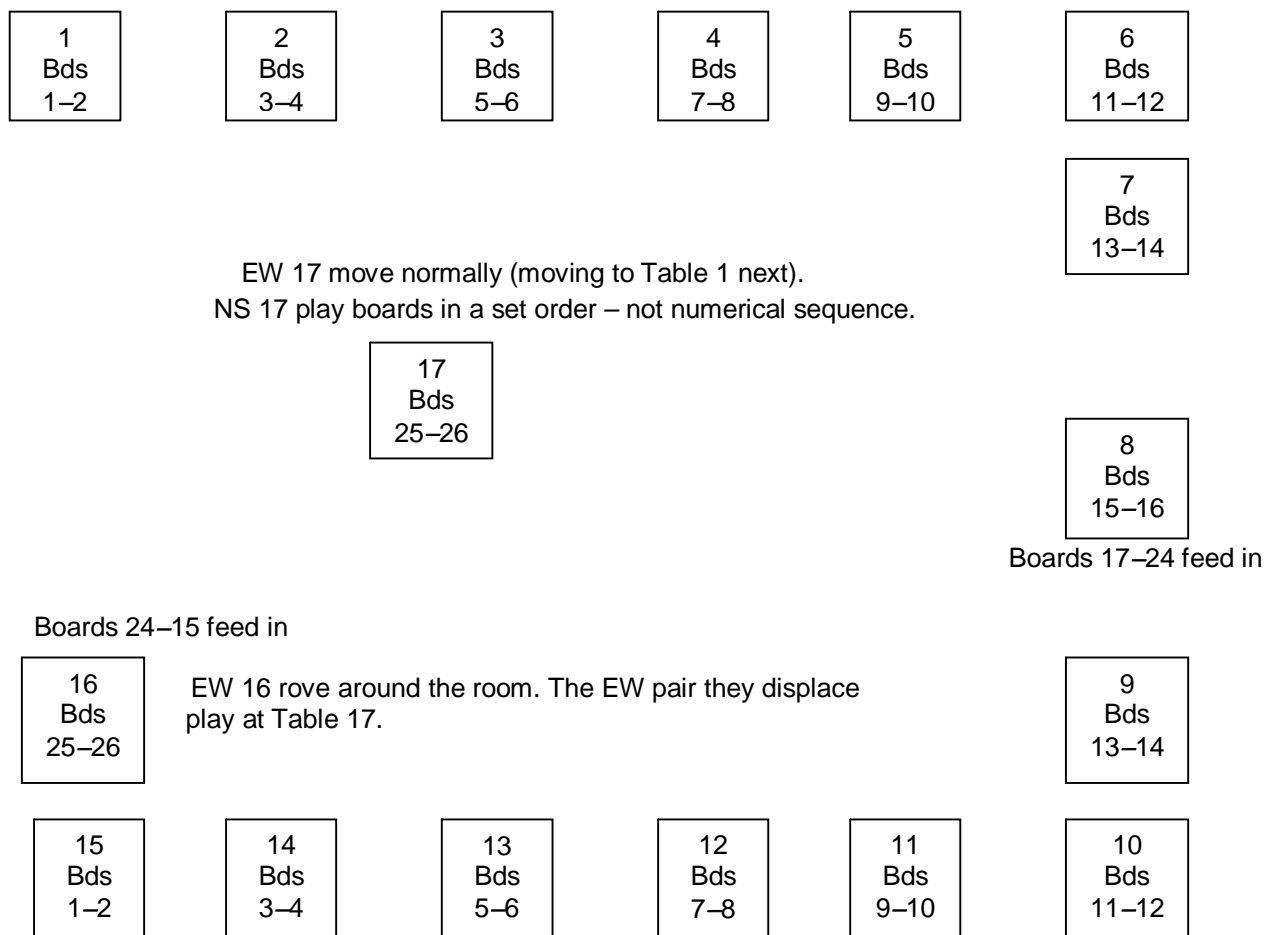
EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

# WEB MOVEMENT

## ODD NUMBER OF TABLES X 26 or 27 BOARDS

Set up the room for a web movement for the number of tables you have minus one. For 17 tables, lay out a 16-table web and place Table 17 in the middle of the room or adjacent to Table 1.

The best place for Phantom is to have no NS at the highest numbered table; in this case, the displaced pairs have a Phantom and miss a table and the boards move as for a 16-table web.



EW 16 displace EW pairs around the room. These pairs move to Table 17 and then resume their normal movement around the room. For example, in round 2, EW 13 move to Table 17 and then miss Table 14 (they played those boards at Table 17), and return to Table 15, where they would have been in round 3 in a normal movement.

If there are 16.5 tables, then the best place for Phantom is to have no NS 17; in this case, the displaced pairs have a Phantom and miss a table and the boards move as for a 16-table web. If there is no Phantom, advise the EW pair being displaced that they will move to Table 17; for example, during round 1, tell EW 13 that they will move to Table 17, then to Table 15 and then move normally. Table 17 is best placed

where the EW pairs from Table 16 will not automatically try to move there. Commonly, we announce it as a “party table”. You move there only by invitation.

**17-TABLE WEB; 26 BOARDS**

**WEB 17 x 26**

Set up the room as for a 16-table web. NS 17 play the same boards as EW 16. These are available from feed-ins except for two rounds, where the boards are shared. Place Phantom at NS 17.

**EW 16 GUIDE CARD**

<b>Pair 16</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	16	25-26
	2	14	1-2
	3	12	3-4
	4	10	5-6
	5	2	11-12
	6	6	21-22
	7	17	9-10
	8	15	13-14
	9	13	15-16
	10	11	17-18
	11	9	19-20
	12	1	23-24
	13	5	7-8

## NS 17 GUIDE CARD

NS 17 Boards	Round	EW Pair	EW Move to Table	Boards
	1	17	1	25–26
From Table 1	2	13	15	1–2
From Table 1	3	10	13	3–4
From Table 1	4	7	11	5–6
From feed-in at Table 16	5	14	3	11–12
SHARE	6	1	7	21–22
From Table 1	7	16	15	9–10
From Table 1	8	8	16	13–14
From Table 1	9	5	14	15–16
From Table 1	10	2	12	17–18
From Table 1	11	15	10	19–20
From feed-out at Table 9	12	6	2	23–24
SHARE	13	9		7–8

**19-TABLE WEB; 26 BOARDS****WEB 19 x 26**

Set up the room as for an 18-table web. NS 19 play the same boards as EW 18. These are available from feed-ins except for two rounds, where the boards are shared. Place Phantom at NS 19.

**EW 18 GUIDE CARD**

<b>Pair 18</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	18	25-26
	2	16	1-2
	3	14	3-4
	4	12	5-6
	5	10	7-8
	6	19	9-10
	7	5	21-22
	8	17	13-14
	9	15	15-16
	10	13	17-18
	11	11	19-20
	12	1	23-24
	13	7	11-12

## NS 19 GUIDE CARD

NS 19 Boards	Round	EW Pair	EW Move to Table	Boards
	1	19	1	25–26
From Table 1	2	15	17	1–2
From Table 1	3	12	15	3–4
From Table 1	4	9	13	5–6
From Table 1	5	6	11	7–8
From Table 1	6	18	5	9–10
SHARE	7	17	6	21–22
From Table 1	8	10	18	13–14
From Table 1	9	7	16	15–16
From Table 1	10	4	14	17–18
From Table 1	11	1	12	19–20
From feed-out at Table 10	12	8	2	23–24
SHARE	13	13		11–12

**21-TABLE WEB; 26 BOARDS****WEB 21 x 26**

Set up the room as for a 20-table web. NS 21 play the same boards as EW 20. These are available from feed-ins except for two rounds, where the boards are shared. Place Phantom at NS 21.

**EW 20 GUIDE CARD**

<b>Pair 20</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	20	25-26
	2	18	1-2
	3	16	3-4
	4	14	5-6
	5	12	7-8
	6	21	9-10
	7	5	21-22
	8	19	13-14
	9	17	15-16
	10	15	17-18
	11	13	19-20
	12	1	23-24
	13	7	11-12



## NS 21 GUIDE CARD

NS 21 Boards	Round	EW Pair	EW Move to Table	Boards
	1	21	1	25–26
From Table 1	2	17	19	1–2
From Table 1	3	14	17	3–4
From Table 1	4	11	15	5–6
From Table 1	5	8	13	7–8
From Table 1	6	20	5	9–10
SHARE	7	19	6	21–22
From Table 1	8	12	20	13–14
From Table 1	9	9	18	15–16
From Table 1	10	6	16	17–18
From Table 1	11	3	14	19–20
From feed-out at Table 11	12	10	2	23–24
SHARE	13	15		11–12

**23-TABLE WEB; 26 BOARDS****WEB 23 x 26**

Set up the room as for a 22-table web. NS 23 play the same boards as EW 22. These are available from feed-ins except for three rounds, where the boards are shared. Place Phantom at NS 23.

**EW 22 GUIDE CARD**

<b>Pair 22</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	22	25-26
	2	20	1-2
	3	18	3-4
	4	16	5-6
	5	14	7-8
	6	12	9-10
	7	23	21-22
	8	21	13-14
	9	19	15-16
	10	17	17-18
	11	15	19-20
	12	1	23-24
	13	7	11-12

## NS 23 GUIDE CARD

NS 23 Boards	Round	EW Pair	EW Move to Table	Boards
	1	23	1	25–26
From Table 1	2	19	21	1–2
From Table 1	3	16	19	3–4
From Table 1	4	13	17	5–6
From Table 1	5	10	15	7–8
From Table 1	6	8	13	9–10
SHARE	7	22	21	21–22
From Table 1	8	14	22	13–14
From Table 1	9	11	20	15–16
From Table 1	10	8	18	17–18
From Table 1	11	5	16	19–20
SHARE	12	12	2	23–24
SHARE	13	17		11–12

**25-TABLE WEB; 26 BOARDS****WEB 25 x 26**

Set up the room as for a 24-table web. NS 25 play the same boards as EW 24. These are available from feed-ins. Place Phantom at NS 25.

**EW 24 GUIDE CARD**

<b>Pair 24</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	24	25-26
	2	22	1-2
	3	20	3-4
	4	18	5-6
	5	16	7-8
	6	14	9-10
	7	25	11-12
	8	23	13-14
	9	21	15-16
	10	19	17-18
	11	17	19-20
	12	15	21-22
	13	13	23-24

## NS 25 GUIDE CARD

NS 25 Boards	Round	EW Pair	EW Move to Table	Boards
	1	25	1	25–26
From Table 1	2	21	23	1–2
From Table 1	3	18	21	3–4
From Table 1	4	15	19	5–6
From Table 1	5	12	17	7–8
From Table 1	6	9	15	9–10
From Table 1	7	24	23	11–12
From Table 1	8	16	24	13–14
From Table 1	9	13	22	15–16
From Table 1	10	10	20	17–18
From Table 1	11	7	18	19–20
From Table 1	12	4	16	21–22
From Table 1	13	1		23–24

# WEB MOVEMENT

## 15 TABLES X 27 BOARDS

1  
Bds  
1-3

2  
Bds  
4-6

3  
Bds  
7-9

4  
Bds  
10-12

5  
Bds  
13-15

6  
Bds  
16-18

7  
Bds  
19-21

EW 15 move normally (moving to Table 1 next).  
NS 15 play boards in a set order – not numerical sequence.

Boards 22-27 feed-in

15  
Bds  
25-27

Boards 24-19 feed in

14  
Bds  
25-27

8  
Bds  
16-18

EW 14 rove around the room. The EW pair they displace  
play at Table 15.

13  
Bds  
1-3

12  
Bds  
4-6

11  
Bds  
7-9

10  
Bds  
10-12

9  
Bds  
13-15

**15-TABLE WEB; 27 BOARDS****WEB 15 x 27**

NS 15 play the same boards as EW 14. These are available from feed-ins, except for four rounds, where the boards are shared. Place Phantom at NS 15.

**EW 14 GUIDE CARD**

Pair 14	Round	Table	Boards
	1	14	25-27
	2	12	1-3
	3	9	7-9
	4	1	10-12
	5	7	4-6
	6	13	13-15
	7	11	16-18
	8	8	22-24
	9	15	19-21

**NS 15 GUIDE CARD**

NS 15 Boards	Round	EW Pair	EW Move to Table	Boards
	1	15	1	25-27
From Table 1	2	11	13	1-3
Share Table 1	3	7	10	7-9
Share Table 1	4	12	2	10-12
Share Table 7	5	3	8	4-6
From Table 1	6	8	14	13-15
From Table 1	7	5	12	16-18
Share Table 1	8	1	9	22-24
From Table 1	9	14		19-21

**17-TABLE WEB; 27 BOARDS****WEB 17 x 27**

Set up the room as for a 16-table web. NS 17 play the same boards as EW 16. These are available from feed-ins, except for two rounds, where the boards are shared. Place Phantom at NS 17. For this number of tables, it might be better to consider a 17 x 26 web.

**EW 16 GUIDE CARD**

Pair 16	Round	Table	Boards
	1	16	25-27
	2	14	1-3
	3	1	7-9
	4	8	4-6
	5	17	10-12
	6	15	13-15
	7	13	16-18
	8	11	19-21
	9	9	22-24

**NS 17 GUIDE CARD**

NS 17 Boards	Round	EW Pair	EW Move to Table	Boards
	1	17	1	25-27
From Table 1	2	13	15	1-3
Share Table 1	3	15	2	7-9
Share Table 8	4	5	9	4-6
From Table 1	5	16	15	10-12
From Table 1	6	10	16	13-15
From Table 1	7	7	14	16-18
From Table 1	8	4	12	19-21
From Table 1	9	1		22-24



# ROVER

## 14–17 TABLES X 26 BOARDS

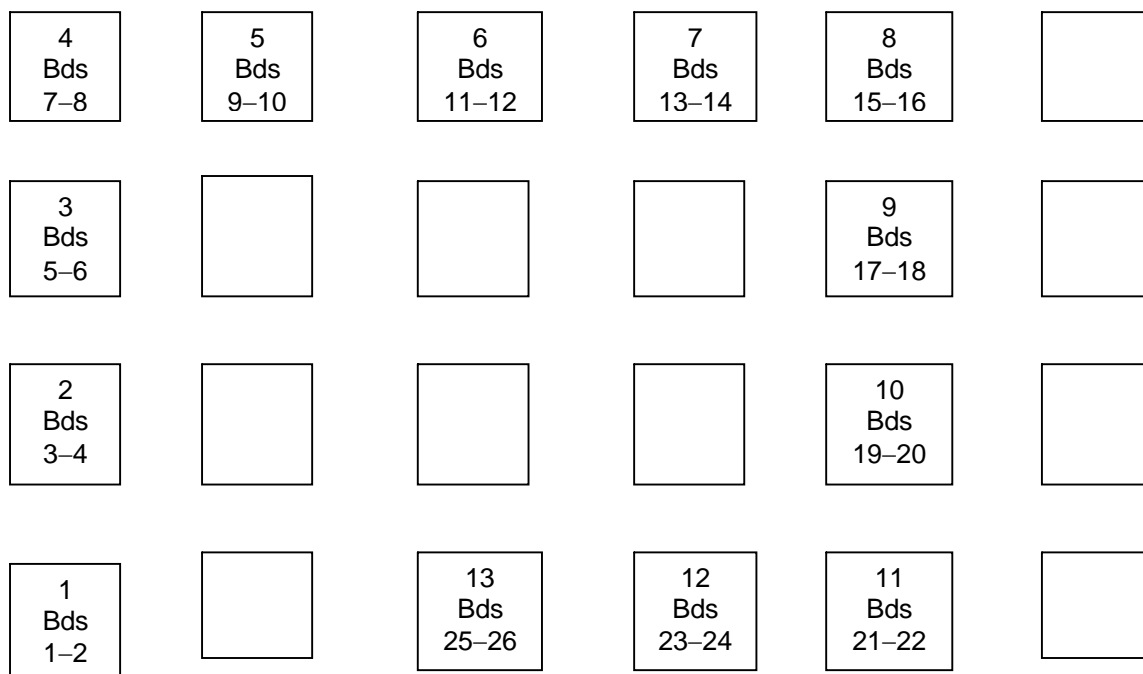
### Rover 14 x 26; Rover 15 x 26; Rover 16 x 26; Rover 17 x 26

A Rover movement is used with smaller numbers of tables than the web movements. It is used when you have more tables than sets being played. EW 14 up to EW 17 displace EW pairs to Tables 14–17; so that Tables 14–17 see results, we recommend that you move the score sheets between the boards, rather than having a separate set that will only ever show two to four scores.

A Rover movement has a 13-table base, and up to two rovers. There can be up to four roving pairs, but, with 15 tables, it is preferable to use a Bowman Ewing movement. With 16–17 tables, there are also web movements, but, with this movement, the players get to see all the scores on the sheets rather than only half the scores. If you do want to try this with 16–17 tables, please make sure that you are comfortable with 14–15 tables as the first two rounds can be hectic.

Any Phantom is best placed NS at the highest numbered table.

If you are moving sheets between the main section and Tables 14–17, ask the NS 14–17 pairs to play the highest numbered board first, and the EW 14–17 pairs to play the lowest numbered board first. Remember that NS 14–17 are always sharing the sheets with their EW pair. If they play the same board in the round at the same time, you will have problems moving the score sheets between the tables.



Boards 1–26 move normally around the 13 tables above.



Guide cards are included for all roving pairs. After the first round, EW 14 displaces EW pairs, who then move through the roving section and then back into the main section.

**EW 14**

Round	Table	Boards
1	14	25-26
2	11	23-24
3	9	21-22
4	7	19-20
5	5	17-18
6	3	15-16
7	1	13-14
8	12	11-12
9	10	9-10
10	8	7-8
11	6	5-6
12	4	3-4
13	2	1-2

**EW 15**

Round	Table	Boards
1	15	5-6
2	1	3-4
3	12	1-2
4	10	25-26
5	8	23-24
6	6	21-22
7	4	19-20
8	2	17-18
9	13	15-16
10	11	13-14
11	9	11-12
12	7	9-10
13	5	7-8

**EW 16**

Round	Table	Boards
1	16	11-12
2	4	9-10
3	2	7-8
4	13	5-6
5	11	3-4
6	9	1-2
7	7	25-26
8	5	23-24
9	3	21-22
10	1	19-20
11	12	17-18
12	10	15-16
13	8	13-14

**EW 17**

Round	Table	Boards
1	17	17-18
2	7	15-16
3	5	13-14
4	3	11-12
5	1	9-10
6	12	7-8
7	10	5-6
8	8	3-4
9	6	1-2
10	4	25-26
11	2	23-24
12	13	21-22
13	11	19-20

**NS 14 14 Tables**

Round	EW Pair	Boards	EW Move to Table
1	14	25-26	11
2	10	23-24	12
3	7	21-22	10
4	4	19-20	8
5	1	17-18	6
6	11	15-16	4
7	8	13-14	2
8	5	11-12	13
9	2	9-10	11
10	12	7-8	9
11	9	5-6	7
12	6	3-4	5
13	3	1-2	

**NS 14 15-17 Tables  
EW move to Table 15**

Round	EW Pair	Boards
1	14	25-26
2	10	23-24
3	7	21-22
4	4	19-20
5	1	17-18
6	11	15-16
7	8	13-14
8	5	11-12
9	2	9-10
10	12	7-8
11	9	5-6
12	6	3-4
13	3	1-2

**NS 15 15 Tables**

Round	EW Pair	Boards	EW Move to Table
1	15	5-6	1
2	13	3-4	2
3	10	1-2	13
4	7	25-26	11
5	4	23-24	9
6	1	21-22	7
7	11	19-20	5
8	8	17-18	3
9	5	15-16	1
10	2	13-14	12
11	12	11-12	10
12	9	9-10	8
13	6	7-8	

**NS 15 16-17 Tables  
EW move to Table 16**

Round	EW Pair	Boards
1	15	5-6
2	13	3-4
3	10	1-2
4	7	25-26
5	4	23-24
6	1	21-22
7	11	19-20
8	8	17-18
9	5	15-16
10	2	13-14
11	12	11-12
12	9	9-10
13	6	7-8

**NS 16 16 Tables**

Round	EW Pair	Boards	EW Move to Table
1	16	11-12	4
2	3	9-10	5
3	13	7-8	3
4	10	5-6	1
5	7	3-4	12
6	4	1-2	10
7	1	25-26	8
8	11	23-24	6
9	8	21-22	4
10	5	19-20	2
11	2	17-18	13
12	12	15-16	11
13	9	13-14	

**NS 16-17 Tables  
EW move to Table 17**

Round	EW Pair	Boards
1	16	11-12
2	3	9-10
3	13	7-8
4	10	5-6
5	7	3-4
6	4	1-2
7	1	25-26
8	11	23-24
9	8	21-22
10	5	19-20
11	2	17-18
12	12	15-16
13	9	13-14

**NS 17**

Round	EW Pair	Boards	EW Move to Table
1	17	17-18	7
2	6	15-16	8
3	3	13-14	6
4	13	11-12	4
5	10	9-10	2
6	7	7-8	13
7	4	5-6	11
8	1	3-4	9
9	11	1-2	7
10	8	25-26	5
11	5	23-24	3
12	2	21-22	1
13	12	19-20	

# ROVER

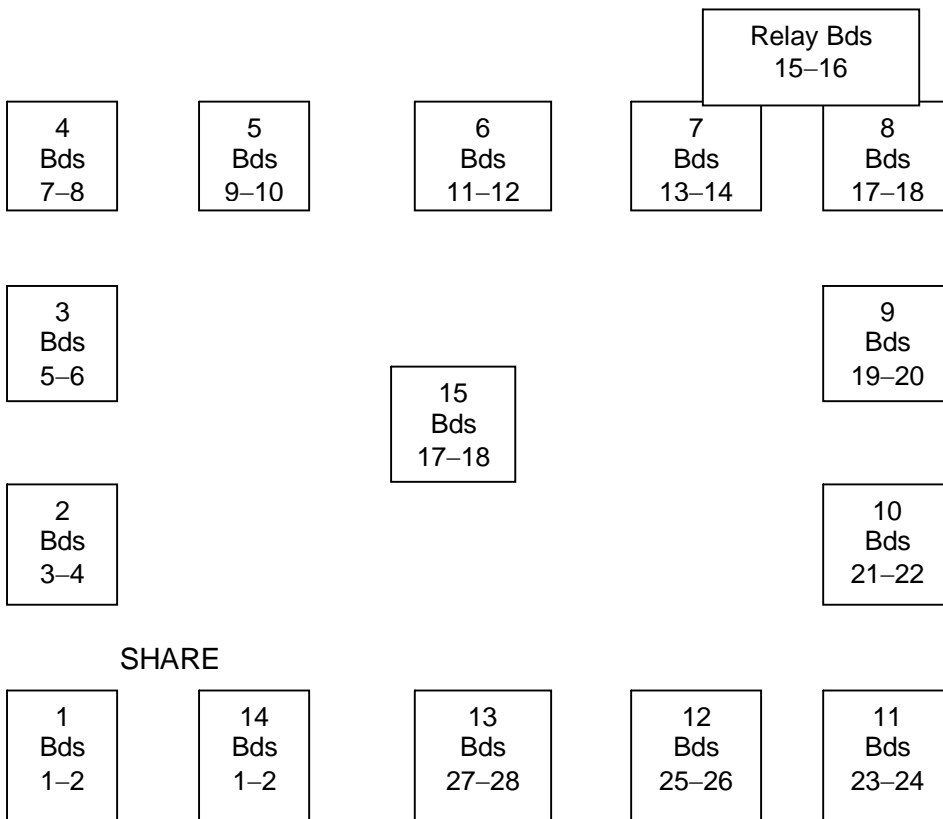
## 15 TABLES X 28 BOARDS

### Rover 15 x 28

EW 15 displace pairs around the room. It is best to have Table 15 in the middle of the room.

Set up the room for a normal 14-table share and relay. Lay out the boards in numerical order – the relay boards are boards 15–16. Phantom is best placed NS at Table 15.

Ask NS 15 to play the highest numbered board first and EW 15 to play the lowest numbered board first. This assists if you are moving the sheets.



**NS 15**

Round	EW Pair	Boards	EW Move to Table
1	15	17-18	1
2	14	3-4	2
3	7	23-24	10
4	13	9-10	3
5	6	1-2	11
6	12	15-16	4
7	5	7-8	12
8	11	21-22	5
9	4	13-14	13
10	10	27-28	6
11	3	19-20	14
12	9	5-6	7
13	2	25-26	1
14	8	11-12	

**EW 15**

Round	Table	Boards
1	15	17-18
2	1	3-4
3	9	23-24
4	2	9-10
5	10	1-2
6	3	15-16
7	11	7-8
8	4	21-22
9	12	13-14
10	5	27-28
11	13	19-20
12	6	5-6
13	14	25-26
14	7	11-12

# BOWMAN EWING

This is another movement that is used when the number of tables is greater than the number of sets being played. It works when there are 1.5 to 2 tables greater than the number of sets in play. With an even number of sets, EW skip a table after half the boards are played. With an odd number of sets, EW move normally around the section.

If playing two boards per table, it is useful to have a second set of boards that are used by the sharing tables. Ideally, place Phantom at NS 1 or NS at the second highest table; if not, then place Phantom NS at the highest numbered table. Ask NS at the two highest numbered tables to play the highest numbered board first if sharing sheets, but not boards.

## BOWMAN 16 x 28

1 Bds 1-2	2 Bds 3-4	3 Bds 5-6	4 Bds 7-8	5 Bds 9-10	6 Bds 11-12
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### SHARE

15 Bds 1-2	16 Bds 27-28	NS 16 play boards in descending order, starting with boards 27-28 and sharing around the room. EW progress normally, but skip a table after half the boards are played.	7 Bds 13-14
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14 Bds 27-28					8 Bds 15-16
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	13 Bds 25-26	12 Bds 23-24	11 Bds 21-22	10 Bds 19-20	9 Bds 17-18
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## BOWMAN 11 x 27

1 Bds 1-3	2 Bds 4-6	3 Bds 7-9	4 Bds 10-12	5 Bds 13-15
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### SHARE

10 Bds 1-3	11 Bds 25-27	NS 11 play boards in descending order, starting with boards 25-27 and sharing around the room. EW progress normally.	6 Bds 16-18
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	9 Bds 25-27	8 Bds 22-24	7 Bds 19-21
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**BOWMAN 16 x 28  
NS 16 GUIDE CARD**

Round	Share with	Boards
1	14	27-28
2	12	25-26
3	10	23-24
4	8	21-22
5	6	19-20
6	4	17-18
7	2	15-16
8	14	13-14
9	12	11-12
10	10	9-10
11	8	7-8
12	6	5-6
13	4	3-4
14	2	1-2

**BOWMAN 15 x 26  
NS 15 GUIDE CARD**

Round	Share with	Boards
1	13	25-26
2	11	23-24
3	9	21-22
4	7	19-20
5	5	17-18
6	3	15-16
7	1+14	13-14
8	12	11-12
9	10	9-10
10	8	7-8
11	6	5-6
12	4	3-4
13	2	1-2



**BOWMAN 11 x 27  
NS 11 GUIDE CARD**

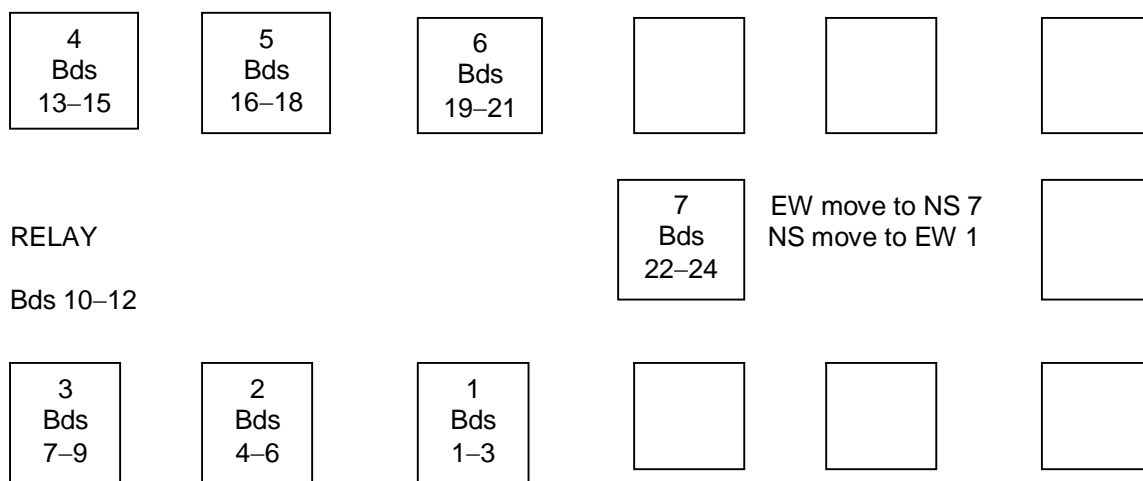
<b>Round</b>	<b>Share with</b>	<b>Boards</b>
1	9	25-27
2	7	22-24
3	5	19-21
4	3	16-18
5	1+10	13-15
6	8	10-12
7	6	7-9
8	4	4-6
9	2	1-3

# HESITATION MITCHELL      SCORED AS A HOWELL

A Hesitation Mitchell is used when playing one more set of boards than the number of tables.

## ODD NUMBER OF TABLES

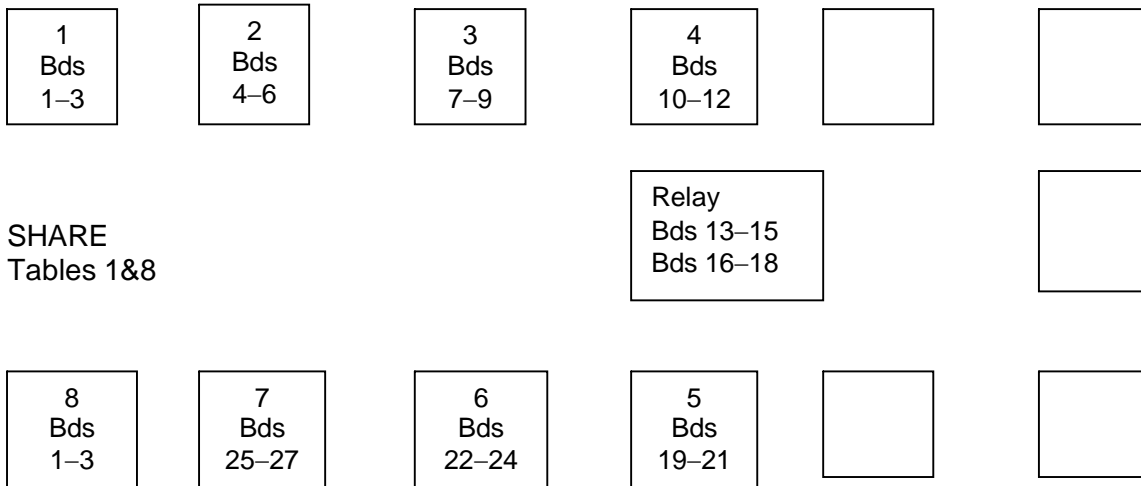
A relay is placed halfway. NS at the highest numbered table move to EW 1 and stay EW for the rest of the session. EW pairs arriving at the highest numbered table then move to NS at this table and then back to EW for the remainder of the session. Scores are written on the line for the table number, NOT the EW pair number. The NS pair starting at this table are EW pair number 1 + the number of tables, i.e. with seven tables, they are EW 8.



- 7 tables, 24 boards. Relay between Tables 3&4, bds 10-12. NS 7=EW 8.    **Hesitation 7 x 24.how**
- 9 tables, 20 boards. Relay between Tables 4&5, bds 9-10. NS 9=EW 10.    **Hesitation 9 x 20.how**
- 11 tables, 24 boards. Relay between Tables 5&6, bds 11-12. NS 11=EW 12.    **Hesitation 11 x 24.how**
- 13 tables, 28 boards. Relay between Tables 6&7, bds 13-14. NS 13=EW 14.    **Hesitation 13 x 28.how**

## EVEN NUMBER OF TABLES

A relay with two sets is placed halfway. The highest numbered table and Table 1 share boards. NS at the highest numbered table move to EW 1 and stay EW for the rest of the session. EW pairs arriving at the highest numbered table then move to NS at this table and then back to EW for the remainder of the session. Scores are written on the line for the table number, NOT the EW pair number. The NS pair starting at this table are EW pair number 1 + the number of tables, i.e. with eight tables, they are EW 9.



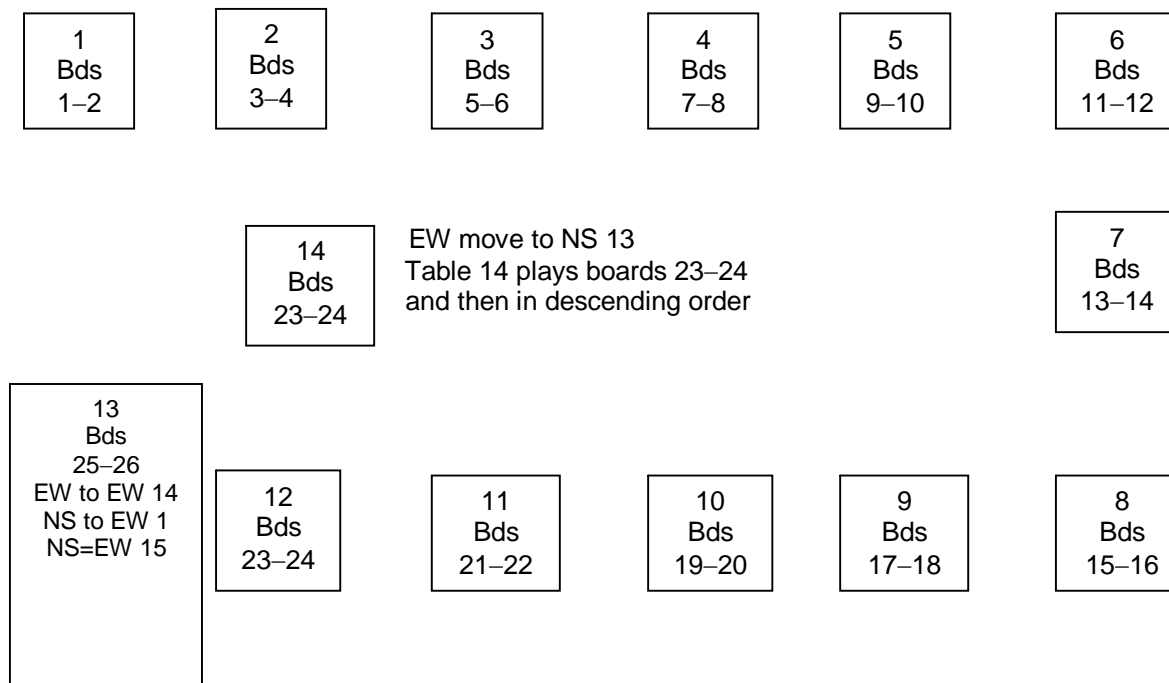
8 tables, 27 boards. Relay (bds 13-18) between Tables 4&5. NS 8=EW 9. **Hesitation 8 x 27.how**  
 10 tables, 22 boards. Relay (bds 11-14) between Tables 5&6. NS 10=EW 11. **Hesitation 10 x 22.how**  
 12 tables, 26 boards. Relay (bds 13-16) between Tables 6&7. NS 12=EW 13. **Hesitation 12 x 26.how**

# PIVOT

This movement is scored as a Howell. It is used when you wish to play one set less than the number of tables. The highest numbered table starts with the second highest set of boards and plays them in descending order, sharing around the room. The second highest table is a pivot table, with EW moving to the highest numbered table and NS moving to EW 1. The NS pair at the second highest table is EW (number of tables + 1). If there is an even number of sets, then EW skip a table after half the boards are played.

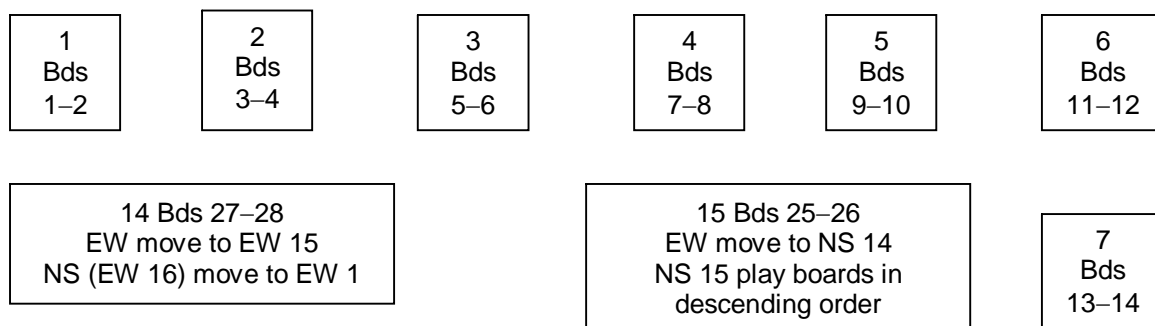
## 14-TABLE PIVOT

## Pivot 14 x 26.how



## 15-TABLE PIVOT

## Pivot 15 x 28.how



EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.



**14-TABLE PIVOT  
NS 14 GUIDE CARD EW MOVE TO NS 13**

<b>Share</b>	<b>Round</b>	<b>EW Pair</b>	<b>Boards</b>
12	1	14	23-24
10	2	13	21-22
8	3	12	19-20
6	4	11	17-18
4	5	10	15-16
2	6	9	13-14
13	7	8	11-12
11	8	7	9-10
9	9	6	7-8
7	10	5	5-6
5	11	4	3-4
3	12	3	1-2
1	13	2	25-26

**14-TABLE PIVOT****TABLE 13; SCORE ON LINE 13. EW MOVE TO EW 14. NS MOVE TO EW 1**

<b>Round</b>	<b>NS Pair</b>	<b>EW Pair</b>	<b>Boards</b>
1	15	13	25-26
2	14	12	1-2
3	13	11	3-4
4	12	10	5-6
5	11	9	7-8
6	10	8	9-10
7	9	7	11-12
8	8	6	13-14
9	7	5	15-16
10	6	4	17-18
11	5	3	19-20
12	4	2	21-22
13	3	1	23-24

**15-TABLE PIVOT  
NS 15 GUIDE CARD EW MOVE TO NS 14**

<b>Share</b>	<b>Round</b>	<b>EW Pair</b>	<b>Boards</b>
13	1	15	25-26
11	2	14	23-24
9	3	13	21-22
7	4	12	19-20
5	5	11	17-18
3	6	10	15-16
1	7	9	13-14
13	8	7	11-12
11	9	6	9-10
9	10	5	7-8
7	11	4	5-6
5	12	3	3-4
3	13	2	1-2
1	14	1	27-28

**15-TABLE PIVOT****TABLE 14; SCORE ON LINE 14. EW MOVE TO EW 15. NS MOVE TO EW 1  
ROUND 8: EW MOVE TO NS 14. NS MOVE TO EW 2**

Round	NS Pair	EW Pair	Boards
1	16	14	27-28
2	15	13	1-2
3	14	12	3-4
4	13	11	5-6
5	12	10	7-8
6	11	9	9-10
7	10	8	11-12
8	8	6	13-14
9	7	5	15-16
10	6	4	17-18
11	5	3	19-20
12	4	2	21-22
13	3	1	23-24
14	2	15	25-26



**9-TABLE PIVOT**

**Pivot 9 x 24.how**

1 Bds 1-3	2 Bds 4-6	3 Bds 7-9	4 Bds 10-12		
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9 Bds 19-21  
NS play bds in descending order  
EW move to NS 8

8 Bds 22-24 EW move to EW 9 NS (EW 10) move to EW 1	7 Bds 19-21	6 Bds 16-18	5 Bds 13-15	
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EW SKIP A TABLE AFTER HALF THE BOARDS ARE PLAYED.

**10-TABLE PIVOT**

**Pivot 10 x 27.how**

1 Bds 1-3	2 Bds 4-6	3 Bds 7-9	4 Bds 10-12	5 Bds 13-15	
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9 Bds 25-27  
NS move to EW 1  
EW move to EW 10

10 Bds 22-24  
NS play bds in descending order  
EW move to NS 9

	8 Bds 22-24	7 Bds 19-21	6 Bds 16-18		
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**9-TABLE PIVOT  
NS 9 GUIDE CARD EW MOVE TO NS 8**

Share	Round	EW Pair	Boards
7	1	9	19-21
5	2	8	16-18
3	3	7	13-15
1	4	6	10-12
7	5	4	7-9
5	6	3	4-6
3	7	2	1-3
1	8	1	22-24

**9-TABLE PIVOT  
TABLE 8; SCORE ON LINE 8. EW MOVE TO EW 9. NS MOVE TO EW 1**

Round	NS Pair	EW Pair	Boards
1	10	8	22-24
2	9	7	1-3
3	8	6	4-6
4	7	5	7-9
5	5	3	10-12
6	4	2	13-15
7	3	1	16-18
8	2	10	19-21

**10-TABLE PIVOT  
NS 10 GUIDE CARD EW MOVE TO NS 9**

Share	Round	EW Pair	Boards
8	1	10	22-24
6	2	9	19-21
4	3	8	16-18
2	4	7	13-15
9	5	6	10-12
7	6	5	7-9
5	7	4	4-6
3	8	3	1-3
1	9	2	25-27

**10-TABLE PIVOT  
TABLE 9; SCORE ON LINE 9. EW MOVE TO EW 10. NS MOVE TO EW 1**

Round	NS Pair	EW Pair	Boards
1	11	9	25-27
2	10	8	1-3
3	9	7	4-6
4	8	6	7-9
5	7	5	10-12
6	6	4	13-15
7	5	3	16-18
8	4	2	19-21
9	3	1	22-24

## CONTINUOUS

This movement is scored as a Mitchell. It is used when you wish to play the same number of boards as there are tables – half the number of sets as there are tables. Two sets of boards are set out continuously and EW just move around normally. With an even number of sets, EW skip a table after half the boards are played. With 18–19 tables, lay out two rows of nine and boards can be shared across: 1 + 10 share, 2 + 11 share etc. This means moving from Table 9 at the top of one row to Table 10 at the bottom of the other row.

**Continuous 18 x 27** 3 boards per table.

**Continuous 24 x 24** 2 boards per table.

**Continuous 26 x 26** 2 boards per table.

It is fairly obvious that you could equally well run two normal movements instead of a continuous movement: two sections of 9 tables instead of the Continuous 18 x 27, two sections of 13 tables instead of the Continuous 26 x 26 or two sections of 12 tables instead of the Continuous 24 x 24. The only advantage seems to be that, with the Continuous 24 x 24, you do not have to worry about the share and relay that you would have with two separate 12-table sections. So, why would you bother to run one big section instead of two smaller sections? We have found that club players prefer to be in one big group rather than two smaller groups and it has a hidden benefit in terms of the scoring. If you have two sections with the same cards, it would be unfair not to score across the sections; however, when you do that, a funny thing sometimes happens. If all the NS pairs in one section play well and all the EW pairs in the other section have a good session then, in one of the sections, all, or most of, the NS pairs score over 50%, whereas all, or most of, the EW pairs score under 50%. There is nothing particularly wrong with this, especially if you have tried to seed the various NS and EW groups to be of approximately equal strength. Indeed, if it was a tournament, most experienced players would have seen this phenomenon before and would understand it. However, to the average club player, it looks as though something fishy is going on. As many club players do not understand how matchpoints work or how the percentage is calculated, even if you try to explain it to them, they are just left with the feeling that something was unfair, but they do not want to argue with you.

Therefore, the reason why a continuous movement as opposed to two smaller sections is recommended for ordinary club play is that, in the long run, it will keep the players happy, and that should be the director's primary objective.

**19 TABLES****Continuous 19 x 27**

This is laid out for 18 tables continuous (3 boards a table at Tables 1–18 in sequential order). Table 19 is the roving table.

**EW 19 GUIDE CARD**

<b>Pair 19</b>	<b>Round</b>	<b>Table</b>	<b>Boards</b>
	1	19	25–27
	2	12	10–12
	3	17	1–3
	4	11	13–15
	5	16	4–6
	6	10	16–18
	7	15	7–9
	8	9	19–21
	9	18	22–24

**NS 19 GUIDE CARD**

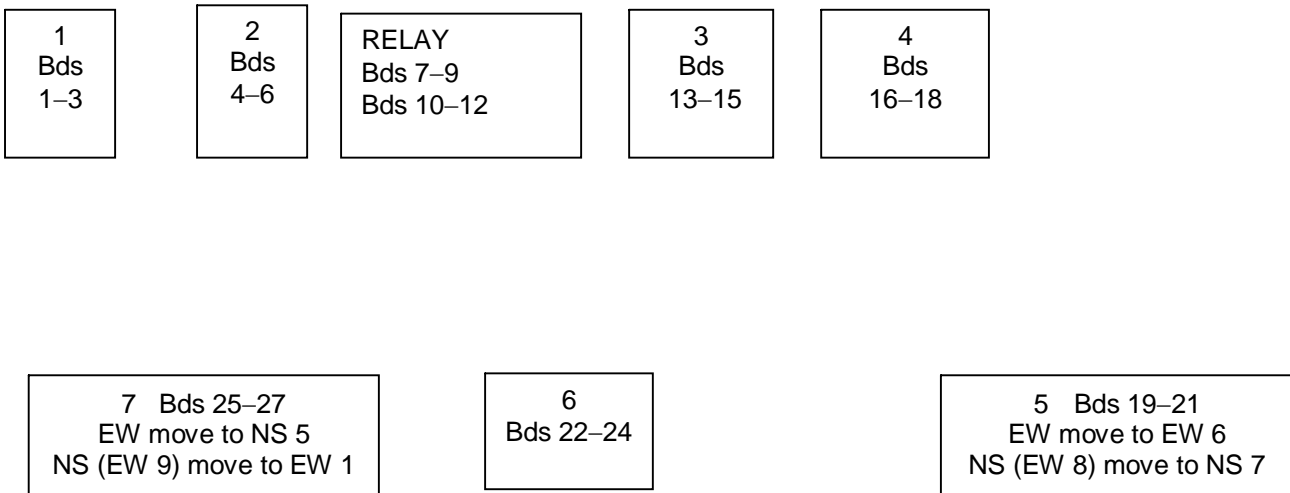
<b>NS 19 Boards Share</b>	<b>Round</b>	<b>EW Pair</b>	<b>EW Move to Table</b>	<b>Boards</b>
Tables 18, 9	1	19	12	25–27
Tables 12, 3	2	11	13	10–12
Tables 17, 8	3	15	18	1–3
Tables 11, 2	4	8	12	13–15
Tables 16, 7	5	12	17	4–6
Tables 10, 1	6	5	11	16–18
Tables 15, 6	7	9	16	7–9
Tables 9, 18	8	2	10	19–21
Tables 18, 9	9	10		22–24

# EXTENDED 7 AND 11 TABLES

This movement is scored as a Howell. It is used when you wish to play two sets more than the number of tables. Two sets are put at a relay table, and two pairs that start NS are moving and numbered EW pairs – similar to a hesitation. Regarding the block of normal movement as the base tables, the relays are placed halfway. The remainder of the tables are the delayed movement even though the movement is normal at one or more of these tables.

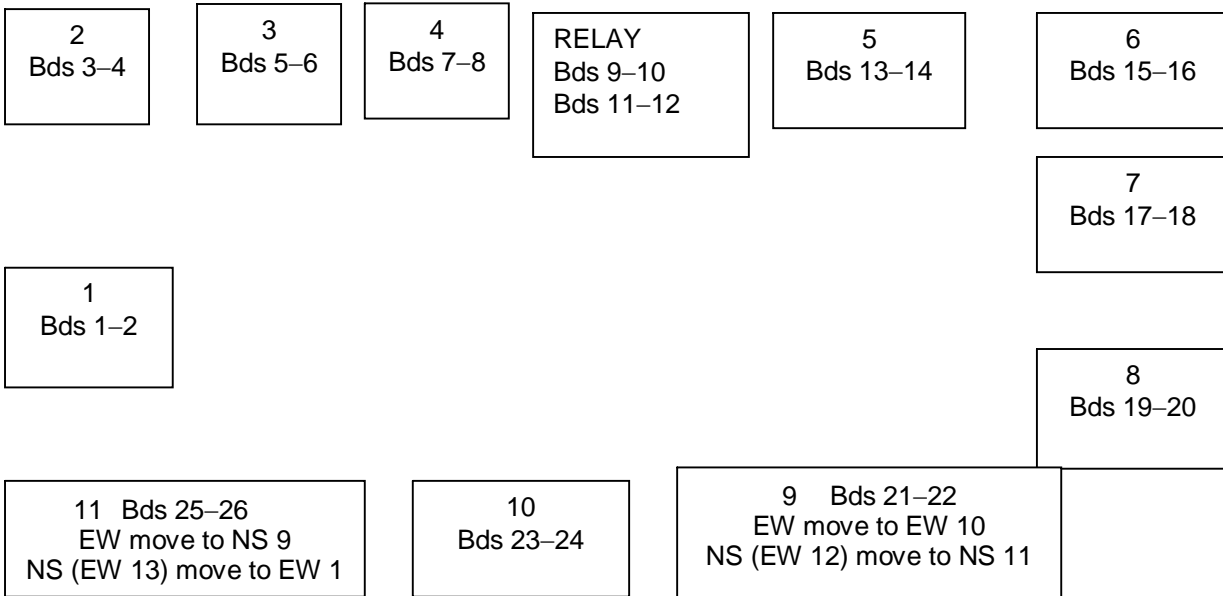
## 7-TABLE EXTENDED

## Extended 7 x 27.how



## 11-TABLE EXTENDED

## Extended 11 x 26.how



**EXTENDED 7 TABLES****TABLE 7 GUIDE CARD SCORE ON LINE 7**

NS Pair	EW Pair	Round	Boards
9	7	1	25-27
8	6	2	1-3
7	5	3	4-6
6	4	4	7-9
5	3	5	10-12
4	2	6	13-15
3	1	7	16-18
2	9	8	19-21
1	8	9	22-24

**NS MOVE TO EW 1****EW MOVE TO NS 5****TABLE 5 GUIDE CARD SCORE ON LINE 5**

NS Pair	EW Pair	Round	Boards
8	5	1	19-21
7	4	2	22-24
6	3	3	25-27
5	2	4	1-3
4	1	5	4-6
3	9	6	7-9
2	8	7	10-12
1	7	8	13-15
9	6	9	16-18

**NS MOVE TO NS 7****EW MOVE TO EW 6**

**EXTENDED 11 TABLES  
TABLE 11 GUIDE CARD SCORE ON LINE 11**

<b>NS Pair</b>	<b>EW Pair</b>	<b>Round</b>	<b>Boards</b>
13	11	1	25-26
12	10	2	1-2
11	9	3	3-4
10	8	4	5-6
9	7	5	7-8
8	6	6	9-10
7	5	7	11-12
6	4	8	13-14
5	3	9	15-16
4	2	10	17-18
3	1	11	19-20
2	13	12	21-22
1	12	13	23-24

**NS MOVE TO EW 1**

**EW MOVE TO NS 9**



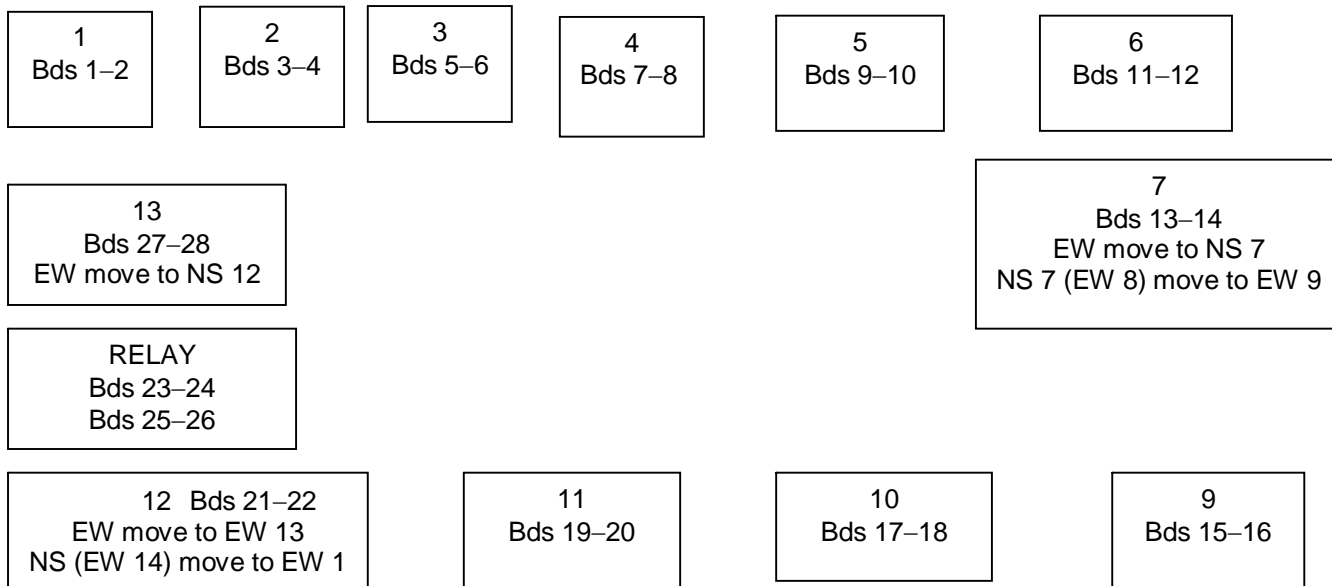
**EXTENDED 11 TABLES****TABLE 9 GUIDE CARD      SCORE ON LINE 9**

<b>NS Pair</b>	<b>EW Pair</b>	<b>Round</b>	<b>Boards</b>
12	9	1	25-26
11	8	2	1-2
10	7	3	3-4
9	6	4	5-6
8	5	5	7-8
7	4	6	9-10
6	3	7	11-12
5	2	8	13-14
4	1	9	15-16
3	13	10	17-18
2	12	11	19-20
1	11	12	21-22
13	10	13	23-24

**NS MOVE TO NS 11****EW MOVE TO EW 10**

## 12-TABLE EXTENDED

## Extended 12 x 28.how



Note that Table 8 is missing (non-existent). In this way, EW get their pair numbers correct – they are the number of the table at which they start. Tell NS at Table 7 that they are EW 8, and NS at Table 12 that they are EW 14.

Advise the room that there is no Table 8 after the first round, and ask that line 8 be crossed out on the score sheets. (This will stop the NS pair at Table 7 scoring on the wrong line.)

**EXTENDED 12 TABLES****TABLE 7 GUIDE CARD SCORE ON LINE 7**

<b>NS Pair</b>	<b>EW Pair</b>	<b>Round</b>	<b>Boards</b>
8	7	1	13-14
7	6	2	15-16
6	5	3	17-18
5	4	4	19-20
4	3	5	21-22
3	2	6	23-24
2	1	7	25-26
1	14	8	27-28
14	13	9	1-2
13	12	10	3-4
12	11	11	5-6
11	10	12	7-8
10	9	13	9-10
9	8	14	11-12

**NS MOVE TO EW 9****EW MOVE TO NS 7**

**EXTENDED 12 TABLES  
TABLE 12 GUIDE CARD SCORE ON LINE 12**

<b>NS Pair</b>	<b>EW Pair</b>	<b>Round</b>	<b>Boards</b>
14	12	1	21-22
13	11	2	23-24
12	10	3	25-26
11	9	4	27-28
10	8	5	1-2
9	7	6	3-4
8	6	7	5-6
7	5	8	7-8
6	4	9	9-10
5	3	10	11-12
4	2	11	13-14
3	1	12	15-16
2	14	13	17-18
1	13	14	19-20

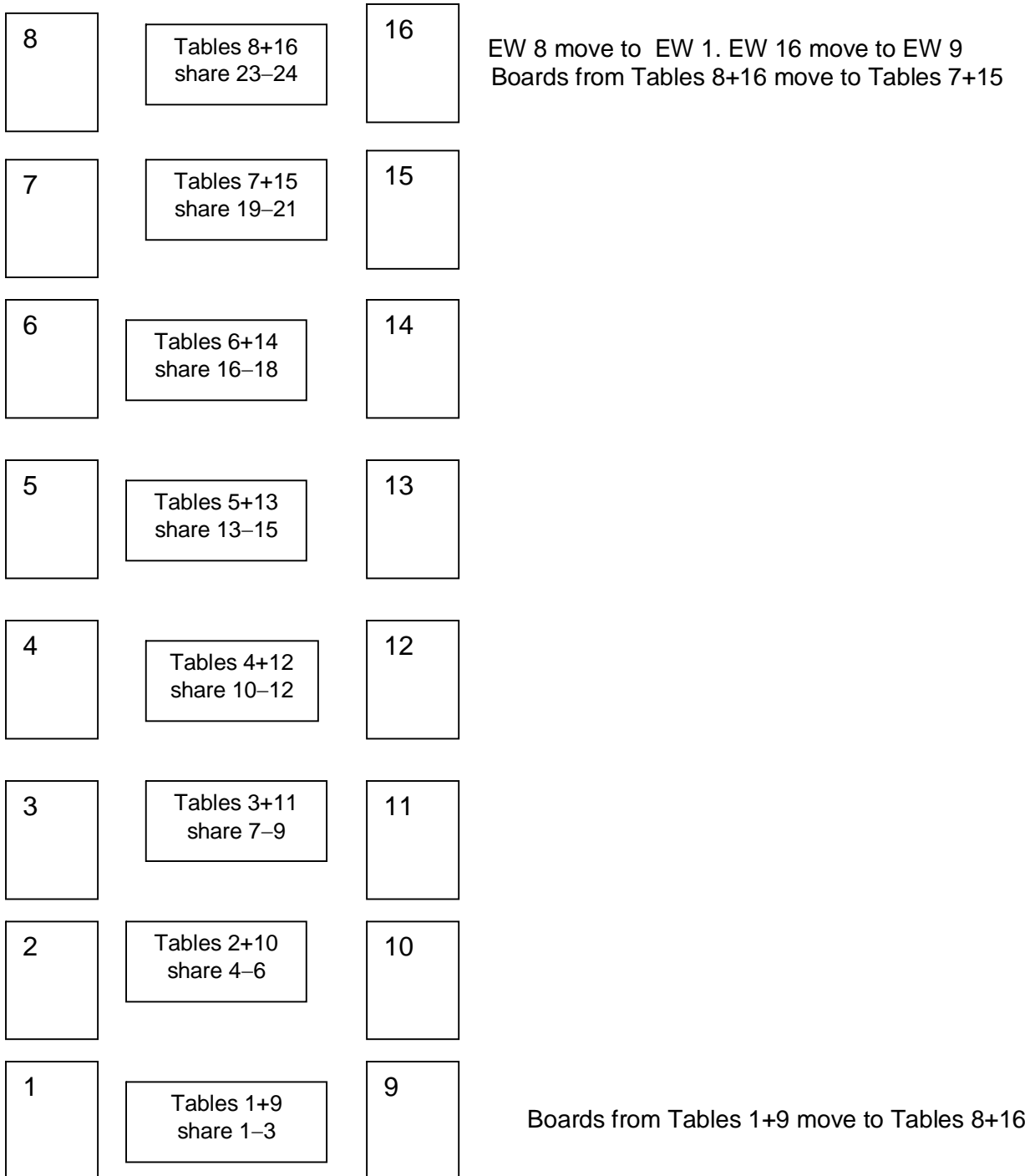
**NS MOVE TO EW 1**

**EW MOVE TO EW 13**

# SHARE 16 x 24

This movement is scored as one section. Advantages are that everyone can see the scores. EW move to the next EW number in their row. The boards move down the row.

After half the boards are played, EW move to the table directly opposite, with the boards moving normally. They now continue to play in their new row for the remainder of the session.



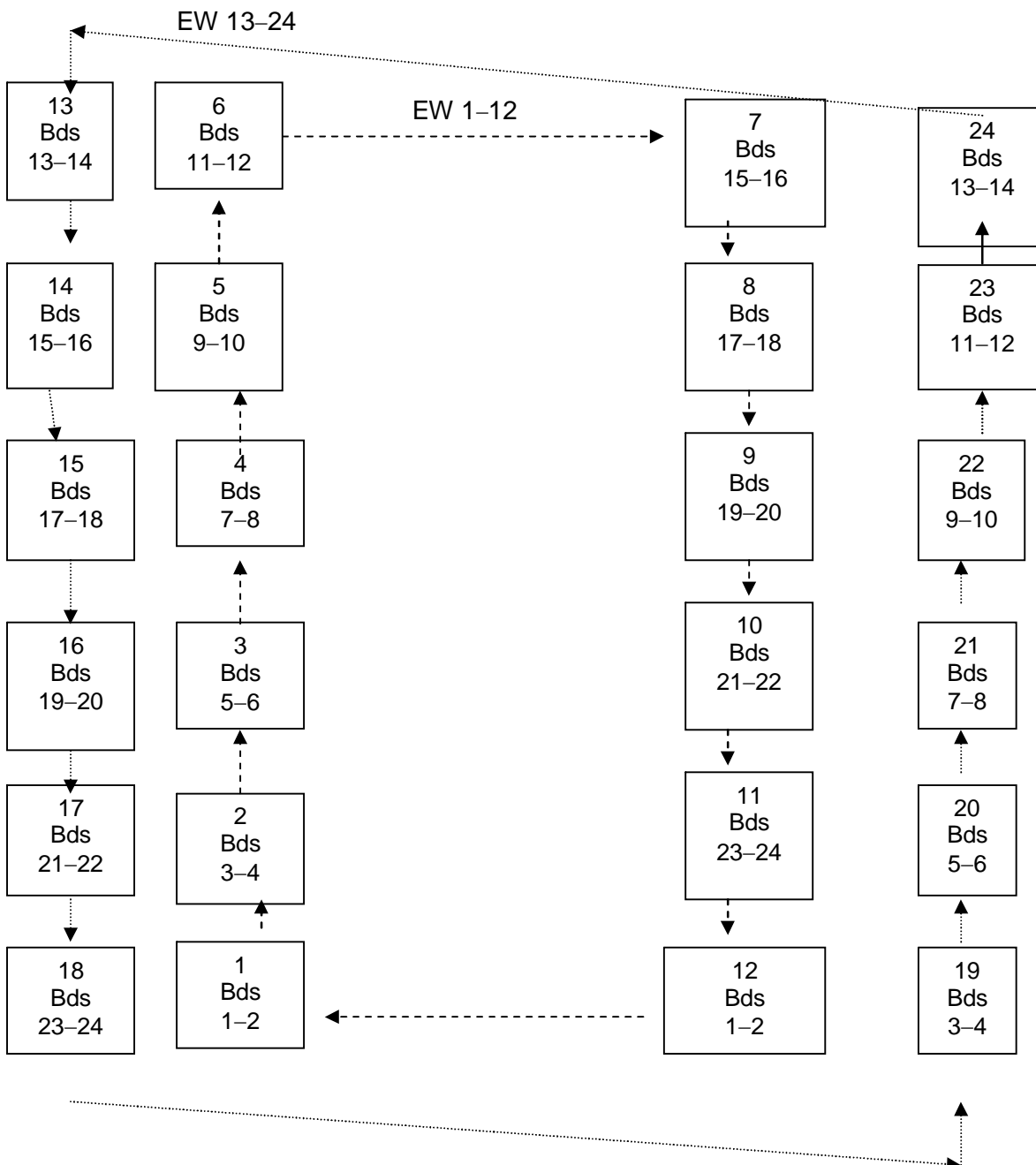
# TOURNAMENTS

Given that there is virtually a movement available for any number of boards, despite table numbers, the use of a mixture of movements and number of sections will optimise the number of pairs played during the event. As a rule, tournament fields should be seeded, at least roughly, to provide an equal field. With some of these movements, where pairs play both NS and EW, if a top pair hit the lowest two pairs, obviously they will have some advantage over those who do not. If you wish to know the method of seeding used by Patrick, then please contact us.

There are also additional movements that may have value for tournament use and that are unlikely to be used at a club level.

## INNER-OUTER CIRCLE

**24 tables x 24 boards – no share**  
**This is two sections of 12 tables. Set up the room as shown below.**



EW pairs 1–12 move clockwise around Tables 1–12 as usual and EW pairs 13–24 move around Tables 13–24 as usual. Note that EW pairs 1–12 move in the opposite direction to EW pairs 13–24.

One set of boards move around Tables 1–6 and 13–18 and the second set of boards move around Tables 7–12 and 19–24.

The inner section is scored as a standard 12-board share and relay, with the relay being in numerical sequence.

The outer section is scored as **Outer Circle 12 x 24**.