

## MIT/DL BC - Team Movements (January, 2010)

### Movement for Odd Number of Tables (5 or 7): Internal Round Robin

See “5-Table Teams.xls” or “7-Table Teams.xls”.

Alternative: internal BAM. This movement is reportedly straightforward and requires only one set of boards. Use Travelers. The American Whist League movement, sometimes called the skip progression...

1. All members of the team sit at the same table at the start of the game, and the teams take the numbers of the tables at which they first sit. Boards are distributed to tables in their normal sequence, with the lowest numbered set going to Table 1.
2. Start the game by moving for the first round.
3. Boards go down one table. East-West pairs go down two tables.

### Movement for 4 Tables: External BAM – B0403R

This New England Relay movement requires only one set of boards, but two sets would be better. 32 boards in play.

1. Boards are relayed between tables 1 & 3, and 2 & 4.
2. Boards move normally, with bye stands after tables 1 and 4.
3. E-W pairs move down one table to start the game, and for each round.
4. ACBLscore: ADD, 5 Board-a-Match teams, 3 Other (External), **B0403R**, Boards per Round: **8**, use travelers. SET, 9 Change Scoring Method, 2 IMPs.

Alternative: Three 8-board matches. Can relay one set of boards between all tables in a round: 2 boards per table and pass them down three times. (Hand records without a relay would require 48 boards.)

### Movement 6 Tables: Internal Round Robin

See “6-Table Teams.xls”.

Alternative: external BAM – B0605TH. This Thurner movement requires only one set of boards, and all boards are in play at all times. Boards are relayed between tables 1 and 6, so a second set of boards would be handy.

1. Team 6 N-S is stationary at table 6, and 6 E-W is stationary at table 1. Everybody else moves to other tables.
2. Specify 5 boards per round (five 5-board matches), boards 1-25 in play.
3. Use guide cards or table mats.

### Movement for 8 or more Tables: Swiss