

TABLE

1

Remain Stationary

SOUTH

1

TABLE

1

QM0404B+.MOV

Square Mitchell movement for 4 tables, no skip, no relay.  
4 rounds of 3 boards each, 12 boards in play.

T1---T2  
| >< |  
T3---T4

E-W move:      horizontally, then vertically,  
                         then horizontally.

Boards move: diagonally, then horizontally,  
                         then diagonally.

===>    This movement is for a Bridge Plus game.    <===

BridgeMats Version A902

EAST

Duplicate Bridge  
Movement for  
8 PAIRS

WEST

TABLE

1

TABLE

1

Remain Stationary

NORTH

1

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	1	1	1-3	
2.	1	2	10-12	
3.	1	4	7-9	
4.	1	3	4-6	

CHECK BOARDS AND POSITIONS EVERY ROUND



3

TABLE

Remain Stationary

SOUTH

3

TABLE

QM0404B+.MOV

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EAST

Duplicate Bridge  
Movement for  
8 PAIRS

WEST

Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	3	3	7-9	
2.	3	4	4-6	
3.	3	2	1-3	
4.	3	1	10-12	

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

3

Remain Stationary

3

TABLE

## Remain Stationary

# HTUOS

## QM0404B+.MOV

Square Mitchell movement for 4 tables, no skip, no relay.  
4 rounds of 3 boards each, 12 boards in play.

T1---T2	E-W move:	horizontally, then vertically,
><		then horizontally.
T3---T4	Boards move:	diagonally, then horizontally,
		then diagonally.

===> This movement is for a Bridge Plus game. <===

BridgeMats Version A902

## Duplicate Bridge Movement for

## 8 PAIRS

### Players take numbers listed for first round.

Rd.	N-S	E-W	Boards	Note
1.	4	4	10-12	
2.	4	3	1-3	
3.	4	1	4-6	
4.	4	2	7-9	

## CHECK BOARDS AND POSITIONS EVERY ROUND

# NORTH

## Remain Stationary