

Go Next to Table 2, South

SOUTH

TABLE

TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	1	14	27	40	1	
	1	27	14	53	2	-ROVER-
2.	1	25	39	42	3	
	1	39	25	42	4	
3.	1	23	38	44	5	
	1	38	23	44	6	
4.	1	21	37	46	7	
	1	37	21	46	8	
5.	1	19	36	48	9	
	1	36	19	48	10	
6.	1	17	35	50	11	
	1	35	17	50	12	
7.	1	15	34	52	13	
	1	34	15	52	14	
8.	54	26	33	41	15	-ROVER-
	54	33	26	41	16	-ROVER-
9.	1	24	32	43	17	
	1	32	24	43	18	
10.	1	22	31	45	19	
	1	31	22	45	20	
11.	1	20	30	47	21	
	1	30	20	47	22	
12.	1	18	29	49	23	
	1	29	18	49	24	
13.	1	16	28	51	25	
	1	28	16	51	26	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

1

1

Go Next to Table 3, East

Go Next to Table 12, West

2
TABLE

Go Next to Table 3, South

SOUTH

2
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 4, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 13, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	2	15	28	41	3	
	2	28	15	41	4	
2.	2	26	27	43	5	
	2	27	26	43	6	
3.	2	24	39	45	7	
	2	39	24	45	8	
4.	54	22	38	47	9	-ROVER-
	54	38	22	47	10	-ROVER-
5.	2	20	37	49	11	
	2	37	20	49	12	
6.	2	18	36	51	13	
	2	36	18	51	14	
7.	2	16	35	40	15	
	2	35	16	40	16	
8.	2	14	34	42	17	
	2	34	14	42	18	
9.	2	25	33	44	19	
	2	33	25	44	20	
10.	2	23	32	53	21	-ROVER-
	2	32	23	53	22	-ROVER-
11.	2	21	31	48	23	
	2	31	21	48	24	
12.	2	19	30	50	25	
	2	30	19	50	26	
13.	2	17	29	52	1	
	2	29	17	52	2	

TABLE
2

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE
2

3
TABLE

Go Next to Table 4, South

SOUTH

3
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 5, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 1, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	3	16	29	42	5	
	3	29	16	42	6	
2.	3	14	28	44	7	
	3	28	14	44	8	
3.	3	25	27	46	9	
	3	27	25	46	10	
4.	3	23	39	48	11	
	3	39	23	48	12	
5.	3	21	38	50	13	
	3	38	21	50	14	
6.	3	19	37	53	15	-ROVER-
	3	37	19	53	16	-ROVER-
7.	3	17	36	41	17	
	3	36	17	41	18	
8.	3	15	35	43	19	
	3	35	15	43	20	
9.	3	26	34	45	21	
	3	34	26	45	22	
10.	3	24	33	47	23	
	3	33	24	47	24	
11.	3	22	32	49	25	
	3	32	22	49	26	
12.	3	20	31	51	1	
	3	31	20	51	2	
13.	54	18	30	40	3	-ROVER-
	54	30	18	40	4	-ROVER-

TABLE
3

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE
3

Go Next to Table 5, South

SOUTH

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	17	30	43	7	
	4	30	17	43	8	
2.	4	15	29	53	9	-ROVER-
	4	29	15	53	10	-ROVER-
3.	4	26	28	47	11	
	4	28	26	47	12	
4.	4	24	27	49	13	
	4	27	24	49	14	
5.	4	22	39	51	15	
	4	39	22	51	16	
6.	4	20	38	40	17	
	4	38	20	40	18	
7.	4	18	37	42	19	
	4	37	18	42	20	
8.	4	16	36	44	21	
	4	36	16	44	22	
9.	54	14	35	46	23	-ROVER-
	54	35	14	46	24	-ROVER-
10.	4	25	34	48	25	
	4	34	25	48	26	
11.	4	23	33	50	1	
	4	33	23	50	2	
12.	4	21	32	52	3	
	4	32	21	52	4	
13.	4	19	31	41	5	
	4	31	19	41	6	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

Go Next to Table 5, South

SOUTH

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	4	17	30	43	7	
	4	30	17	43	8	
2.	4	15	29	53	9	-ROVER-
	4	29	15	53	10	-ROVER-
3.	4	26	28	47	11	
	4	28	26	47	12	
4.	4	24	27	49	13	
	4	27	24	49	14	
5.	4	22	39	51	15	
	4	39	22	51	16	
6.	4	20	38	40	17	
	4	38	20	40	18	
7.	4	18	37	42	19	
	4	37	18	42	20	
8.	4	16	36	44	21	
	4	36	16	44	22	
9.	54	14	35	46	23	-ROVER-
	54	35	14	46	24	-ROVER-
10.	4	25	34	48	25	
	4	34	25	48	26	
11.	4	23	33	50	1	
	4	33	23	50	2	
12.	4	21	32	52	3	
	4	32	21	52	4	
13.	4	19	31	41	5	
	4	31	19	41	6	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

5
TABLE

Go Next to Table 6, South

SOUTH

5
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 7, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 3, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	5	18	31	44	9	
	5	31	18	44	10	
2.	5	16	30	46	11	
	5	30	16	46	12	
3.	5	14	29	48	13	
	5	29	14	48	14	
4.	5	25	28	50	15	
	5	28	25	50	16	
5.	54	23	27	52	17	-ROVER-
	54	27	23	52	18	-ROVER-
6.	5	21	39	41	19	
	5	39	21	41	20	
7.	5	19	38	43	21	
	5	38	19	43	22	
8.	5	17	37	45	23	
	5	37	17	45	24	
9.	5	15	36	47	25	
	5	36	15	47	26	
10.	5	26	35	49	1	
	5	35	26	49	2	
11.	5	24	34	53	3	-ROVER-
	5	34	24	53	4	-ROVER-
12.	5	22	33	40	5	
	5	33	22	40	6	
13.	5	20	32	42	7	
	5	32	20	42	8	

TABLE
5

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE
5

SIX
TABLE

Go Next to Table 7, South

SOUTH

SIX
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover starts West with second board at table 1.
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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 8, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 4, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	6	19	32	45	11	
	54	32	19	45	12	-ROVER-
2.	6	17	31	47	13	
	6	31	17	47	14	
3.	6	15	30	49	15	
	6	30	15	49	16	
4.	6	26	29	51	17	
	6	29	26	51	18	
5.	6	24	28	40	19	
	6	28	24	40	20	
6.	6	22	27	42	21	
	6	27	22	42	22	
7.	6	20	39	53	23	-ROVER-
	6	39	20	53	24	-ROVER-
8.	6	18	38	46	25	
	6	38	18	46	26	
9.	6	16	37	48	1	
	6	37	16	48	2	
10.	6	14	36	50	3	
	6	36	14	50	4	
11.	6	25	35	52	5	
	6	35	25	52	6	
12.	6	23	34	41	7	
	6	34	23	41	8	
13.	6	21	33	43	9	
	6	33	21	43	10	

TABLE
SIX

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

Remain at This Table

TABLE
SIX

Go Next to Table 8, South

SOUTH

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	7	20	33	46	13	
	7	33	20	46	14	
2.	7	18	32	48	15	
	7	32	18	48	16	
3.	7	16	31	53	17	-ROVER-
	7	31	16	53	18	-ROVER-
4.	7	14	30	52	19	
	7	30	14	52	20	
5.	7	25	29	41	21	
	7	29	25	41	22	
6.	7	23	28	43	23	
	7	28	23	43	24	
7.	7	21	27	45	25	
	7	27	21	45	26	
8.	7	19	39	47	1	
	7	39	19	47	2	
9.	7	17	38	49	3	
	7	38	17	49	4	
10.	54	15	37	51	5	-ROVER-
	54	37	15	51	6	-ROVER-
11.	7	26	36	40	7	
	7	36	26	40	8	
12.	7	24	35	42	9	
	7	35	24	42	10	
13.	7	22	34	44	11	
	7	34	22	44	12	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH

8
TABLE

Go Next to Table 9, South

SOUTH

8
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
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Rover starts West with second board at table 1.
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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 10, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 6, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	8	21	34	47	15	
	8	34	21	47	16	
2.	8	19	33	49	17	
	8	33	19	49	18	
3.	8	17	32	51	19	
	8	32	17	51	20	
4.	8	15	31	40	21	
	8	31	15	40	22	
5.	8	26	30	42	23	
	8	30	26	42	24	
6.	54	24	29	44	25	-ROVER-
	54	29	24	44	26	-ROVER-
7.	8	22	28	46	1	
	8	28	22	46	2	
8.	8	20	27	48	3	
	8	27	20	48	4	
9.	8	18	39	50	5	
	8	39	18	50	6	
10.	8	16	38	52	7	
	8	38	16	52	8	
11.	8	14	37	41	9	
	8	37	14	41	10	
12.	8	25	36	53	11	-ROVER-
	8	36	25	53	12	-ROVER-
13.	8	23	35	45	13	
	8	35	23	45	14	

TABLE
8

CHECK BOARDS AND POSITIONS EVERY ROUND

NORTH

TABLE
8

NINE
TABLE

Go Next to Table 10, South

SOUTH

NINE
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 11, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 7, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	9	22	35	48	17	
	9	35	22	48	18	
2.	54	20	34	50	19	-ROVER-
	54	34	20	50	20	-ROVER-
3.	9	18	33	52	21	
	9	33	18	52	22	
4.	9	16	32	41	23	
	9	32	16	41	24	
5.	9	14	31	43	25	
	9	31	14	43	26	
6.	9	25	30	45	1	
	9	30	25	45	2	
7.	9	23	29	47	3	
	9	29	23	47	4	
8.	9	21	28	53	5	-ROVER-
	9	28	21	53	6	-ROVER-
9.	9	19	27	51	7	
	9	27	19	51	8	
10.	9	17	39	40	9	
	9	39	17	40	10	
11.	9	15	38	42	11	
	9	38	15	42	12	
12.	9	26	37	44	13	
	9	37	26	44	14	
13.	9	24	36	46	15	
	9	36	24	46	16	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NINE

NORTH

NINE

10
TABLE

Go Next to Table 11, South

SOUTH

10
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
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Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 12, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 8, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	10	23	36	49	19	
	10	36	23	49	20	
2.	10	21	35	51	21	
	10	35	21	51	22	
3.	10	19	34	40	23	
	10	34	19	40	24	
4.	10	17	33	53	25	-ROVER-
	10	33	17	53	26	-ROVER-
5.	10	15	32	44	1	
	10	32	15	44	2	
6.	10	26	31	46	3	
	10	31	26	46	4	
7.	10	24	30	48	5	
	10	30	24	48	6	
8.	10	22	29	50	7	
	10	29	22	50	8	
9.	10	20	28	52	9	
	10	28	20	52	10	
10.	10	18	27	41	11	
	10	27	18	41	12	
11.	54	16	39	43	13	-ROVER-
	54	39	16	43	14	-ROVER-
12.	10	14	38	45	15	
	10	38	14	45	16	
13.	10	25	37	47	17	
	10	37	25	47	18	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

10

NORTH

10

Go Next to Table 12, South

SOUTH



TABLE



TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

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2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	11	24	37	50	21	
	11	37	24	50	22	
2.	11	22	36	52	23	
	11	36	22	52	24	
3.	11	20	35	41	25	
	11	35	20	41	26	
4.	11	18	34	43	1	
	11	34	18	43	2	
5.	11	16	33	45	3	
	11	33	16	45	4	
6.	11	14	32	47	5	
	11	32	14	47	6	
7.	54	25	31	49	7	-ROVER-
	54	31	25	49	8	-ROVER-
8.	11	23	30	51	9	
	11	30	23	51	10	
9.	11	21	29	40	11	
	11	29	21	40	12	
10.	11	19	28	42	13	
	11	28	19	42	14	
11.	11	17	27	44	15	
	11	27	17	44	16	
12.	11	15	39	46	17	
	11	39	15	46	18	
13.	11	26	38	53	19	-ROVER-
	11	38	26	53	20	-ROVER-

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

NORTH



12
TABLE

Go Next to Table 13, South

SOUTH

12
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
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Rover 53 bumps 2 players at West in each 2-board round.
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Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

BridgeMats Version B205

Go Next to Table 1, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 10, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	12	25	38	51	23	
	12	38	25	51	24	
2.	12	23	37	40	25	
	12	37	23	40	26	
3.	54	21	36	42	1	-ROVER-
	54	36	21	42	2	-ROVER-
4.	12	19	35	44	3	
	12	35	19	44	4	
5.	12	17	34	46	5	
	12	34	17	46	6	
6.	12	15	33	48	7	
	12	33	15	48	8	
7.	12	26	32	50	9	
	12	32	26	50	10	
8.	12	24	31	52	11	
	12	31	24	52	12	
9.	12	22	30	53	13	-ROVER-
	12	30	22	53	14	-ROVER-
10.	12	20	29	43	15	
	12	29	20	43	16	
11.	12	18	28	45	17	
	12	28	18	45	18	
12.	12	16	27	47	19	
	12	27	16	47	20	
13.	12	14	39	49	21	
	12	39	14	49	22	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

12

NORTH

12

13
TABLE

Go Next to Table 1, South

SOUTH

13
TABLE

S1326RR.IND

13 tables, 13 rounds of 2 boards. Rainbow, rotation, rover.
South and East switch seats for second board of round.
Computer set up as 26 rounds of 1 board.
North stationary, East up 2, South up 1, West down 2 tables.

Rover 53 bumps 2 players at West in each 2-board round.
Rover tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
Rover starts West with second board at table 1.
2nd Rover 54 starts North with second board at table 6.
Rover 2 tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

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Go Next to Table 2, East

EAST

Individual Bridge Movement for 54 PLAYERS

WEST

Go Next to Table 11, West

Players take numbers listed for first round.

Rd.	North	East	South	West	Boards	Note
1.	13	26	39	52	25	
	13	39	26	52	26	
2.	13	24	38	41	1	
	13	38	24	41	2	
3.	13	22	37	43	3	
	13	37	22	43	4	
4.	13	20	36	45	5	
	13	36	20	45	6	
5.	13	18	35	53	7	-ROVER-
	13	35	18	53	8	-ROVER-
6.	13	16	34	49	9	
	13	34	16	49	10	
7.	13	14	33	51	11	
	13	33	14	51	12	
8.	13	25	32	40	13	
	13	32	25	40	14	
9.	13	23	31	42	15	
	13	31	23	42	16	
10.	13	21	30	44	17	
	13	30	21	44	18	
11.	13	19	29	46	19	
	13	29	19	46	20	
12.	54	17	28	48	21	-ROVER-
	54	28	17	48	22	-ROVER-
13.	13	15	27	50	23	
	13	27	15	50	24	

TABLE

CHECK BOARDS AND POSITIONS EVERY ROUND

TABLE

13

NORTH

13