



## INSTRUCTIONS FOR DIRECTORS AND SCORERS

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## 1 GENERAL INSTRUCTIONS

### 1.1 Choice of movement

The choice of movement lies entirely at the discretion of the director. *Club Standard movements for Teams and Pairs are listed in sections 4 and 5 and summarised in sections 7 and 8.*

### 1.2 Boards and printouts of the hands

The boards for the session will be in a plastic crate in the cupboard. If the hand printouts are not in the crate then they will be in the black box file in the cupboard.

### 1.3 Time-keeping

To ensure balanced competition it is important that all rounds of the movement are completed. Hence you should aim to start promptly by 7:30pm. *If a pair arrives late, send them away unless you can accommodate them without problem: see section 3.6.*

It is equitable to allow the same time for each round. How long can be allowed depends upon the number of boards per round and the number of rounds played. *Suitable round times are shown in section 6.*

Call the end of the first round promptly: this sets the pace for the evening. It may also help if you tell players how long you are allowing for each round; and, with rounds of three or more boards, to tell players when they should have started their last board.

### 1.4 New players

There may be players (new members or visitors) who have not played at Busbridge before.

*If they are existing EBU members*

Ask them to add their EBU numbers to the Name Slip so that the results can be correctly posted to the EBU. If they do not know their EBU numbers then you should be able to locate this information when entering their names in ScoreBridge, provided you have their correct names (forename and surname) and town.

*If new players wish to become EBU members*

Ask them to complete a BDBC Membership Application Form so they can be added to the EBU database. Players may be enrolled with the EBU at no charge and without joining BDBC.

New players should be added to the Scorebridge database during scoring, and these new player details will be transferred to Pianola along with the results. However, as described in Section 9.4, Pianola may need to resolve discrepancies before the results can be uploaded to the EBU.



## 2 TEAMS INSTRUCTIONS

Because players have to sign up in advance, the number of teams should be known. If however it is not, ask players to set up one table for every 4 players and to sit down.

Evidently there should be an *even* number of pairs. If however there is an *odd* number, the last pair to sign up must be asked to leave – unless those present are fully content to convert the session to Pairs.

### 2.1 Setting up the movement

The layout depends upon the number of teams.

Number tables **clockwise** if there is an **odd** number of teams (**American Whist** movement) or if there are just **4** teams (**Circulation** movement).

Number tables in **two parallel rows** if there is an **even** number of **6-10** teams (**Stagger** movement). For example, with 10 teams:

1	2	3	4	5
6	7	8	9	10

Boards are shared (1 with 6, etc.)  
and are best moved by the Director.

With **12 and 14** teams either a Stagger or an American Whist can be used. The latter allows 24 boards to be played but not all teams meet. The Stagger allows all teams to meet but just 22 boards are played if there are **12** teams and 26 must be played if there are **14** teams. See section 4.

*If it is 'Random Teams'*

Ask each pair to choose a card from a pack with one Ace and two 2s, 3s, etc. (up to the number of tables) and move to the corresponding table. The Director will sit N at Table 1.

Put out Name Slips. Put out the boards and travellers. They go on the tables if a Circulation or American Whist movement is used, and on chairs between the rows of tables if a Stagger movement is used.

Ring the bell and let the Organiser make general announcements. Then provide instructions.

### 2.2 Instructions for the session

To ensure that Pianola produces correct 'by role' information, players must enter their names on the Name Slips correctly and not change compass direction during the session.

*Tell players*

Names must be against the correct compass direction: for example, the player in the E seat must be entered as 'East'. Please do not switch compass direction with your partner during the session. [Cite Law 5 if necessary.]

At the end of each board, N should complete the traveller and agree it with the opponents.

### 2.3 Starting play

The movement depends upon the number of teams: see section 4.

*If there are just 4 teams, tell players*

You will play 8 boards a round. When you have finished a board, pass it down one table.

In R1, Team 1 plays Team 2 and Team 3 plays Team 4 using boards 1-8.

In R2, Team 1 plays Team 3 and Team 2 plays Team 4 using boards 9-16.

In R3, Team 1 plays Team 4 and Team 2 plays Team 3 using boards 17-24.

*If there are just 5 teams, tell players*

You will play two complete sets of 4 matches, one before and one after the break.

At the end of each round, EWs move the boards down one table and themselves down two tables.

EWs now please move down two tables and start play.



*If you are using a Stagger movement (number of teams is even 6-10, perhaps 12 or 14), tell players*

You will be sharing boards with the table across the room. Please return them to the chair between you when you have finished.

At the end of each round, EWs move down two tables. I will move the boards.

EWs now please move down two tables and start play.

*If you are using an American Whist movement (number of teams is odd 7-15, perhaps 12 or 14)*

EWs need initially to move up several tables [*how many is given in section 4*]. The rounds played before the break then constitute completed matches and players can therefore score up at the break. *Tell players*

At the end of each round, unless I tell you otherwise, EWs move the boards down one table and themselves down two tables.

EWs now please move up [*the appropriate number of*] tables and start play.

## 2.4 Managing the movement

Keep track of when each round should end. If necessary, tell players when they should be starting the last board of the current round. Note it is *not* possible to remove boards and does not help to call the move until all tables have finished.

With just 4 teams, each round requires a fresh set of 8 boards.

With Stagger movement, move the boards *yourself* at the end of each round.

With an American Whist movement, remember to announce there is a **double move** (EWs down *four* tables, boards down *two*) when the standard move would bring EWs to their home table.

## 2.5 At the break

Ask players to return to their home tables. Let them score up if they wish.

Ensure you have sufficient information about any new players: see section 1.4.

*With 5 teams*, take away the old set of boards and put out a new set.

*With 11 teams*, remove the highest numbered board from each table.

## 2.6 After the break

*With a Stagger movement, tell players*

EWs please move down one table and start play.

*With 5 teams, tell players*

EWs please move down two tables and start play.

*With an American Whist movement*

EWs need initially to move up several tables [*how many is given in 'Recommended Teams Movements'*]. *Tell players*

EWs please move up [*the appropriate number of*] tables and start play.

## 2.7 At the end of play

Put the hand printouts on a table by the door for players to collect as they leave.

Collect the travellers and check there is a complete set (some may still be in the boards even if the boards are in the box). Score the event from the travellers and upload the results: see section 4.



## 3 PAIRS INSTRUCTIONS

### 3.1 Setting up the movement

Decide the movement, number of rounds and number of boards per round: see section 5 or 8.

*To qualify for EBU Master Points*

There **must** be at least 3 *complete* tables.

A single-winner movement **must** be used if there are fewer than 5 *complete* tables.

A two-winner movement *may* be used with 5 complete tables or more.

*If a Howell or Hesitation Mitchell is used*, ensure players who find moving difficult are in stationary seats.

Put out Name Slips and table numbers (or movement cards if the movement is a Howell or otherwise requires them). The tables are numbered in the usual clockwise manner.

*If the movement requires it*

Set up the relay or relays with the correct boards on them. Ensure the static pairs either side of a relay know what to do.

Ensure any pairs sharing boards know what to do.

*If there is a sit-out*, and the number of tables (rounded up) is

**even**, have an EW sit-out. Where the movement requires boards to be shared, place the EW sit-out at one of the sharing tables (so that the sharing is only notional).

**odd**, have a NS sit-out (*but* an **EW** sit-out with 10½ tables).

This ensures that, over time, sit-outs are relatively evenly divided between NS and EW.

Put out the boards and travellers; remember to include any relays.

*If a visually impaired player is playing*

Get his cards sorted for the first round.

Put a note on the table from which his boards come, asking the players there to sort his cards on subsequent rounds. This will generally be done by S, but by E at the end of the round preceding an arrow switch (since boards are rotated 90° clockwise for the arrow switch).

*If a pair arrives late*, there is no obligation to accommodate them but it may be possible: see section 3.6.

Ring the bell and let the Organiser make general announcements. Then provide instructions.

### 3.2 Instructions for the session

Explain the table layout and, *if necessary*, tell them about any sharing of boards, relays, or sit-out.

To ensure that Pianola produces correct 'by role' information, players must fill the Name Slips in correctly (and also move correctly: see below). *Tell players*

Names must be against the correct compass direction: for example, the player in the E seat must be entered as 'East'. Please do not switch compass direction with your partner during the session. [Cite Law 5 if necessary.]

At the end of each board, N should complete the traveller and agree it with the opponents.

Explain the movement.

*If it is a Mitchell movement*

Boards move down one table (to the next lower-numbered, or from Table 1 to the highest table).

EWs move up one table (to the next higher-numbered, or from the highest table to Table 1).

*If there is an Arrow Switch*, the boards are rotated clockwise. [Otherwise Pianola will not produce correct 'by role' information.]



## *If it is a Hesitation Mitchell*

Moving pairs arriving at the hesitation table play one round as EW and the next as NS: it is E who moves into the N seat. On leaving the hesitation table, the player who was in the N seat must take the E seat at table 1.

## *If it is a Howell movement*

Boards move in the same way as a Mitchell (*unless* there are just 3 tables: see movement cards). Move according to the instructions on the movement cards. Note where you are next moving to as you will be following the same pair throughout the session.

Whenever your pair changes from its *original* orientation, those who started the session as N must take the W seat and those who started it as E must take the N seat – i.e. payers rotate anticlockwise. When your pair reverts to its *original* orientation, you revert to your *original* compass direction.

At the start of each round, check against the movement card that you are at the correct table playing the correct boards.

Tell them how to determine their pair numbers.

### *Pair Numbers*

*If it is a Howell or ¾ Howell:* from the movement card on their starting table.

*If it is a switched movement:* NS from table number; EW add number of tables to table number.

*Otherwise:* NS and EW from table number (*if you wish*, EW may add number of tables to table number).

### *From time to time*

Remind people to fill in the Name Slips legibly and correctly. Also remind Ns to complete the travellers correctly and fully, and to give them to Es to check. *Tell them*

N should take care to fill the traveller in correctly and must give it to E to check. E must agree the entry before going on to the next board. Call the Director if at any time you notice an error on the travellers; do not just put a question mark. Errors must be corrected before end of play; the scorer will not alter entries on the travellers after play ends other than in exceptional circumstances. If the information on the traveller is self-contradictory, the scorer's default assumption is that the recorded score is correct.

### **3.3 At the end of the first round**

End the first round promptly.

*If there is a relay,* check that it is being used correctly.

*If boards are being shared,* check that they move correctly.

Collect the Name Slips and check they are legible.

Ensure you have sufficient information about any new players: see section 1.4.

*If it is a Howell,* check that both the table numbers and the pair numbers are correctly recorded on the Name Slips.

### **3.4 Managing the movement**

Keep track of when each round should end and call the move promptly. If appropriate, tell players when they should be starting the last board of the current round.

*During the round before the break,* announce that refreshments will be taken at the end of the round.

*At the end of penultimate round,* announce that the next round is the last.

*If there is a skip,* remember to call it halfway through the full movement.



*If there are arrow switches*

At the end of the round *before* the arrow switches:

Announce that there are arrow switches on the next round with the boards rotated clockwise.

*If a visually impaired player is playing*, remind E on the table from which his boards come to sort his cards.

Before play starts on the arrow-switched round, check the boards have been rotated clockwise.

*If there are problems*

If a pair arrives late but before the end of the first round, see section 3.6.

If the movement is threatened by slow play, see section 3.7.

If moving pairs encounter boards already played, see section 3.8.

### **3.5 At the end of play**

Put the hand printouts on a table by the door for players to collect as they leave.

Collect the travellers and check there is a complete set (some may still be in the boards even if the boards are in the box).

Make sure you know the name of the movement you used, especially if it was some form of Howell.

The names shown in section 8 (e.g. '7R Howell Pairs 3-6 at T1') are those used by ScoreBridge and should enable you to find the matching movement when you come to score.

Score the event and upload the results: see section 9.

### **3.6 Dealing with Late Arrivals**

Players are expected to arrive by 7.20pm for a prompt start at 7.30pm. You should aim to finalise the movement by 7.25pm at the latest. In accordance with the decision made at the 2007 AGM, you are fully entitled to send away any pair arriving after you have done so.

Of course, no director wishes to turn people away unnecessarily. It may be that you can fit them in without making any adjustment at all to the movement. And, with sufficient experience, you may feel able to adjust the movement to accommodate them (see below).

*But if you are not confident about effecting the changes flawlessly, send the late arrivals away.* Do not risk inconveniencing those who took the trouble to arrive in good time and assist in setting up the room.

*If the original movement started with a half table*

Seat the late arrivals at the half table, where they start play at once. Award them AV- on boards they have missed and their opponents AV+. See section 9.

*If the original movement was a Skip Mitchell (with no half table)*

Put an extra set of boards on a new highest numbered table and seat the late arrivals there as EW. The movement is now an ordinary Mitchell with no skip; there is an EW sit-out at the new highest numbered table.

*Otherwise*, tell the late-comers they have arrived too late to play.

If they arrive after the first round has ended you have no option but to send them away.

### **3.7 Dealing with Slow Play**

If slow play is endangering the movement, use your power to take a board away in order to "ensure the orderly progress of the game" (Laws 81C1).

Note however that the Laws do not empower you to take a board away once the players have started bidding it. If they have then you will need to let them finish that board and remove a later board.

The board removed is normally scored as AV for both pairs. If one pair is clearly at fault they receive AV- and their opponents AV+. If both pairs are clearly at fault then both receive AV-. (Laws 12A2, 12C2(a)).



### 3.8 Rescues if movement goes awry

If there is a problem halfway through, the following is often sufficient:

Move the boards on one at the affected tables *only*. Create a relay for the surplus boards.

The *highest* affected table shares with the *lowest* unaffected table.

Abandon the last round – or let players find the boards they have missed.

More specific measures are described in what follows (where  $T$  is the number of tables – 8 is used for illustration).

#### *Relay placed one table too high*

The trouble will surface at tables 1 and 5 ( $T/2+1$ ).

At the halfway stage

Move the *lowest*-numbered board set to a new relay in the correct position between tables 4 and 5 ( $T/2$  and  $T/2+1$ ).

Table 5 ( $T/2+1$ ) plays the *second lowest*-numbered board set.

*From now on*, table 1 shares with table 2 instead of table 8 ( $T$ ).

For the last round

NS pairs 1 and 5 ( $T/2+1$ ) change places.

#### *Relay placed one table too low*

The trouble will surface at tables 4 and 8 ( $T/2$  and  $T$ ).

At the halfway stage

Move the *lowest*-numbered board set to a new relay in the correct position between tables 4 and 5 ( $T/2$  and  $T/2+1$ ).

Move the *highest*-numbered board set back to table 4 ( $T/2$ ).

For one round *only*, NS pairs at tables 4 and 8 ( $T/2$  and  $T$ ) change places.

*From now on*, table 8 ( $T$ ) shares with table 7 ( $T-1$ ) instead of table 1.

#### *No boards on the sit-out table*

If the number of full tables is **even** (e.g. 8½), the tables in the **upper** half will be affected.

If the number of full tables is **odd** (e.g. 9½), the tables in the **lower** half will be affected.

At the halfway stage

Move the boards on one at the affected tables *only*.

The *highest* affected table shares with the *lowest* unaffected table.

If tables in the *upper* half are affected, the boards from the lowest affected table go onto a new relay.

If tables in the *lower* half are affected, the boards from table 1 go on to the sit-out table.

*For the last round*: abandon the last round; or, if feeling adventurous:

Tell stationary pairs at the affected tables (only) to find the boards they have not yet played (usually sharing with an unaffected table).

If tables in the *upper* half are affected, tell EWs who started at unaffected tables to return to their starting tables; other EWs to find a table with boards they have not played (one pair will have to sit out).

If tables in the *lower* half are affected, tell EWs to move normally to the unaffected tables; other EWs to find a table with boards they have not played (one pair will have to sit out).





### 4 CLUB STANDARD TEAM MOVEMENTS

Teams are now scored using travellers and there is no need for players to score up at any time. However, they may score up at the end of each stanza if they wish, as a complete set of matches will have been played. (In the 4 Teams case they may score up after each round.)

Take the refreshment break between stanzas (in the 4 Teams case, after round 1).

*Note that the ScoreBridge screen shots below are in 'Order Played', not the 'N/S Order' you need to use when scoring.*

#### 4.1 4 Teams (Circulation)

Number tables **clockwise**. (In fact it scarcely matters, provided players know how they are numbered.)

The movement is played in three 8-board rounds. Each round is a pair of complete matches.

Take the refreshment break after round 1.

At the start of each round, put two boards on each table. Tell EWs to move to the appropriate table.

In Round 1 use boards 1-8. Team 1 plays Team 2 and Team 3 plays Team 4.

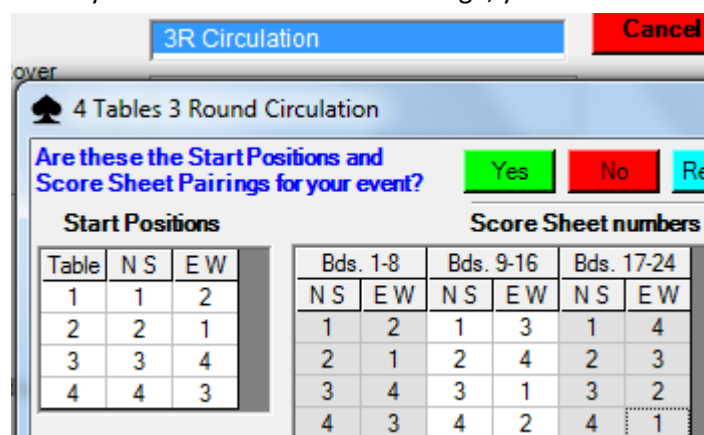
In Round 2 use boards 9-16. Team 1 plays Team 3 and Team 2 plays Team 4.

In Round 3 use boards 17-24. Team 1 plays Team 4 and Team 2 plays Team 3.

Start play and tell Ns to pass boards down one table as soon as they have been played.

A round ends when each table has played all 8 boards. Tell EWs to return to their home tables. Players may score up at the end of a round.

When you come to score in ScoreBridge, you need '3R Circulation'.





### 4.2 5 Teams (American Whist)

Number tables **clockwise**.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of each stanza, put three boards on each table.

In the first stanza use boards 1-3, 7-9, 13-15, 19-21, 25-27<sup>1</sup>.

In the second stanza use boards 4-6, 10-12, 16-18, 22-24, 28-30.

At the start of each stanza, tell EWs to move down two tables and start play. The boards do not move.

When a round ends (each table has played its set of boards), tell EWs to move the boards down one table and themselves down two tables.

A stanza ends after 4 rounds (during which, for example, EW1 play at T4, T2, T5, T3). Tell EWs to return to their home tables. Players may score up.

When you come to score in ScoreBridge, you need 'AW Down R1-No board move'.

AW Down R1-No board move Cancel

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over

American Whist - Boards down 1 - EW down 2 - Boards don't move on R1

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to 'N/S Order'

Start Positions			Score Sheet numbers									
Table	N S	E W	Bds. 1-6		Bds. 7-12		Bds. 13-18		Bds. 19-24		Bds. 25-30	
			N S	E W	N S	E W	N S	E W	N S	E W	N S	E W
1	1	1										
2	2	2	1	3	2	4	3	5	4	1	5	2
3	3	3	5	4	1	5	2	1	3	2	4	3
4	4	4	4	5	5	1	1	2	2	3	3	4
5	5	5	3	1	4	2	5	3	1	4	2	5

<sup>1</sup> See ScoreBridge movement.



### 4.3 6 Teams (Stagger)

Number tables **in two parallel rows**, T1 beside T4, T2 beside T5, T3 beside T6. Place a chair between each pair of tables (T1/T4, T2/T5, T3/T6). It is best if you move the boards when a round ends.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

For the first stanza use boards 1-15. Put boards **6-10** between T1/T4<sup>2</sup>, 11-15 between T2/T5, 1-5 between T3/T6. Tell EWs to move down two tables and start play.

When a round ends (each table has played its set of boards), tell EWs to move down two tables. Move the boards down one (T1/T4 > T3/T6 > T2/T5 > T1/T4) yourself.

The first stanza ends after 2 rounds (during which, for example, EW1 play at T5, T3). Tell EWs to return to their home tables. Players may score up.

For the second stanza use boards 16-30. Put them out in the usual order (16-20 between T1/T4, etc.). Tell EWs to move down **one** table and start play.

The second stanza ends after 3 rounds (EW1 play at T6, T4, T2). Tell EWs to return to their home tables. Players may score up.

When you come to score in ScoreBridge, you need '5R Stagger 25 boards'.

Start Positions			Score Sheet numbers											
Table	N S	E W	Bds. 1-5		Bds. 6-10		Bds. 11-15		Bds. 16-20		Bds. 21-25		Bds. 26-30	
			N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W
1	1	3												
2	2	4	3	5	1	3	2	4	1	2	2	3	3	4
3	3	5	6	2	4	6	5	1	4	5	5	6	6	1
4	4	6	2	6	3	1	1	5	3	6	1	4	2	5
5	5	1	5	3	6	4	4	2	6	3	4	1	5	2
6	6	2							2	1	3	2	1	6
									5	4	6	5	4	3

<sup>2</sup> See ScoreBridge movement.



### 4.4 7 Teams (American Whist)

Number tables **clockwise**.

Use boards 1-28. Put four boards on each table. The same set of boards is used throughout.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of the first stanza, tell EWs to move up **two** tables. The boards do not move.

When a round ends (each table has played its set of boards) tell EWs to move the boards down one table and themselves down two tables. *If the move would bring EWs to their home table*, tell EWs to move the boards down **two** tables and themselves down **four**.

The first stanza ends after 2 rounds (during which, for example, EW1 play at T3, T6 after a double move). Tell EWs to return to their home tables. Players may score up.

At the start of the second stanza, tell EWs to move up **three** tables from their home table. The boards move down one table.

The second stanza ends after 4 rounds (during which, for example, EW1 play at T4, T2, T7, T5). Tell EWs to return to their home tables. Players may score up.

When you come to score in ScoreBridge, you need 'AW Down+SB R1-No board move'.

AW Down+SB R1-No board move Cancel

over

American Whist - Boards down 1 - EW down 2 + Score Break - Boards don't move on R1

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to 'N/S Order' Help

Start Positions			Score Sheet numbers													
Table	N S	E W	Bds. 1-4		Bds. 5-8		Bds. 9-12		Bds. 13-16		Bds. 17-20		Bds. 21-24		Bds. 25-28	
			N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W
1	1	1	1	6	2	7	3	1	4	2	5	3	6	4	7	5
2	2	2	6	1	7	2	1	3	2	4	3	5	4	6	5	7
3	3	3	5	2	6	3	7	4	1	5	2	6	3	7	4	1
4	4	4	4	3	5	4	6	5	7	6	1	7	2	1	3	2
5	5	5	3	4	4	5	5	6	6	7	7	1	1	2	2	3
6	6	6	2	5	3	6	4	7	5	1	6	2	7	3	1	4
7	7	7														



### 4.5 8 Teams (Stagger)

Number tables in **two parallel rows**, T1 beside T5, T2 beside T6, etc. Place a chair between each pair of tables (T1/T5, T2/T6, etc.). It is best if you move the boards when a round ends.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

For the first stanza use boards 1-16. Put boards **5-8** between T1/T5<sup>3</sup>, 9-12 between T2/T6, 13-16 between T3/T7, 1-4 between T4/T8. Tell EWs to move down two tables and start play.

When a round ends (each table has played its set of boards), tell EWs to move down two tables.

Move the boards down one (T1/T5 > T4/T8 > T3/T7 etc.) yourself.

The first stanza ends after 3 rounds (during which, for example, EW1 play at T7, T5, T3). Tell EWs to return to their home tables. Players may score up.

For the second stanza use boards 17-32. Put them out in the usual order (17-20 between T1/T5, etc.). Tell EWs to move down **one** table and start play.

The second stanza ends after 4 rounds (EW1 play at T8, T6, T4, T2). Tell EWs to return to their home tables. Players may score up.

Using the above means playing **28** boards. If you wish to play **25** boards, in the first stanza omit boards 8, 12, 16, 4. Note that the omitted boards should be *deleted* when you score in ScoreBridge – do *not* award averages.

When you come to score in ScoreBridge, you need '7R Stagger 28 or 25 boards'.

7R Stagger 28 or 25 boards Cancel

SET OUT BOARDS  
4 sets of 4 (or 3) boards on sharing tables for the first 3 rounds.

8 Tables 7 Rounds Stagger - 8t 7r p131

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to 'N/S Order' Help

Start Positions			Score Sheet numbers																
Table	N S	E W	Bds. 1-4		Bds. 5-8		Bds. 9-12		Bds. 13-16		Bds. 17-20		Bds. 21-24		Bds. 25-28		Bds. 29-32		
			N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	
1	1	3	4	6	1	3	2	4	3	5	1	2	2	3	3	4	4	4	5
2	2	4	8	2	5	7	6	8	7	1	5	6	6	7	7	8	8	8	1
3	3	5	3	7	4	8	1	5	2	6	4	7	1	4	2	5	3	6	
4	4	6	7	3	8	4	5	1	6	2	8	3	5	8	6	1	7	2	
5	5	7	2	8	3	1	4	2	1	7	3	8	4	1	1	6	2	7	
6	6	8	6	4	7	5	8	6	5	3	7	4	8	5	5	2	6	3	
7	7	1									2	1	3	2	4	3	1	8	
8	8	2									6	5	7	6	8	7	5	4	

<sup>3</sup> See ScoreBridge movement.



### 4.6 9 Teams (American Whist)

Number tables **clockwise**.

Use boards 1-27. Put three boards on each table. The same set of boards is used throughout.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of the first stanza, tell EWs to move up **four** tables. The boards do not move.

When a round ends (each table has played its set of boards), tell EWs to move the boards down one table and themselves down two tables. *If the move would bring EWs to their home table*, tell EWs to move the boards down **two** tables and themselves down **four**.

The first stanza ends after 4 rounds (during which, for example, EW1 play at T5, T3, T8 after a double move, T6). Tell EWs to return to their home tables. Players may score up.

At the start of the second stanza, tell EWs to move up **three** tables from their home table. The boards move down one table.

The second stanza ends after 4 rounds (during which, for example, EW1 play at T4, T2, T9, T7). Tell EWs to return to their home tables. Players may score up.

When you come to score in ScoreBridge, you need 'AW Down R1-No board move'.

AW Down+SB R1-No board move Cancel

American Whist - Boards down 1 - EW down 2 + Score Break - Boards don't move on R1

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to 'N/S Order' Help

Start Positions			Score Sheet numbers																	
Table	NS	EW	Bds. 1-3		Bds. 4-6		Bds. 7-9		Bds. 10-12		Bds. 13-15		Bds. 16-18		Bds. 19-21		Bds. 22-24		Bds. 25-27	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	1	1	1	6	2	7	3	8	4	9	5	1	6	2	7	3	8	4	9	5
2	2	2	9	7	1	8	2	9	3	1	4	2	5	3	6	4	7	5	8	6
3	3	3	7	9	8	1	9	2	1	3	2	4	3	5	4	6	5	7	6	8
4	4	4	6	1	7	2	8	3	9	4	1	5	2	6	3	7	4	8	5	9
5	5	5	5	2	6	3	7	4	8	5	9	6	1	7	2	8	3	9	4	1
6	6	6	4	3	5	4	6	5	7	6	8	7	9	8	1	9	2	1	3	2
7	7	7	3	4	4	5	5	6	6	7	7	8	8	9	9	1	1	2	2	3
8	8	8	2	5	3	6	4	7	5	8	6	9	7	1	8	2	9	3	1	4
9	9	9																		



## 4.7 10 Teams (Stagger)

Number tables in **two parallel rows**, T1 beside T6, T2 beside T7, etc. Place a chair between each pair of tables (T1/T6, T2/T7, etc.). It is best if you move the boards when a round ends.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

For the first stanza use boards 1-15. Put boards **4-6** between T1/T6<sup>4</sup>, 7-9 between T2/T7, 10-12 between T3/T8, 13-15 between T4/T9, 1-3 between T5/T10. Tell EWs to move down two tables and start play.

When a round ends (each table has played its set of boards), tell EWs to move down two tables. Move the boards down one (T1/T6 > T5/T10 > T4/T9 etc.) yourself.

The first stanza ends after 4 rounds (during which, for example, EW1 play at T9, T7, T5, T3). Tell EWs to return to their home tables. Players may score up.

For the second stanza use boards 16-30. Put them out in the usual order (16-30 between T1/T6, etc.). Tell EWs to move down **one** table and start play.

The second stanza ends after 5 rounds (EW1 play at T10, T8, T6, T4, T2). Tell EWs to return to their home tables. Players may score up.

Using the above means playing **27** boards. If you wish to play **23** boards, in the first stanza omit boards 6, 9, 12, 15, 3. Note that the omitted boards should be *deleted* when you score in ScoreBridge – do *not* award averages.

When you come to score in ScoreBridge, you need '9R Stagger 27 or 23 boards'.

9R Stagger 27 or 23 boards [Cancel] SET OUT BOARDS  
5 sets of 3 boards (or 2) on sharing tables for the first 4 rounds

10 Tables 9 Rounds Stagger - 10t 9r - EBU Manning

Are these the Start Positions and Score Sheet Pairings for your event? [Yes] [No] [Re-sequence to 'N/S Order'] [Help]

Start Positions			Score Sheet numbers																							
Table	N S	EW	Bds. 1-3		Bds. 4-6		Bds. 7-9		Bds. 10-12		Bds. 13-15		Bds. 16-18		Bds. 19-21		Bds. 22-24		Bds. 25-27		Bds. 28-30					
			N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW				
1	1	3	5	7	1	3	2	4	3	5	4	6	1	2	2	3	3	4	4	5	5	6				
2	2	4	10	2	6	8	7	9	8	10	9	1	6	7	7	8	8	9	9	10	10	1				
3	3	5	4	8	5	9	1	5	2	6	3	7	5	8	1	4	2	5	3	6	4	7				
4	4	6	9	3	10	4	6	10	7	1	8	2	10	3	6	9	7	10	8	1	9	2				
5	5	7	3	9	4	10	5	1	1	7	2	8	4	9	5	10	1	6	2	7	3	8				
6	6	8	8	4	9	5	10	6	6	2	7	3	9	4	10	5	6	1	7	2	8	3				
7	7	9	2	10	3	1	4	2	5	3	1	9	3	10	4	1	5	2	1	8	2	9				
8	8	10	7	5	8	6	9	7	10	8	6	4	8	5	9	6	10	7	6	3	7	4				
9	9	1											2	1	3	2	4	3	5	4	1	10				
10	10	2											7	6	8	7	9	8	10	9	6	5				

<sup>4</sup> See ScoreBridge movement.



### 4.8 11 Teams (American Whist)

Number tables **clockwise**.

Use boards 1-**33**. Put three boards on each table. The same set of boards is used throughout.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of the first stanza, tell EWs to move up **four** tables. The boards do not move.

When a round ends (each table has played its set of boards), tell EWs to move the boards down one table and themselves down two tables. *If the move would bring EWs to their home table*, tell EWs to move the boards down **two** tables and themselves down **four**.

The first stanza ends after 4 rounds (during which, for example, EW1 play at T5, T3, T10 after a double move, T8). Tell EWs to return to their home tables. Players may score up.

At the start of the second stanza, remove the highest numbered board from each table<sup>5</sup>. Tell EWs to move up **five** tables from their home table. The boards move down one table (16-18 on T1).

The second stanza ends after 6 rounds (during which, for example, EW1 play at T6, T4, T2, T9, T7, T5).

Tell EWs to return to their home tables. Players may score up.

Note that the boards you removed should be *deleted* when you score in ScoreBridge – do *not* award averages.

When you come to score in ScoreBridge, you need 'AW Down R1-No board move'.

AW Down+SB R1-No board move Cancel

American Whist - Boards down 1 - EW down 2 + Score Break - Boards don't move on R1

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to 'N/S Order' Help

Start Positions			Score Sheet numbers																							
Table	NS	EW	Bds. 1-3		Bds. 4-6		Bds. 7-9		Bds. 10-12		Bds. 13-15		Bds. 16-18		Bds. 19-21		Bds. 22-24		Bds. 25-27		Bds. 28-30		Bds. 31-33			
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW		
1	1	1	1	8	2	9	3	10	4	11	5	1	6	2	7	3	8	4	9	5	10	6	11	7		
2	2	2	11	9	1	10	2	11	3	1	4	2	5	3	6	4	7	5	8	6	9	7	10	8		
3	3	3	9	11	10	1	11	2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10		
4	4	4	8	1	9	2	10	3	11	4	1	5	2	6	3	7	4	8	5	9	6	10	7	11		
5	5	5	7	2	8	3	9	4	10	5	11	6	1	7	2	8	3	9	4	10	5	11	6	1		
6	6	6	6	3	7	4	8	5	9	6	10	7	11	8	1	9	2	10	3	11	4	1	5	2		
7	7	7	5	4	6	5	7	6	8	7	9	8	10	9	11	10	1	11	2	1	3	2	4	3		
8	8	8	4	5	5	6	6	7	7	8	8	9	9	10	10	11	1	1	2	2	3	3	4	4		
9	9	9	3	6	4	7	5	8	6	9	7	10	8	11	9	1	10	2	11	3	1	4	2	5		
10	10	10	2	7	3	8	4	9	5	10	6	11	7	1	8	2	9	3	10	4	11	5	1	6		
11	11	11																								

[This 10R movement can also be used with 12 teams, in place of the 13R Stagger. Each team meets only 10 of its 11 opponents.]

<sup>5</sup> Otherwise you would have to play **30** boards.





### 4.9 12 Teams (Stagger)

Number tables in **two parallel rows**, T1 beside T7, T2 beside T8, etc. Place a chair between each pair of tables (T1/T7, T2/T8, etc.). It is best if you move the boards when a round ends.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

For the first stanza use boards 1-12. Put boards **3-4** between T1/T7<sup>6</sup>, 5-6 between T2/T8, 7-8 between T3/T9, 9-10 between T4/T10, 11-12 between T5/T11, 1-3 between T6/T12. Tell EWs to move down two tables and start play.

When a round ends (each table has played its set of boards), tell EWs to move down two tables. Move the boards down one (T1/T7 > T6/T12 > T5/T11 etc.) yourself.

The first stanza ends after 5 rounds (during which, for example, EW1 play at T11, T9, T7, T5, T3). Tell EWs to return to their home tables. Players may score up.

For the second stanza use boards 13-24. Put them out in the usual order (13-14 between T1/T7, etc.). Tell EWs to move down **one** table and start play.

The second stanza ends after 6 rounds (EW1 play at T12, T10, T8, T6, T4, T2). Tell EWs to return to their home tables. Players may score up.

Using the above means playing **22** boards. If you wish to play **24** boards, use the movement for 11 teams (see 4.8) *but* note that each team meets only 10 of its 11 opponents.

When you come to score in ScoreBridge, you need '11R Stagger 27 or 22 boards'.

The screenshot shows the ScoreBridge software interface. At the top, there is a dialog box titled "11R Stagger 27 or 22 boards" with a "Cancel" button. Below it, a window titled "12 Tables 11 Rounds 12t 11r - Stagger" is open. The window contains a question: "Are these the Start Positions and Score Sheet Pairings for your event?" with "Yes", "No", "Re-sequence to 'N/S Order'", and "Help" buttons. Below the question is a "Score Sheet numbers" table.

Table	NS		EW		Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24				
	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW			
1	1	3	6	8	1	3	2	4	3	5	4	6	5	7	1	2	2	3	3	4	4	5	5	6	6	6	7				
2	2	4	12	2	7	9	8	10	9	11	10	12	11	1	7	8	8	9	9	10	10	11	11	12	12	1					
3	3	5	5	9	6	10	1	5	2	6	3	7	4	8	6	9	1	4	2	5	3	6	4	7	5	8					
4	4	6	11	3	12	4	7	11	8	12	9	1	10	2	12	3	7	10	8	11	9	12	10	1	11	2					
5	5	7	10	4	10	5	11	6	12	1	7	2	8	3	9	5	10	6	11	1	6	2	7	3	8	4	9				
6	6	8	7	7	7	9	10	4	11	5	12	6	7	1	8	2	9	3	11	4	12	5	7	12	8	1	9	2	10	3	
7	7	9	8	3	11	4	12	5	1	6	2	1	9	2	10	4	11	5	12	6	1	1	8	2	9	3	10				
8	8	10	9	5	10	6	11	7	12	8	7	3	8	4	10	5	11	6	12	7	7	2	8	3	9	4					
9	9	11	10	10	12	3	1	4	2	5	3	6	4	1	11	3	12	4	1	5	2	6	3	1	10	2	11				
10	10	12	11	11	1	8	6	9	7	10	8	11	9	12	10	7	5	9	6	10	7	11	8	12	9	7	4	8	5		
11	11	1																													
12	12	2																													

<sup>6</sup> See ScoreBridge movement.



### 4.10 13 Teams (American Whist)

Number tables **clockwise**.

Use boards 1-26. Put two boards on each table. The same set of boards is used throughout.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of the first stanza, tell EWs to move up **six** tables. The boards do not move (1-2 on T1).

When a round ends (each table has played its set of boards), tell EWs to move the boards down one table and themselves down two tables. *If the move would bring EWs to their home table*, tell EWs to move the boards down **two** tables and themselves down **four**.

The first stanza ends after 6 rounds (during which, for example, EW1 play at T7, T5, T3, T12 after a double move, T10, T8). Tell EWs to return to their home tables. Players may score up.

At the start of the second stanza, tell EWs to move up **five** tables from their home table. The boards move down one table (15-16 on T1).

The second stanza ends after 6 rounds (during which, for example, EW1 play at T6, T4, T2, T13, T11, T9). Tell EWs to return to their home tables. Players may score up.

When you come to score in ScoreBridge, you need 'AW Down R1-No board move'.

Table	Start Positions		Score Sheet numbers																									
	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24		Bds. 25-26	
1	1	1	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
2	2	2	1	8	2	9	3	10	4	11	5	12	6	13	7	1	8	2	9	3	10	4	11	5	12	6	13	7
3	3	3	13	9	1	10	2	11	3	12	4	13	5	1	6	2	7	3	8	4	9	5	10	6	11	7	12	8
4	4	4	12	10	13	11	1	12	2	13	3	1	4	2	5	3	6	4	7	5	8	6	9	7	10	8	11	9
5	5	5	10	12	11	13	12	1	13	2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10	9	11
6	6	6	9	13	10	1	11	2	12	3	13	4	1	5	2	6	3	7	4	8	5	9	6	10	7	11	8	12
7	7	7	8	1	9	2	10	3	11	4	12	5	13	6	1	7	2	8	3	9	4	10	5	11	6	12	7	13
8	8	8	7	2	8	3	9	4	10	5	11	6	12	7	13	8	1	9	2	10	3	11	4	12	5	13	6	1
9	9	9	6	3	7	4	8	5	9	6	10	7	11	8	12	9	13	10	1	11	2	12	3	13	4	1	5	2
10	10	10	5	4	6	5	7	6	8	7	9	8	10	9	11	10	12	11	13	12	1	13	2	1	3	2	4	3
11	11	11	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	1	1	2	2	3	3	4
12	12	12	3	6	4	7	5	8	6	9	7	10	8	11	9	12	10	13	11	1	12	2	13	3	1	4	2	5
13	13	13	2	7	3	8	4	9	5	10	6	11	7	12	8	13	9	1	10	2	11	3	12	4	13	5	1	6

[This 12R movement can also be used with 14 teams, in place of the 13R Stagger. Each team meets only 12 of its 13 opponents.]



### 4.11 14 Teams (Stagger)

Number tables in **two parallel rows**, T1 beside T8, T2 beside T9, etc. Place a chair between each pair of tables (T1/T8, T2/T9, etc.). It is best if you move the boards when a round ends.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

For the first stanza use boards 1-14. Put boards **3-4** between T1/T8<sup>7</sup>, 5-6 between T2/T9, 7-8 between T3/T10, 9-10 between T4/T11, 11-12 between T5/T12, 13-14 between T6/T13, 1-2 between T7/T12. Tell EWs to move down two tables and start play.

When a round ends (each table has played its set of boards), tell EWs to move down two tables. Move the boards down one (T1/T8 > T7/T14 > T6/T13 etc.) yourself.

The first stanza ends after 6 rounds (during which, for example, EW1 play at T13, T11, T9, T7, T5, T3). Tell EWs to return to their home tables. Players may score up.

For the second stanza use boards 15-28. Put them out in the usual order (15-16 between T1/T8, etc.). Tell EWs to move down **one** table and start play.

The second stanza ends after 7 rounds (EW1 play at T14, T12, T10, T8, T6, T4, T2). Tell EWs to return to their home tables. Players may score up.

Using the above means playing **26** boards. If you wish to play **24** boards, use the movement for 13 teams (see 4.10) *but* note that each team meets only 12 of its 13 opponents.

When you come to score in ScoreBridge, you need '13R Stagger 26 boards'.

The screenshot shows a software window titled '13R Stagger 26 boards'. At the top, there are buttons for '13R Stagger 26 boards' and 'Cancel'. Below the title bar, there is a question: 'Are these the Start Positions and Score Sheet Pairings for your event?' with 'Yes', 'No', 'Re-sequence to Order Played', and 'Help' buttons. The main area contains two tables:

Start Positions			Score Sheet numbers																													
Table	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24		Bds. 25-26		Bds. 27-28			
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	1	3																														
2	2	4	2	14	1	3	1	5	1	7	1	9	1	11	1	13	1	2	1	4	1	6	1	8	1	10	1	12	1	14		
3	3	5	3	13	3	1	2	4	2	6	2	8	2	10	2	12	2	1	2	3	2	5	2	7	2	9	2	11	2	13		
4	4	6	4	12	4	14	4	2	3	5	3	7	3	9	3	11	3	14	3	2	3	4	3	6	3	8	3	10	3	12		
5	5	7	5	11	5	13	5	1	5	3	4	6	4	8	4	10	4	13	4	1	4	3	4	5	4	7	4	9	4	11		
6	6	8	6	10	6	12	6	14	6	2	6	4	5	7	5	9	5	12	5	14	5	2	5	4	5	6	5	8	5	10		
7	7	9	7	9	7	11	7	13	7	1	7	3	7	5	6	8	6	11	6	13	6	1	6	3	6	5	6	7	6	9		
8	8	10	8	7	8	10	8	12	8	14	8	2	8	4	8	6	7	10	7	12	7	14	7	2	7	4	7	6	7	8		
9	9	11	9	6	10	8	9	11	9	13	9	1	9	3	9	5	8	9	8	11	8	13	8	1	8	3	8	5	8	7		
10	10	12	10	5	11	7	11	9	10	12	10	14	10	2	10	4	9	8	9	10	9	12	9	14	9	2	9	4	9	6		
11	11	13	11	4	12	6	12	8	12	10	11	13	11	1	11	3	10	7	10	9	10	11	10	13	10	1	10	3	10	5		
12	12	14	12	3	13	5	13	7	13	9	13	11	12	14	12	2	11	6	11	8	11	10	11	12	11	14	11	2	11	4		
13	13	1	13	2	14	4	14	6	14	8	14	10	14	12	13	1	12	5	12	7	12	9	12	11	12	13	12	1	12	3		
14	14	2															13	4	13	6	13	8	13	10	13	12	13	14	13	2		
																	14	3	14	5	14	7	14	9	14	11	14	13	14	1		

<sup>7</sup> See ScoreBridge movement.



### 4.12 15 Teams (American Whist)

Number tables **clockwise**.

Use boards 1-30. Put two boards on each table. The same set of boards is used throughout.

The movement is played in two stanzas, each stanza being a complete set of matches.

Take the refreshment break between stanzas.

At the start of the first stanza, tell EWs to move up **six** tables. The boards do not move (1-2 on T1).

When a round ends (each table has played its set of boards), tell EWs to move the boards down one table and themselves down two tables. *If the move would bring EWs to their home table*, tell EWs to move the boards down **two** tables and themselves down **four**.

The first stanza ends after 6 rounds (during which, for example, EW1 play at T7, T5, T3, T14 after a double move, T12, T10). Tell EWs to return to their home tables. Players may score up.

At the start of the second stanza, remove the highest numbered board from each table. Tell EWs to move up **seven** tables from their home table. The boards move down one table (15-16 on T1).

The second stanza ends after 6 rounds (during which, for example, EW1 play at T8, T6, T4, T2, T15, T13). Tell EWs to return to their home tables. Players may score up.

Note that each team meets just 12 of its 14 opponents.

Note that the boards you removed should be *deleted* when you score in ScoreBridge – do *not* award averages.

When you come to score in ScoreBridge, you need 'AW Down R1-No board move'.

American Whist - Boards down 1 - EW down 2 + Score Break - Boards don't move on R1

Are these the Start Positions and Score Sheet Pairings for your event?

Start Positions			Score Sheet numbers																														
Table	N S	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24		Bds. 25-26		Bds. 27-28		Bds. 29-30		
			N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	N S	EW	
1	1	1	1	10	2	11	3	12	4	13	5	14	6	15	7	1	8	2	9	3	10	4	11	5	12	6	13	7	14	8	15	9	
2	2	2	15	11	1	12	2	13	3	14	4	15	5	1	6	2	7	3	8	4	9	5	10	6	11	7	12	8	13	9	14	10	
3	3	3	14	12	15	13	1	14	2	15	3	1	4	2	5	3	6	4	7	5	8	6	9	7	10	8	11	9	12	10	13	11	
4	4	4	12	14	13	15	14	1	15	2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10	9	11	10	12	11	13	
5	5	5	11	15	12	1	13	2	14	3	15	4	1	5	2	6	3	7	4	8	5	9	6	10	7	11	8	12	9	13	10	14	
6	6	6	10	1	11	2	12	3	13	4	14	5	15	6	1	7	2	8	3	9	4	10	5	11	6	12	7	13	8	14	9	15	
7	7	7	9	2	10	3	11	4	12	5	13	6	14	7	15	8	1	9	2	10	3	11	4	12	5	13	6	14	7	15	8	1	
8	8	8	8	3	9	4	10	5	11	6	12	7	13	8	14	9	15	10	1	11	2	12	3	13	4	14	5	15	6	1	7	2	
9	9	9	7	4	8	5	9	6	10	7	11	8	12	9	13	10	14	11	15	12	1	13	2	14	3	15	4	1	5	2	6	3	
10	10	10	6	5	7	6	8	7	9	8	10	9	11	10	12	11	13	12	14	13	15	14	1	15	2	1	3	2	4	3	5	4	
11	11	11	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	1	1	2	2	3	3	4	4	5	
12	12	12	4	7	5	8	6	9	7	10	8	11	9	12	10	13	11	14	12	15	13	1	14	2	15	3	1	4	2	5	3	6	
13	13	13	3	8	4	9	5	10	6	11	7	12	8	13	9	14	10	15	11	1	12	2	13	3	14	4	15	5	1	6	2	7	
14	14	14	2	9	3	10	4	11	5	12	6	13	7	14	8	15	9	1	10	2	11	3	12	4	13	5	14	6	15	7	1	8	
15	15	15																															



### 5 CLUB STANDARD PAIRS MOVEMENTS

#### 5.1 3 Tables (Howell)

Number the tables **clockwise**. Place a table centrally to receive the boards.

Put out the 3 Table '5 Round Howell' movement cards.

Seat any player who needs to be stationary NS at T1 (pair 6), as this is the only stationary pair.

Tell players to take their pair numbers from the table cards.

Use boards 1-25 (5 sets of 5). Put a set on each table.

When a round ends (each table has played its set of boards)

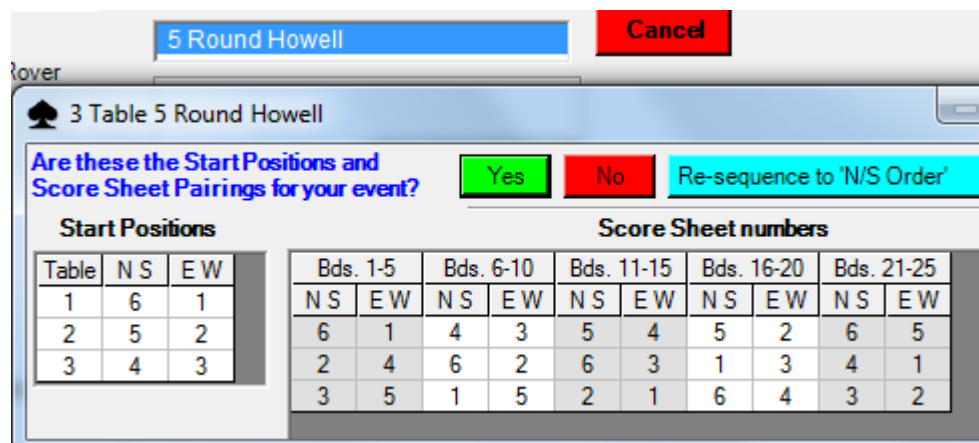
Tell moving pairs to move as instructed by the movement card on their table. Ask them to return the boards played to the central table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

Tell players to collect the boards they need from the central table.

On the last round, all three tables share boards 21-25.

When you come to score in ScoreBridge, you need '5 Round Howell'.





## 5.2 3½ or 4 Tables (Howell)

Number the tables **clockwise**. You need relay tables between T1/T2 and T4/T1.

Put out the 4 Table '7 Round Howell' movement cards.

Seat any player who needs to be stationary NS at T4 (pair 8), as this is the only stationary pair.

With a ½ table, start with an EW sit-out (NS 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-28 (7 sets of 4). Put a set on each table including the relay T1/T2 (5-8) and the remainder (21-28) on the relay T4/T1.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '7R Howell Pairs 3-6 at T1'.

7R Howell Pairs 3-6 at T1  
Mitchell Share & Relay

Cancel

4 Table 7 Round Howell

Are these the Start Positions and Score Sheet Pairings for your event?

Start Positions			Score Sheet numbers													
Table	N S	E W	Bds. 1-4		Bds. 5-8		Bds. 9-12		Bds. 13-16		Bds. 17-20		Bds. 21-24		Bds. 25-28	
			N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W
1	3	6	3	6	4	7	7	2	5	4	8	1	8	2	8	3
2	7	2	8	4	8	5	5	1	1	3	6	5	7	6	1	7
3	5	4	2	1	3	2	8	6	6	2	2	4	3	5	4	6
4	8	1	5	7	6	1	4	3	8	7	7	3	1	4	2	5



### 5.3 4½ or 5 Tables (Howell)

Number the tables **clockwise**. You need a relay table between T5/T1.

Put out the 5 Table '9 Round Howell' movement cards.

Seat any player who needs to be stationary NS at T3 (pair 10), as this is the only stationary pair.

With a ½ table, start with a NS sit-out (EW 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-27 (9 sets of 3). Put a set on each table and the remainder (16-27) on the relay T5/T1.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '9R Howell Pairs 2-4 at T1'.

Start Positions			Score Sheet numbers																	
Table	NS	EW	Bds. 1-3		Bds. 4-6		Bds. 7-9		Bds. 10-12		Bds. 13-15		Bds. 16-18		Bds. 19-21		Bds. 22-24		Bds. 25-27	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	2	4	2	4	8	7	10	1	6	3	9	5	1	6	2	7	3	8	4	9
2	8	7	5	1	3	5	9	8	10	2	7	4	8	5	9	6	1	7	2	8
3	10	1	3	9	6	2	4	6	1	9	10	3	10	4	10	5	10	6	10	7
4	6	3	10	8	4	1	7	3	5	7	2	1	3	2	4	3	5	4	6	5
5	9	5	7	6	10	9	5	2	8	4	6	8	7	9	8	1	9	2	1	3

### 5.4 5 Full Tables only (Mitchell)

Do *not* use with 4½ Tables (there is too long a sit-out).

Number the tables **clockwise**.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-25 (5 sets of 5). Put a set on each table.

When a round ends (each table has played its set of boards)

EWs move **up** one table

Boards move **down** one table.

The session ends after 5 rounds.

When you come to score in ScoreBridge, you need 'Mitchell'.



## 5.5 5½ or 6 Tables (Howell)

Number the tables **clockwise**. You need relay tables between T1/T2, T4/T5, T6/T1.

Put out the 6 Table '9 Round ¾ Howell' movement cards.

Seat any player who needs to be stationary NS at either T4 (pair 10) or T5 (pair 11), as these are the only stationary pairs.

With a ½ table, start with an EW sit-out ('ghost' NS). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-27 (9 sets of 3). Put a set on each table including the relays T1/T2 (4-6), T4/T5 (16-18), T6/T1 (25-27).

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '9R =Howell Pairs 5-8 at T1'.

Start Positions			Score Sheet numbers																	
Table	NS	EW	Bds. 1-3		Bds. 4-6		Bds. 7-9		Bds. 10-12		Bds. 13-15		Bds. 16-18		Bds. 19-21		Bds. 22-24		Bds. 25-27	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	5	8	5	8	6	9	3	2	9	7	10	6	10	7	11	4	12	1	12	2
2	3	2	3	12	12	4	7	1	4	3	1	8	2	9	10	8	11	5	11	6
3	9	7	11	7	11	8	12	5	8	2	5	4	6	5	3	1	10	9	10	1
4	10	6	10	2	10	3	11	9	6	12	9	3	1	4	7	6	4	2	5	3
5	11	4	6	4	7	5	10	4	11	1	12	7	12	8	2	5	8	7	9	8
6	12	1	1	9	2	1	8	6	10	5	11	2	11	3	9	12	3	6	4	7

## 5.6 6 Full Tables only (Mitchell S&R)

Do *not* use with 5½ Tables (there is too long a sit-out).

Number the tables **clockwise**. You need a relay table between T3/T4. T1 & T6 share boards.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-24 (6 sets of 4).

Put one set (1-4) between T1 and T6 (which share boards).

Put a set on each of tables including the T3/T4 relay (13-16).

A round ends when each table has played its two boards. Then

EWs move **up** one table

Boards move **down** one table.

The session ends after 6 rounds.

When you come to score in ScoreBridge, you need 'Mitchell Share & Relay'.





## 5.7 6½ or 7 Tables (Howell)

Number the tables **clockwise**. You need a relay table between T7/T1.

Put out the 7 Table '12 Round ¾ Howell' movement cards.

Seat any player who needs to be stationary NS at either T1 (pair 13) or T7 (pair 14), as these are the only stationary pairs.

With a ½ table, start with a NS sit-out (EW 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-24 (12 sets of 2). Put a set on each table and the remainder (15-24) on the T7/T1 relay.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '12R =Howell Pairs 13-1 at T1'.

12R =Howell Pairs 13-1 at T1 [Cancel]

Rover Mitchell

7 Table 12 Rounds 3/4 Howell - EBU Manning

Are these the Start Positions and Score Sheet Pairings for your event? [Yes] [No] [Re-sequence to 'N/S Order'] [Help]

Start Positions			Score Sheet numbers																							
Table	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	13	1	13	1	7	8	11	4	2	6	9	12	5	3	14	10	14	11	14	12	14	1	14	2	14	3
2	7	8	14	4	13	2	8	9	12	5	3	7	10	1	6	4	7	5	8	6	9	7	10	8	11	9
3	11	4	12	10	14	5	13	3	9	10	1	6	4	8	11	2	12	3	1	4	2	5	3	6	4	7
4	2	6	5	8	1	11	14	6	13	4	10	11	2	7	5	9	6	10	7	11	8	12	9	1	10	2
5	9	12	11	3	6	9	2	12	14	7	13	5	11	12	3	8	4	9	5	10	6	11	7	12	8	1
6	5	3	9	2	12	4	7	10	3	1	14	8	13	6	12	1	1	2	2	3	3	4	4	5	5	6
7	14	10	6	7	10	3	1	5	8	11	4	2	14	9	13	7	13	8	13	9	13	10	13	11	13	12

## 5.8 7 Full Tables only (Mitchell)

Do *not* use with 6½ Tables (there is too long a sit-out).

Number the tables **clockwise**.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-28 (7 sets of 4). Put a set on each table.

When a round ends (each table has played its set of boards)

EWs move **up** one table

Boards move **down** one table.

The session ends after 7 rounds.

When you come to score in ScoreBridge, you need 'Mitchell'.



## 5.9 7½ or 8 Tables (Howell)

Number the tables **clockwise**. You need a relay table between T8/T1.

Put out the 8 Table '12 Round ¾ Howell' movement cards.

Seat any player who needs to be stationary NS at any of T3 (pair 13) or T6 (pair 14) or T7 (pair 15) or T8 (pair 16).

With a ½ table, start with an EW sit-out (NS 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-24. Put a set on each table and the remainder (17-24) on the T8/T1 relay.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '12R =Howell Pairs 9-10 at T1'.

## 5.10 8 Full Tables only (Mitchell S&R)

Do *not* use with 7½ Tables (there is an unnecessarily long sit-out).

Number the tables **clockwise**. You need a relay table between T4/T5. T1 & T8 share boards.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-24 (8 sets of 3).

Put the first set (1-3) between T1 and T8 (which share boards).

Put a set on each table including the T4/T5 relay (13-15).

When a round ends (each table has played its set of boards)

EWs move **up** one table

Boards move **down** one table.

The session ends after 8 rounds.

When you come to score in ScoreBridge, you need 'Mitchell Share & Relay'.



### 5.11 8½ or 9 Tables (Howell)

Number the tables **clockwise**. You need a relay table between T9/T1.

Put out the 9 Table '12 Round ¾ Howell' movement cards.

Seat any player who needs to be stationary NS at any table *other than* T2, T5, T8.

With a ½ table, start with a NS sit-out (EW 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-24 (12 sets of 2). Put a set on each table and the remainder (19-24) on the T9/T1 relay.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '12 Round Howell' (which has Pairs 9-10 at T1).

Are these the Start Positions and Score Sheet Pairings for your event?

Start Positions			Score Sheet numbers																							
Table	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	13	1	13	1	8	4	14	10	15	5	2	9	16	11	17	3	7	6	18	12	18	1	18	2	18	3
2	8	4	18	4	13	2	9	5	14	11	15	6	3	10	16	12	17	4	8	7	9	8	10	9	11	10
3	14	10	12	11	18	5	13	3	10	6	14	12	15	7	4	11	16	1	17	5	17	6	17	7	17	8
4	15	5	17	9	1	12	18	6	13	4	11	7	14	1	15	8	5	12	16	2	16	3	16	4	16	5
5	2	9	16	6	17	10	2	1	18	7	13	5	12	8	14	2	15	9	6	1	7	2	8	3	9	4
6	16	11	10	5	16	7	17	11	3	2	18	8	13	6	1	9	14	3	15	10	15	11	15	12	15	1
7	17	3	15	2	11	6	16	8	17	12	4	3	18	9	13	7	2	10	14	4	14	5	14	6	14	7
8	7	6	14	8	15	3	12	7	16	9	1	17	5	4	18	10	13	8	3	11	4	12	5	1	6	2
9	18	12	7	3	9	14	15	4	1	8	10	16	2	17	6	5	11	18	13	9	13	10	11	13	12	13

### 5.12 9 Full Tables only (Mitchell)

Do *not* use with 8½ Tables (there is an unnecessarily long sit-out).

Number the tables **clockwise**.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-27 (9 sets of 3). Put a set on each table.

When a round ends (each table has played its set of boards)

EWs move **up** one table

Boards move **down** one table.

The session ends after 9 rounds.

When you come to score in ScoreBridge, you need 'Mitchell'.



### 5.13 9½ Tables only (Howell)

Number the tables **clockwise**. You need a relay table between T10/T1.

Put out the 10 Table '12 Round ¾ Howell' movement cards.

Seat any player who needs to be stationary NS at any *other than* T1, T4.

With a ½ table, start with an EW sit-out (NS 'ghost'). Tell players which pair is the 'ghost'.

Tell players to take their pair numbers from the table cards.

Use boards 1-24 (12 sets of 2). Put a set on each table and the remainder (21-24) on the T10/T1 relay.

When a round ends (each table has played its set of boards)

The boards move down one table.

Tell moving pairs to move as instructed by the movement card on their table.

If the move requires them to change orientation, those who started the session as N move into the W seat and those who started as E move into the N seat.

When you come to score in ScoreBridge, you need '12 Round Howell' (which has Pairs 1-2 at T1).

The screenshot shows the ScoreBridge software interface. At the top, there are buttons for '12 Round Howell', '12R Blackpool', and 'Cancel'. Below that, a question asks 'Are these the Start Positions and Score Sheet Pairings for your event?' with 'Yes', 'No', 'Re-sequencing to N/S Order', and 'Help' buttons.

**Start Positions**

Table	NS	EW
1	1	2
2	13	9
3	14	6
4	8	3
5	15	10
6	16	12
7	17	5
8	18	4
9	19	11
10	20	7

**Score Sheet numbers**

Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	2	13	9	14	6	8	3	15	10	16	12	17	5	18	4	19	11	20	7	20	8	20	9
20	10	2	3	13	10	14	7	9	4	15	11	16	1	17	6	18	5	19	12	19	1	19	2
19	3	20	11	3	4	13	11	14	8	10	5	15	12	16	2	17	7	18	6	18	7	18	8
18	9	19	4	20	12	4	5	13	12	14	9	11	6	15	1	16	3	17	8	17	9	17	10
17	11	18	10	19	5	20	1	5	6	13	1	14	10	12	7	15	2	16	4	16	5	16	6
16	7	17	12	18	11	19	6	20	2	6	7	13	2	14	11	1	8	15	3	15	4	15	5
15	6	16	8	17	1	12	18	7	19	20	3	7	8	13	3	14	12	2	9	3	10	4	11
5	12	15	7	16	9	17	2	1	18	8	19	20	4	8	9	13	4	14	1	14	2	14	3
14	4	6	1	15	8	16	10	3	17	2	18	9	19	20	5	9	10	13	5	13	6	13	7
8	13	5	14	7	2	9	15	11	16	4	17	3	18	10	19	6	20	10	11	11	12	12	1



### 5.14 10 Full Tables only (Blackpool)

Do *not* use with 9½ tables (some pairs sit out twice).

Number the tables **clockwise**. It is best to have two rows each of five tables with T1 opposite T10, etc..

You need relay tables between T5/T6 and T10/T1.

Tell players to take their pair numbers from the table numbers.

Use boards 1-24 (12 sets of 2). Put a set on each table including the relays T5/T6 (11-12), T10/T1 (23-24).

A round ends when each table has played its set of boards. At the end of each of the first 10 rounds

The boards move down one table.

EWs move up one table. (For the 11<sup>th</sup> round they are back at their starting table).

At the end of the 11<sup>th</sup> round

The boards move down one table.

EWs swap tables across the room (T1 with T10, T2 with T9, etc.).

The session ends after 12 rounds.

Note that pairs play two other pairs twice.

When you come to score in ScoreBridge, you need '12 Round Blackpool'.

12 Round Howell Cancel

12R Blackpool

Bds. 19-20 Bds. 21-22 Bds. 23-24  
NS EW NS EW NS EW

10 Table 12 Rounds Blackpool

Are these the Start Positions and Score Sheet Pairings for your event? Yes No Re-sequence to N/S Order Help

Start Positions			Score Sheet numbers																							
Table	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	1	1	1	1	2	2	3	3	4	4	5	5	5	4	6	6	7	7	8	8	9	9	10	10	10	9
2	2	2	10	8	1	10	2	1	3	2	4	3	4	2	5	3	6	5	7	6	8	7	9	8	9	7
3	3	3	9	6	10	7	1	9	2	10	3	1	3	10	4	1	5	2	6	4	7	5	8	6	8	5
4	4	4	8	4	9	5	10	6	1	8	2	9	2	8	3	9	4	10	5	1	6	3	7	4	7	3
5	5	5	7	2	8	3	9	4	10	5	1	7	1	6	2	7	3	8	4	9	5	10	6	2	6	1
6	6	6	6	10	7	1	8	2	9	3	10	4	10	3	1	5	2	6	3	7	4	8	5	9	5	8
7	7	7	5	7	6	9	7	10	8	1	9	2	9	1	10	2	1	4	2	5	3	6	4	7	4	6
8	8	8	4	5	5	6	6	8	7	9	8	10	8	9	9	10	10	1	1	3	2	4	3	5	3	4
9	9	9	3	3	4	4	5	5	6	7	7	8	7	7	8	8	9	9	10	10	1	2	2	3	2	2
10	10	10	2	9	3	8	4	7	5	6	6	6	6	5	7	4	8	3	9	2	10	1	1	1	1	10



## 5.15 10½ Tables only (Hesitation Mitchell)

Number the tables **clockwise**. You need a relay table between T5/T6.

Start with an **EW** sit-out at any table *other than* T11, and tell players at which table this occurs.

*Optionally, put out the 10½ Table '12 Round Hesitation Mitchell' movement cards (they are not essential).*

Use boards 1-24 (12 sets of 2). Put a set on each table including the relay T5/T6 (11-12).

Tell NSs to take their pair numbers from the table numbers and **EWs to add 11** to their table numbers.

Pairs 1-10 remain stationary. Pairs 11-22 move as follows:

Pair 11 plays R1 as NS and then moves to T1 EW for R2 (the player who was N takes the E seat). Thereafter they move up one table as EW.

Pairs 12-22 move up one table as EW until they arrive at T11. At T11 they play one round as EW and the next as NS (the player who was E takes the N seat). They then move to T1 EW (the player who was N takes the E seat). Thereafter they move up one table as EW.

The session ends after 12 rounds.

When you come to score in ScoreBridge, you need '12 Round Hes Mitchell'.

12 Round Hes Mitchell  
12R Blackpool

Cancel

SET OUT BOARDS  
12 sets

11 Table 12 Round - Hesitation Mitchell - EBU Manning

Are these the Start Positions and Score Sheet Pairings for your event?

Start Positions			Score Sheet numbers																							
Table	NS	EW	Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
			NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	1	12	1	12	2	13	3	14	4	15	5	16	5	15	6	17	7	18	8	19	9	20	10	21	11	22
2	2	13	22	21	1	11	2	12	3	13	4	14	4	13	5	14	6	16	7	17	8	18	9	19	10	20
3	3	14	10	19	21	20	1	22	2	11	3	12	3	11	4	12	5	13	6	15	7	16	8	17	9	18
4	4	15	9	17	10	18	20	19	1	21	2	22	2	21	3	22	4	11	5	12	6	14	7	15	8	16
5	5	16	8	15	9	16	10	17	19	18	1	20	1	19	2	20	3	21	4	22	5	11	6	13	7	14
6	6	17	7	13	8	14	9	15	10	16	18	17	17	16	1	18	2	19	3	20	4	21	5	22	6	12
7	7	18	6	11	7	12	8	13	9	14	10	15	10	14	16	15	1	17	2	18	3	19	4	20	5	21
8	8	19	5	20	6	22	7	11	8	12	9	13	9	12	10	13	15	14	1	16	2	17	3	18	4	19
9	9	20	4	18	5	19	6	21	7	22	8	11	8	22	9	11	10	12	14	13	1	15	2	16	3	17
10	10	21	16	3	17	4	5	18	6	20	7	21	7	20	21	8	22	9	11	10	13	12	14	1	15	2
11	11	22	14	2	15	3	16	4	17	5	6	19	18	6	19	7	20	8	21	9	22	10	12	11	13	1



### 5.16 11 Full Tables only (Blackpool)

Do *not* use with 10½ tables (some pairs sit out twice).

Number the tables **clockwise**. You need a relay table between T11/T1.

Tell players to take their pair numbers from the table numbers.

Use boards 1-**26** (13 sets of 2). Put a set on each table and the remainder (23-26) on the relay T11/T1.

A round ends when each table has played its set of boards. At the end of each of the first 11 rounds

The boards move down one table.

EWs move up one table. (For the 12<sup>th</sup> round they are back at their starting table).

The session ends after 12 rounds.

Note that pairs play one other pair twice.

When you come to score in ScoreBridge, you need '12 Round Blackpool'.

The screenshot shows the ScoreBridge interface for a 12 Round Blackpool event. At the top, there are buttons for 'Cancel', 'Yes', 'No', 'Re-sequence to 'N/S Order'', and 'Help'. Below this is a 'Start Positions' table and a 'Score Sheet numbers' grid.

Table	N S	E W
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11

Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24		Bds. 25-26			
N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W	N S	E W
1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	11	10	11	9		
11	8	1	11	2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8	10	9	10	8	10	7		
10	6	11	7	1	10	2	11	3	1	4	2	5	3	6	4	7	5	8	6	9	7	9	6	9	5		
9	4	10	5	11	6	1	9	2	10	3	11	4	1	5	2	6	3	7	4	8	5	8	4	8	3		
8	2	9	3	10	4	11	5	1	8	2	9	3	10	4	11	5	1	6	2	7	3	7	2	7	1		
7	11	8	1	9	2	10	3	11	4	1	7	2	8	3	9	4	10	5	11	6	1	6	11	6	10		
6	9	7	10	8	11	9	1	10	2	11	3	1	6	2	7	3	8	4	9	5	10	5	9	5	8		
5	7	6	8	7	9	8	10	9	11	10	1	11	2	1	5	2	6	3	7	4	8	4	7	4	6		
4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	1	1	4	2	5	3	6	3	5	3	4		
3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	1	3	2	4	2	3	2	2		
																					1	2	1	1			

### 5.17 11½ or 12 Tables (Mitchell S&R)

Number the tables **clockwise**. You need a relay table between T6/T7. T1 & T12 share boards.

With a ½ table ensure that there is an EW sit-out at **T12**, and tell the players.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-24 (12 sets of 2).

Put the first set (1-2) between T1 and T12 (which share boards).

Put a set on each of the other tables including the T6/T7 relay (13-14).

When a round ends (each table has played its set of boards)

EWs move **up** one table

Boards move **down** one table.

The session ends after 12 rounds.

When you come to score in ScoreBridge, you need the 'Mitchell Share & Relay'.



## 5.18 12 Full Tables only (DbWeave Mitchell)

Number the tables **clockwise**. There is no need for a relay table (or for sharing boards).

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use boards 1-24 (12 sets of 2). Put a set on each table.

A round ends when each table has played its two boards. Then (*except* after R6)

**Odd** numbered EWs move **up** one table and those NSs pass the boards **down** one table.

**Even** numbered EWs move **down** one table and those NSs pass the boards **up** one table.

After R6, EWs move as above *but* you move all **boards up 6** tables.

When you come to score in ScoreBridge, you need '12R Double Weave Mitchell'.

12R Double Weave Mitchell  
Mitchell Share & Relay

SET OUT BOARDS  
12 sets.  
No relays, no sharing.

Are these the Start Positions and Score Sheet Pairings for your event?

Table	Start Positions			Score Sheet numbers																							
	NS	EW		Bds. 1-2		Bds. 3-4		Bds. 5-6		Bds. 7-8		Bds. 9-10		Bds. 11-12		Bds. 13-14		Bds. 15-16		Bds. 17-18		Bds. 19-20		Bds. 21-22		Bds. 23-24	
	NS	EW		NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW	NS	EW
1	1	1		1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
2	2	2		2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12		
3	3	3		3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12				
4	4	4		4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12						
5	5	5		5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12								
6	6	6		6	6	7	7	8	8	9	9	10	10	11	11	12	12										
7	7	7		7	7	8	8	9	9	10	10	11	11	12	12												
8	8	8		8	8	9	9	10	10	11	11	12	12														
9	9	9		9	9	10	10	11	11	12	12																
10	10	10		10	10	11	11	12	12																		
11	11	11		11	11	12	12																				
12	12	12		12	12																						

## 5.19 12½ to 14½ Tables (Mitchell)

With an **odd** number of tables use a Mitchell (see for example 5.4). With a ½ table, have a NS sit-out ('ghost' EW) and tell players which pair is the 'ghost'.

When you come to score in ScoreBridge, you need 'Mitchell'.

With **14** tables use a **Skip Mitchell** (see below). With a ½ table, have an EW sit-out, and tell players at which table this occurs.

Number the tables **clockwise**.

Tell players to take their pair numbers from the table numbers (EWs as well as NSs).

Use board 1-28 (14 sets of 2). Put a set on each table.

When a round ends (each table has played its two boards)

Boards move down one table.

EWs move up one table *except* after R7 when they move up **two** tables ('skip').

You may play 12 or 13 rounds as convenient.

When you come to score in ScoreBridge, you need 'Mitchell Skip 13 rounds'. If you have played just 12 rounds then you enter '1' against 'No. of Rounds Not Played at end'.





## 6 ROUND TIMES

It is important that movements are completed. These are suitable round times:

2-board rounds	14 mins a round for 12 rounds	13 mins a round for 13 rounds.
3-board rounds	21 mins a round for 8 rounds	19 mins a round for 9 rounds.
4-board rounds	28 mins a round for 6 rounds	24 mins a round for 7 rounds

## 7 TEAMS MOVEMENTS SUMMARY

At the end of each round, the **Standard Move** is: EWs down two tables, boards down one.

### 7.1 Even number of Teams

**4 Teams:** R1 T1vT2, T3vT4. R2 T1vT3, T2vT4. R3 T1vT4, T2vT3. 8 boards per round circulate all 4 Tables.

**6+ Teams:** a **Stagger Movement** is used with tables in two parallel rows (see Section 2.1). Boards are shared between adjacent tables and are best moved by the Director.

With **12 and 14 Teams**, an American Whist Movement (7.2) can be used instead of the Stagger.

The movement is played in two stanzas. A new set of boards is needed for the second stanza.

No. of Teams		6	8	10	12	14
	Boards per round	5	4	3	2	2
<b>First Stanza</b>	Use boards	1-15	1-16	1-15	1-12	1-14
	<i>Option omit boards</i>		4,8,12,16	3,6,9,12,15		
<i>Initial Move</i>	EW down two from Home table, boards down one (Standard Move)					
<i>Thereafter</i>	Standard Moves					
	No. of Rounds	2	3	4	5	6
<b>Second Stanza</b>	Use boards	16-30	17-32	16-30	13-24	15-28
<i>Initial Move</i>	EW down one from Home table. Boards do <i>not</i> move.					
<i>Thereafter</i>	Standard Moves.					
	No. of Rounds	3	4	5	6	7
In all	No. of Rounds	5	7	9	11	13
	No. of Boards played	25	28 (25)	27 (23)	22	26

### 7.2 Odd number of Teams

An **American Whist Movement** is used with tables numbered clockwise.

The movement is played in two stanzas. With **5 teams**, a new set of boards is needed for the second stanza. With **7+ teams**, the same set of boards is used throughout.

If the standard move brings EWs to their home table there is a **Double Move**: EWs down four tables, boards down two.

No. of Teams		5	7	9	11 / 12	13 / 14	15
	Boards per round	3	4	3	3	2	2
<b>First Stanza</b>	Use boards	1-15	1-28	1-27	1-33	1-26	1-30
<i>Initial Move</i>	EW move from Home table	Down 2	Up 2	Up 4	Up 4	Up 6	Up 6
	Boards do not move						
<i>Thereafter</i>	Standard Moves						
<i>Except</i>	Double Move after Round	N/A	1	2	2	3	3
	No. of Rounds	4	2	4	4	6	6
<b>Second Stanza</b>	Use boards	16-30	Same set		↓	Same set	
	<i>With 11 Teams, use same set but remove highest numbered board from each table</i>						
<i>Initial Move</i>	EW move from Home table	Down 2	Up 3	Up 3	Up 5	Up 5	Up 7
	Boards move	NO	-----All Down 1-----				
<i>Thereafter</i>	Standard Moves						
	No. of Rounds	4	4	4	6	6	8
In all	No. of Rounds	8	6	8	10	12	14
	No. of Boards played	24	24	24	24	24	28



## 8 PAIRS MOVEMENTS SUMMARY

**Sit-outs:** if the number of tables is **even**, **EW** sit-out, if **odd**, **NS** sit-out *except where noted*.

**Pair numbers** are taken from Table Cards (Howells) or from Table Numbers *except where noted*.

**Standard Move** after each round is **EW up** one table, **boards down** one table *except where noted*.

**Timekeeping:** movements should be completed – *take particular care when there are 27 or 28 boards to be played*.

Tables	Rounds x Boards	ScoreBridge Name	Details
<b>3</b>	5 x 5 = 25	'5 Round Howell' (Pairs 6-1 at T1)	<i>Use Table Cards.</i> 5 sets of boards on a central table to be collected as needed.
<b>3½ or 4</b>	7 x 4 = <b>28</b>	'7R Howell Pairs 3-6 at T1' <b>Omit R7 if necessary</b>	<i>Use Table Cards.</i> 1 Relay T1-T2, 2 Relays T4-T1.
<b>4½ (or 5)</b>	9 x 3 = <b>27</b>	'9R Howell Pairs 2-4 at T1'	<i>Use Table Cards.</i> 4 Relays T5-T1.
<b>5 only</b>	5 x 5 = 25	'Mitchell'	<i>Do not use with ½ table.</i>
<b>5½ (or 6)</b>	9 x 3 = <b>27</b>	'9R =Howell Pairs 5-8 at T1'	<i>Use Table Cards.</i> 1 Relay at each of T1-T2, T4-T5, T6-T1.
<b>6 only</b>	6 x 4 = 24	'Mitchell Share & Relay'	<i>Do not use with ½ table.</i> T1 & T6 share boards. 1 Relay T3-T4.
<b>6½ (or 7)</b>	12 x 2 = 24	'12R =Howell Pairs 13-1 at T1'	<i>Use Table Cards.</i> 5 Relays T7-T1.
<b>7 only</b>	7 x 4 = <b>28</b>	'Mitchell'	<i>Do not use with ½ table.</i>
<b>7½ (or 8)</b>	12 x 2 = 24	'12R =Howell Pairs 9-10 at T1'	<i>Use Table Cards.</i> 4 Relays T8-T1.
<b>8 only</b>	8 x 3 = 24	'Mitchell Share & Relay'	<i>Do not use with ½ table.</i> T1 & T8 share boards. 1 Relay T4-T5.
<b>8½ (or 9)</b>	12 x 2 = 24	'12 Round Howell' (Pairs 13-1 at T1)	<i>Use Table Cards.</i> 3 Relays T9-T1.
<b>9 only</b>	9 x 3 = <b>27</b>	'Mitchell'	<i>Do not use with ½ table.</i>
<b>9½ (or 10)</b>	12 x 2 = 24	'12 Round Howell' (Pairs 1-2 at T1)	<i>Use Table Cards.</i> 2 Relays T10-T1.
<b>10 only</b>	12 x 2 = 24	'12R Blackpool' (Extended Mitchell)	<i>Do not use with ½ table (double sit-outs).</i> 1 Relay at each of T5-T6, T10-T1.
For <b>R12</b> , EWs swap tables: T1 with T10, T2 with T9, T3 with T8, T4 with T7, T5 with T6.			
<b>10½ only</b>	12 x 2 = 24	'12 Round Hes Mitchell'	<b>EW sit-out not</b> at T11. <i>EW add 11 to table number.</i> 1 Relay T5-T6. <i>There are Table Cards.</i>
Pairs 1-10 stationary. Pairs 11-22 move: the cycle is T11E to T11N to T1E to T2E to ...to T10E to T11E.			
<b>Arrow switches</b> on <b>R11</b> (all tables <i>except</i> 5, 6, 7, 11) and <b>R12</b> (all tables <i>except</i> T11).			
<b>11 only</b>	12 x 2 = 24	'12R Blackpool' (Extended Mitchell)	<i>Do not use with ½ table (double sit-outs).</i> 2 Relays T11-T1 (so <b>26</b> boards in use).
<b>11½ or 12</b>	12 x 2 = 24	'Mitchell Share & Relay'	With ½ table, EW sit-out T12. T1 & T12 share boards. 1 Relay T6-T7.
<b>12 only</b>	12 x 2 = 24	'12R Double Weave Mitchell'	<i>Do not use with ½ table.</i> <b>Odd EWs up one, even EWs down one.</b>
NSs pass boards <b>up</b> if their EWs move <b>down</b> and vice versa. <b>All boards up 6 tables after R6.</b>			
<b>12½ to 14½</b>	12 x 2 = 24	'Mitchell'	With <b>13½ or 14</b> tables, <b>Skip</b> after R7.



## 9 SCORING

If you have removed a board from the movement then it should be *deleted* when you score in ScoreBridge – do not award averages. See section 4.8 for an example of where this happens.

If a board has been passed out, both sides score zero (**not** AV).

*In ScoreBridge*, either key 'PASS' into the contract field or enter a score of zero for NS.

Any board that should have been played but has not been played should be entered as AV for both sides – unless the director has assigned AV+ or AV-.

Any board that cannot be scored because of errors on the travellers should be entered as an AV- for both sides (since both sides are to blame).

Note that an AV+ to one side does not require an AV- to the other: any combination of AV, AV+ and AV- is possible.

*In ScoreBridge*, key 'AV', 'AV-' or 'AV+', as appropriate, into the NS and EW score fields.

Scores should generally be entered as they stand, irrespective of the contract and number of tricks recorded. For more, see section 9.5.

You should have to hand the names and other necessary information about new players: see section 1.4.

### 9.1 Before first using ScoreBridge

You will have been sent the appropriate 'Club Preferences' settings. Nevertheless:

Under 'Club Preferences / Player Preferences', ensure there is a tick against 'New Events – Prompt to Download Player Database from BridgeWebs at start and Upload at end'.

Under 'Club Preferences / Web Page Preferences', ensure there is a 'Login Code' and 'Password' under 'Uploading Results to BridgeWebs'.

Under 'Club Preferences / Standard Outputs', ensure that 'Print Results', 'Send Event File to another Scorer' and 'Make EBU P2P File' are selected.

### 9.2 Using ScoreBridge to score an Event

As well as the name slips and travellers for the session, you need the Deal (*pbn*) file for the session.

Its filename will be in the form *yyyymmdd* (so 2014jul01 for 1 July 2014).

For most sessions the file can be downloaded from

[www.keepandshare.com/visit/visit\\_page.php?i=1389786](http://www.keepandshare.com/visit/visit_page.php?i=1389786) (log in and go to 'files').

The exceptions are Sims sessions, the files for which will be emailed to you.

Copy or move the file into the folder *EBU P2P Files* on the Desktop.

Open ScoreBridge and click on 'New Event'.

You will be prompted to download the player database; say 'yes' and, when asked, 'replace' the current database. (When you have completed scoring you will also be prompted to upload the player database; say 'Yes'.)

The default event type is 'Pairs'; *if it is a Teams event*, select 'Teams – Scores input'.

In the 'New Event Profile', give the event a 'Description' (even though ScoreBridge says "only use for special event"). This will normally be either 'Club Pairs', 'Random Teams' or 'Arranged Teams'; if it was a Sims, enter the name of the Sims.

*For Pairs*, the movement names shown in section 8 (e.g. '7R Howell Pairs 3-6 at T1') are those used by ScoreBridge and enable you to find the matching movement when you come to score.

*For an odd number of Teams*, use the movement 'AW Down R1-No board move' with 5 Tables and 'AW Down+SB R1-No board move' with 7+ Tables.

*For an even number of Teams*, use the movement '3R Circulation' with 4 Tables and the appropriate 'Stagger' movement with 6+ Tables.



Score each board.

When the first board is displayed you will be asked if you wish to include the Deal file. If you say 'Yes' and locate the PBN file, the deal will be on view to help you identify the declarer if the players have not entered it on the traveller.

Please ensure that the 'total tricks' entry is always completed – leaving it blank causes problems. The number of tricks made can be deduced from the score entered on the traveller.

If the declarer is not shown on the traveller, normally leave it blank unless you can confidently deduce it from the other results or from the hands themselves. *However*, if it is a slam by **EW**, please enter a declarer even if your decision is arbitrary (otherwise the slam is attributed to **NS**).

When you have scored the last board, the results will be displayed.

'Produce Standard Outputs' will automatically create:

- A results page for you to print for the blue results folder at the club.
- An email containing an Event (*dat*) File to send to John Spiers. (Say 'No' when asked about including the player database and sending the related deal file.) Send the email to John at [john@kerregan.co.uk](mailto:john@kerregan.co.uk).
- An *xml* file for upload to Pianola. It is automatically stored on the Desktop in the folder *EBU P2P Files* under a name in the form *yyyymmdd*.

### 9.3 Uploading to Pianola

For normal club sessions, this is the only upload that needs to be made – Pianola automatically uploads the results to the EBU website overnight (at 4am). Further actions are required if it is a Sims (see 'Sims results – additional steps'.)

Go to [www.pianola.net](http://www.pianola.net) and log on. Click the 'Go to admin area' button at the top right, then go to 'Results'. You will see the regular sessions for Mondays and Tuesdays; click on the session you are uploading.

You then have to direct Pianola to two files: the *xml* file of P2P results, which should be in the folder 'EBU P2P Files' on the Desktop; and the Deal (*pbn*) file which should be in the same folder. *If it is an EBU Sims you will be asked for confirmation (see 9.4)*. Then click the 'Upload results' button.

Pianola may report discrepancies that need to be resolved before the results can be finalised and uploaded to the EBU. This is most likely to occur if you have added new players in ScoreBridge. If you are unable to resolve any discrepancy, or Pianola does not give you the option to deal with it, please flag it to John Spiers (or in his absence Mike Clements) who will be able to resolve it on your behalf.

Go to 'Results' and click on the 'Session Name' and the 'View the Results' button to check that the results have loaded and that the correct hands are displayed in the travellers.

*Next day*, check either on Pianola or on the EBU website that the results have been uploaded to the EBU without problems.

### 9.4 Sims results – additional steps

*If it was an EBU Sims*

In Pianola, you will see an extra option on the upload screen:

The screenshot shows a web form with a question: "4 Is your event part of a simultaneous pairs event?". To the right of the question is a dropdown menu labeled "Simultaneous pair events" with a "Choose an event" button. Below the question and dropdown is a green "Upload results" button.

From the pop-up menu, choose the event for which the results should be included.

Later, check on [www.ebu.co.uk/sims/](http://www.ebu.co.uk/sims/) that the club's results appear in the national rankings.



## *If it was a **Surrey** or **ECats Sims***

You need to provide the event organiser with four *txt* files.

The procedure for creating them is the same in each case. Go to the ScoreBridge Results Screen, select 'Send' and then 'Result To ECatsBridge'. You will be asked to confirm some basic data about the club and then to enter the ECats Session Number.

- *If it is an **ECats** event*, you should have been supplied with the appropriate session number.
- *If it is a **Surrey** event (or if you are testing the ECats system)*, use 9999. (If you then accidentally send Surrey results to ECats, they only go to the testing area and do no harm.)

ScoreBridge will then produce the *txt* files and save them, and ask you if you wish to send the files over the internet.

- *If it was an **ECats Sims***, say 'yes' (the files are then transferred automatically). Close the event and leave ScoreBridge. After a short time, the results should be viewable at [www.ecatsbridge.com/sims/default.asp](http://www.ecatsbridge.com/sims/default.asp).
- *If it was a **Surrey Sims***, say 'no' and then 'yes' when asked if you wish to see 'a window containing the Files to be sent'. Attach the files to an email containing a short description of the movement and send it to [scba@stevefoster.org.uk](mailto:scba@stevefoster.org.uk). You should get a confirmation message. Later you can view the results at [www.surreycountybridge.org.uk/SurreyResults.php](http://www.surreycountybridge.org.uk/SurreyResults.php).

Full ECats instructions are at

[www.ecatsbridge.com/Documents/files/SimultaneousPairsInformation/ScoringManual-Regulations/ScoringInstructions.pdf](http://www.ecatsbridge.com/Documents/files/SimultaneousPairsInformation/ScoringManual-Regulations/ScoringInstructions.pdf).

## 9.5 Scoring Problems

### *Scoring Errors*

Generally, the score should stand irrespective of what contract / number of tricks is recorded.

- Thus 1♥ by N making 6 tricks for NS +50 should be scored as such.

A scoring error may be corrected by the scorer **only** if it is obvious. In practice, this means *where a successful game or slam has been scored based on the wrong vulnerability*.

- So amend 400 to 600 for a vulnerable 3NT.

But the parallel case of undertricks is not so clear.

- Down one NV may be scored as -100, but is that because the scorer mistook the vulnerability or was it down two? Therefore score it as recorded.

If anyone complains, *tell them*:

The travellers are the vital link between players' performances at the table and their positions in the rankings. Any player taking such a keen interest in his or her performance and in the resulting rankings should take a similar interest in ensuring that the scores are entered correctly.

### *Corrections*

Players have until the end of the 'correction period' to draw scoring errors to the director's attention. The club's correction period runs until the end of the next corresponding session (usually one week later, but sometimes more). This gives players without internet access the opportunity to inspect the results in the club folder.

Representatives of both sides must agree the amendment before the director will consider making a change.

If the results need to be changed then the following steps are required.



- In ScoreBridge, retrieve the event. You are automatically taken to the results page. Close it and the score sheet for board 1 will be displayed. Find the board you wish to correct and amend the score sheet. Click on 'End/Save Board' and then 'All Boards Done'. The results page is displayed again. Click on 'Produce Standard Outputs'.
- Go to [www.pianola.net](http://www.pianola.net) and log on. Click on 'Go to the Admin Area' and 'Results'. The session you are correcting will be displayed; click 'delete' against that session (care!). The session is then again shown as awaiting upload and you can proceed as in 9.2 above.

If a scoring error means that the results have to be redone or are significantly delayed, the offenders may be penalised: see next section.

After correcting results, you may wish to notify players by email. This can be done from within Pianola or you may prefer to ask John Spiers or Mike Clements to do this for you.

## Penalties

The EBU's up-to-date Schedule of Standard Penalties (applicable from 1 August 2013) can be found on page 40 of the 'White Book' at [www.ebu.co.uk/laws-and-ethics/white-book](http://www.ebu.co.uk/laws-and-ethics/white-book).

The guideline penalty for "incorrectly scoring or agreeing scores" (pairs or teams) is none for the first offence, a warning for the second, and a procedural penalty (see below) only for the third. Nevertheless, as members have received repeated 'warnings' (which "include any announcement to the room as a whole"), you would be justified in awarding a penalty.

Section 12.5 of the 'White Book' prescribes 'standard amounts' for various methods of scoring: at Matchpoint Pairs, 10% of a top; at Teams-of-four, 3 imps. In 90.2 it says "If a TD feels a greater penalty is in order because the offence is either worse than normal, or because it has been repeated, or in aggravated circumstances, then it is normal for him to fine twice the 'standard amount', or three times the 'standard amount', and so on".

In ScoreBridge:

- *If it was a Teams session*, deduct the amount of the fine when entering the imps for the Team being fined. (The matrix of imps scores will then not balance, but this does not matter.)
- *If it was a Pairs session*, enter in the appropriate NS/EW 'fines' field the number of points to be deducted from the pair's score. The fine need not be a whole number.

## Fouled Boards

A board may be 'fouled' in various ways. The most likely is that a sit-out pair looks at the hands and returns them to the wrong slots. If the error is not spotted and corrected immediately, the board will be played in two versions, and is said to be 'fouled'.

ScoreBridge can cope easily with a board that has been played in two different versions (but not three):

- Enter all the results for the fouled board.
- Click the 'Split Board' button and follow the instructions. For the record, these are
  - (a) 'Hold down the Ctrl key'
  - (b) 'Use the mouse to select those lines on the board to be split out'
  - (c) 'Click the 'Split Board' button again'.

If you are really unlucky, the board will have been played in three versions. (This has happened. It was fouled by the sit-out pair, played in that version, and then changed into a third version by someone who tried to correct it without calling the director.) You will then have to score it manually: see next.

## 9.6 Scoring Fouled Boards

Article by Nick Doe [EBU website 09/03/2010]

*EBU procedures, which apply in EBU events, and are recommended for other events, apply as follows.*



*In general, if a board is played in two different versions, each version is match pointed separately. However, the aggregate match points for the two versions must be the same as for the other boards.*

*The match points which a competitor gets are arrived at by the following formula:-*

$$\{ (M \times E) + (E - A) \} / A$$

*where:-*

*M is the match points which the competitor would have scored considering his group only, i.e. had the board been due to be played the number of times it was in the version in which he played it*

*E is the total number of scores expected on the board*

*A is the actual number of scores obtained on the board*

*Scores are rounded to the nearest 0.1 of a match point (0.05 being rounded towards average).*

*It is probably best to illustrate with an example. Say each board is played 10 times, but one board is fouled so that it is played 7 times in one form and 3 times in another.*

*The normal top on a board (for the boards which have not been fouled) is 18 and the match points for each board total 90 (in each direction).*

*For the group of 7, a top considering the group as a whole would be 12. E = 10; A = 7. You apply the formula to the match point results arrived at using a top of 12. For ease of illustration, say that there are seven different results. The formula works as follows:-*

<i>Original match points for the group</i>	<i>Formula</i>	<i>Result (rounded)</i>
12	123/7	17.6
10	103/7	14.7
8	83/7	11.9
6	63/7	9.0
4	43/7	6.1
2	23/7	3.3
0	3/7	0.4

*The total is 63 (which, as you would expect, is the average (assuming 10 results) multiplied by the number of results in the group)*

*For the smaller group, a top for the group is 4, E remains at 10, and A = 3. So it works as follows:-*

<i>Original match points for the group</i>	<i>Formula</i>	<i>Result (rounded)</i>
4	47/3	15.7
2	27/3	9.0
0	7/3	2.3

*The total is 27 (again, what you would expect).*

*The total for the whole board is 90, and an exact average in both groups is 9, as it would be for the unfouled boards. Obviously, you won't get seven different results in the larger group very often, but the formula works for any series of match points in the group concerned.*

*We apply the formula regardless of the size of the groups, unless the board has only been played once in its fouled condition, in which case it is regarded as unplayable. If it is unplayable, the Laws require an 'artificial adjusted score' to be awarded, i.e. average plus to a pair not at fault, average to a pair partly at fault, and average minus to a pair at fault.*

*If the board has been played in its proper form on all but one occasion, then, strictly speaking, the formula is applied to the larger group exactly as previously. Thus, with ten results expected but only nine achieved, the match points would be 17.9, 15.7, 13.4, 11.2, 9.0, 6.8, 4.6, 2.3, 0.1, a total of 81 (90 less the average the other pair is going to get). In practice, it is an acceptable alternative for a club, particularly one which scores manually rather than by computer, to use a much simpler formula when there is just one result missing. This is to reduce the top by one, increase the bottom by one, and score normally with that revised scale - again the total is 81.*



Whether the club uses the EBU formula or the simplified version for cases when just one score is missing, is a matter for it. It should, however, be consistent, as it will be appreciated that the presence or absence of fractional match points could make the difference between a tie and not a tie, which could affect the destination of Master Points, trophies and prizes (if available).

If you score by computer, any reputable program will do all this for you without you even noticing, and of course it will do it consistently.

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## 10 PAIRS MOVEMENTS CRITERIA

### 10.1 Aims

- A. Play at least 24 boards in a three hour session, more if possible.
- B. Use movements recommended by the EBU's Manual of Duplicate Bridge Movements unless there is a strong reason against.  
The recommended EBU movements are the most 'balanced' in the circumstances: see section 10. With fewer than **5** full tables, either a Howell or an arrow-switched Mitchell **must** be used – otherwise the session does not qualify for EBU Master Points. With fewer than **3** full tables, no movement qualifies for EBU Master Points.
- C. Choose movements that can accommodate less mobile members.
- D. If there is a half table, keep the sit-out time to a minimum.  
Therefore we avoid rounds of 4 boards or more, and try to avoid those of 3 boards if at all possible.
- E. With a whole number of tables, avoid a movement that requires 2 and 3 board rounds to be shared, since sharing can slow the movement.  
This is not a restriction if there is a half table. The half table can be made one of the sharing tables and then any sharing is purely notional.
- F. Ensure that, over time, sit-outs are reasonably equitably divided between NS and EW  
When sharing boards with an even number of tables, the sit-out is normally fixed at the sharing table by making it EW. When there is an odd number of tables, any sit out will normally be NS.
- G. Use Howell movements only when they are clearly appropriate.  
Time can be lost finding the right table (and perhaps the right boards to play); and (unless there are very few tables) the hall is too congested for easy movement.  
Nevertheless, particularly when the number of tables is small and there is a half table, some form of Howell is virtually unavoidable.
- H. Use Arrow Switches only when they are clearly appropriate.  
With a small number of tables (8 or fewer) it is appropriate to arrow switch to provide a reasonable level of competition.

### 10.2 The concept of *balance*

A movement is *perfectly balanced* if all the amounts of competition have the same value. It is *well balanced* if the amounts are 'similar' (technically, if their variance is small). It is *poorly balanced* if the amounts are 'dissimilar' (their variance is large).

### 10.3 Measuring balance

#### *Duplicate Scoring*

On each board it plays, a pair receives 2 match points (MP) for each pair it beats and 1MP for each pair with which it ties. Its total score is the sum of these scores over the boards it plays; its overall result is that total as a percentage of the match points it could have won.





## Measuring competition between pairs

It seems easiest to think in terms of what happens when another pair does well.

- If you play that pair at the same table and they do sufficiently well, you get an outright bottom (OMP). Conversely, if they do sufficiently badly, you get an outright top. What is at stake in such a situation is the whole of the available match points.
- If that pair plays the same boards as you but in the same direction<sup>8</sup> and they do better than you, they deprive you of 2MP. Conversely, if they do worse than you, they give you 2MP. What is at stake in such situations is 2MP.
- If that pair plays the same boards as you in the opposite direction at different tables<sup>9</sup> and they do sufficiently well, they push a pair below you and give you 2MP. Conversely, if they play badly and let a pair do better than you, they deprive you of 2MP. What is at stake in such situations is again 2MP.

In the first two situations your interests are opposed to those of the other pair (if they do well, you do badly) but in the last your interests coincide (if they do well, so do you).

Hence your *competition* with that other pair can be measured as:

(Number of boards played at the same table) x (Match points available on those boards)  
*plus* (Number of boards played in the same direction) x 2  
*minus* (Number of boards played in the opposite direction at different tables) x 2.

The competition between any one pair and any other pair can be measured in this way.

## 10.4 The balance of various movements

### A Mitchell movement with an odd number of tables

*Provided it is completed*, all the competitions between moving and stationary pairs are zero. Hence in effect there are two separate competitions, one between moving pairs and the other between stationary pairs. Moreover, all competitions between stationary pairs have the same value; and all competitions between moving pairs have the same value (which is the same as the value for stationary pairs if there is no sit out).

### A Skip Mitchell movement with an even number of tables

A moving pair may meet a stationary pair once or (if they skip that pair) not at all; they will meet one pair twice if the movement is 'extended' to enable each pair to play all boards.

It can be shown<sup>10</sup> that the competitions between some NS pairs and some EW pairs are no longer zero, and therefore that *there are no longer two separate competitions*.

Moreover, the amounts of competition vary and the overall competition is therefore 'unfair'. This is obvious intuitively: a pair that has the good fortune to skip strong opponents is likely to do better than if they had met them; a pair that plays strong opponents twice is likely to do worse than if they had met them just once.

*Provided it can be completed*, a Share-&-Relay Mitchell is to be preferred to a Skip Mitchell. In a Share-&-Relay Mitchell there is no competition between moving and stationary pairs and again there are effectively two separate competitions.

### Simple example

Consider 4 tables playing a Skip Mitchell of 3 rounds ("boards down one, EWs up one with a skip after round 2").

<sup>8</sup> For example, both you and they play them as NS.

<sup>9</sup> For example, you play them as NS but they play them at other tables as EW.

<sup>10</sup> The 'simple example' illustrates how this is done.



- In round 1: NS 1 play board set A against EW 21, NS 2 play board set B against EW 22, NS 3 play board set C against EW 23, NS 4 play board set D against EW 24.
- In round 2: NS 1 play board set B against EW 24, NS 2 play board set C against EW 21, NS 3 play board set D against EW 22, NS 4 play board set A against EW 23.
- In round 3 (after the skip): NS 1 play board set C against EW 22 (not 23), NS 2 play board set D against EW 23 (not 24), NS 3 play board set A against EW 24 (not 21), NS 4 play board set B against EW 21 (not 22).

Consider pairs NS 1 and EW 22. They play one set of boards against each other (set C in round 3); they play no boards in the same direction; and they play one sets of boards (B) in opposite directions at different tables (NS 1 play A and B; EW 22 play B and D). The number of match points available on each board is 4.

The competition between NS 1 and EW 22 is therefore  $(1 \times 4) + (0 \times 2) - (1 \times 2) = +2$ .

There is however no competition between NS 1 and EW 21 (they play A against each other and B, C in opposite directions at different tables). Between NS 1 and EW 23 the competition is -4 (they play A and C in opposite directions at different tables).

The movement is therefore *not* well balanced.

Playing a fourth round, so that each pair plays all boards, still leaves the movement poorly balanced (as the reader can verify).