

Bridge Movements Described - 17/08/2017

Appendix Movement

The larger section (A) must have a prime number of tables.

This program assumes there are two portions to the movement, A and B.

A has more tables than B, and they are numbered 1 to A, and A+1 to A+B.

At tables A+1 to B the N-S pairs are stationary.

At tables 1 to B the original E-W pairs are stationary.

E-W pairs go up one table at a time, missing tables 1 to B.

N-S pairs go up two tables at a time, missing A+1 to A+B.

Boards go back one table at a time, from 1 to A.

Tables 1 to B share with tables A + 1 to A + B.

American Whist Movement

For an odd number of tables, normally used only for simultaneous Teams events.

Boards UP one table, East-West UP two tables.

Criss-Cross Mitchell

At each move, apart from the one at the mid-point, the odd-numbered East-West pairs move up one table, moving their boards back one table, while the even-numbered pairs move back one table, moving their boards up one table.

After half the rounds have been played the boards are swapped with the table half the movement away.

This movement only works when the number of tables is divisible by 4.

Howell Movements

The Howell movements presently supported are from 3 to 8 tables, and the fairest ones possible have been chosen.

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Hesitation Mitchell

This movement is the preferred choice when the usual movement would finish too soon.

The last table becomes a pivot table from where East-West move to North-South, then on to East-West table 1.

With an ODD number (N) of tables there is a relay between tables $(N-1)/2$ and $(N+1)/2$

With an EVEN number (N) of tables there is a relay between tables $(N)/2$ and $(N+2)/2$

There are two sets of boards on the relay, while the first and last tables share.

Boards played at table N should be scored against that table number.

The event is scored and masterpointed as a Howell.

One and a Half Table Appendix

The basic movement can be either a Mitchell or a Skip.

Table 1 and the second last table share boards.

East-West have a sit-out at the last table.

There are two less sets of boards than there are tables, with no extra boards being on the share or on the end table.

Pivot Mitchell

This movement is the preferred choice when late arrivals create a sit-out.

The second last table becomes a pivot table from where East-West move to a sit-out, then back to North-South at the second last table and finally on to East-West 1.

The boards move in the normal manner through tables 1 to the second last table.

There are no boards at the last table.

If one less than the number of tables is an even number then the movement should be played as a skip movement, skipping at the half-way point.

Boards played at the second last table should be scored against that table number.

For scoring purposes the pair sitting out first round start at East-West at the last table.

The event is scored and masterpointed as a Howell.

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Rover Mitchell

To be used when a pair arrives late, and a full Mitchell or Skip movement is already in progress.

This program assumes that the Rover pair started N-S at the last table, then moved from one N-S place to another, as in the following chart.

6.5 Tables 7 - 2 - 4 - 1 - 3

7.5 Tables 8 - 2 - 4 - 6 - 1 - 3 - 5

8.5 Tables 9 - 2 - 4 - 6 - 3 - 5 - 7

10.5 Tables 11 - 2 - 4 - 6 - 8 - 3 - 5 - 7 - 9

11.5 Tables 12 - 2 - 4 - 6 - 8 - 10 - 1 - 3 - 5 - 7 - 9

12.5 Tables 13 - 2 - 10 - 8 - 6 - 4 - 1 - 11 - 9 - 5 - 3 - 13

13.5 Tables 14 - 2 - 4 - 6 - 8 - 10 - 12 - 1 - 3 - 5 - 7 - 9 - 11

14.5 Tables 15 - 2 - 4 - 6 - 8 - 10 - 12 - 3 - 5 - 7 - 9 - 11 - 13

15.5 Tables 16 - 2 - 6 - 8 - 11 - 14 - 1 - 3 - 5 - 7 - 10 - 13 - 15 - 4 - 7

16.5 Tables 17 - 2 - 4 - 6 - 8 - 10 - 12 - 14 - 3 - 5 - 7 - 9 - 11 - 13 - 15

17.5 Tables 18 - 2 - 4 - 6 - 8 - 10 - 12 - 14 - 16 - 1 - 3 - 5 - 7 - 9 - 11 - 13 - 15

18.5 Tables 19 - 2 - 16 - 14 - 12 - 10 - 8 - 6 - 3 - 1 - 17 - 15 - 13 - 11 - 9 - 7 - 5

Scores should be entered against the table number, regardless of which N-S pair is playing there.

Skips should take place at the halfway point, and the revenge round shouldn't be played

A sit-out is recorded whenever a N-S pair has been bumped.

There are no boards on the last table.

Share Relay

Requires an even number of tables, with a relay between two tables and, exactly half the movement away, two tables sharing.

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Skip Movement

For an even number of tables.

If the full movement hasn't been played then the skip needn't take place at the midpoint, always provided the number of rounds either side of the skip doesn't exceed half the number of tables.

Stagger Mitchell

For an even number of tables.

Boards up one table, East-West up two tables, new boards issued at the half-way mark, when East-West move up one table only.

Tables with numbers in the upper half of the movement should be numbered in reverse order, so that for the Eight table movement, 1 is next to 5, 2 is next to 6, etc.

Boards are shared across the two halves of the section.

Switch Rover

This is only for 4.5, 5.5, 6.5, 7.5 and 8.5 table movements.

For the first three the Rover pair starts at 1, then up 2 tables each round.

For the 4.5, the Rover moves from 1 to 4, then 2, and finally 3.

For the 6.5 the Rover goes from 1 to 3, then 5, 2, 4, and finally 6.

For the 8.5, the Rover moves from 1 to 6, 2, 7, 3, 8 and sit-out last round.

The Rover displaces N-S for the early boards of each round, then E-W for the latter part.

The movement is scored as a Howell.

North-South are numbered 1 to (number of tables -1).

East-West are numbered (number of tables) to (number of tables) X 2 -2.

The Rover pair is assigned pair number (number of tables) X 2 -1.

The sit-out pair is assigned pair number (number of tables) X 2.

Scores should be recorded against the table number.

The 4.5, 6.5 and 8.5 table movements should be run as share relays, first and last tables, Rover pair missing the last half of the final round. All rounds must be played.

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Twin Relay

Movement has two relays, half the section apart, allowing a further round, i.e. the number of rounds that can be played is one more than the number of tables.

The number of sets of boards is two more than the number of tables.

Scramble Mitchell

This movement provides a fairer comparison for Mitchells with unbalanced seating by switching the N-S and E-W pairs at specific tables for certain rounds.

The movement is scored as a Howell.

North-South pairs are numbered 1 to N.

East-West pairs are numbered $N + 1$ to $N * 2$.

All rounds should be played.

If the number of tables is an even number then the first and last share, relay at the midpoint.

If the number of tables is odd then all tables switch 90 degrees during the stated rounds.

If the number of tables is even then all except table 1 switch 90 degrees.

Number of tables - Switch rounds

3 - 3

4 - 4

5 - 5

6 - 5, 6

7 - 6, 7

8 - 4, 7, 8

9 - 6, 8, 9

10 - 4, 6, 9, 10

11 - 7, 8, 10, 11

12 - 5, 7, 11, 12

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13 - 7, 9, 12, 13

Web Mitchell

This movement needs at least two sets of boards, and is used when you have, say, 16 tables and wish to play 9 rounds, each of three boards, everybody playing the same 27 boards.

It eliminates the four board rounds, and everybody plays exactly the same boards, however the disadvantage is that, since pairs play just some pairs from each section, the movement mightn't be as fair as two graded sections.

The movement for 16 tables is as follows:

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

Each round East-West pairs move up one table, going from one section to the other.

The boards, however, while going back one table, stay within their section.

This means that the boards from 1 go to the middle relay, then to table 8, etc. while the boards from table 9 go to the end relay, then to table 16, etc.

A similar movement to the above could be had with 14 tables, by having sections of 8 and 6 (or 7 & 7) tables, with three sets of boards on the end table relay.

Further, if you want to play an even number of rounds (say, 10 X 3), then at the midpoint East West pairs need to skip one table.

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If the Total Number of Tables is Odd

In this circumstance you need three sets of boards, as follows:

Say you have 17 tables, and wish to play nine rounds each of three boards.

The first board section has nine tables, boards 1 to 27, no relay

The next board section has 4 tables, boards 1-12 given to the four tables in order, with 13-27 on that section's relay.

The final board section, again with four tables, has the highest numbered set on the end table, lowest number on end -1, next lowest on end – 2, and next in order on the first table, all other boards being on the relay, as below:

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

The boards come into the movement from the middle relay in ascending order.

The boards come into the movement from the end table in reverse order, i.e 22-24, then 19-21 etc.

This movement is like the first, with a nine table ordinary Mitchell tacked onto the front.