

## **SIMPLE MOVEMENTS for the NEW DIRECTOR**

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**Law 3 – “Four players play at each table, and tables are numbered in a sequence established by the Director” ...**



**Law 8A1 – “The Director instructs the players as to the proper movement of boards and progression of contestants” ...**

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Make a wrong ruling **One table suffers**  
 Get the movement wrong **Everyone suffers**  
**Be extra careful making last minute changes**  
 Lurking half tables **Simple is least stressful**  
 Familiar movements stress players least  
**Check board numbers as going out**  
 Check against hand record  
**Some advantages in having EW sitouts**  
     NS with nothing to do may hear things  
**Rotate sit outs**

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## MOVEMENTS

### Things to Consider:

- Number of boards to be played
- Number of boxes of boards available
- 1 Winner or 2 winners required
- Any half table
- Length of any sit out
- Pairs with special needs
- Availability of movement cards
- Balance
- Scoring programme options
- Masterpoint requirements

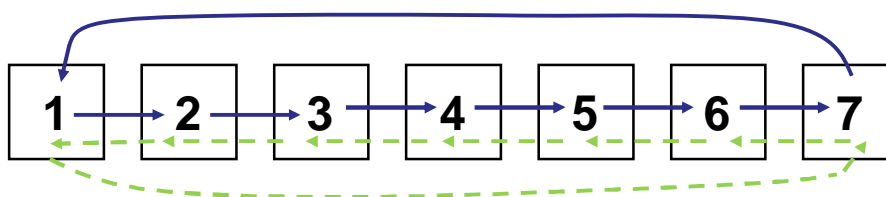
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## MITCHELL Movement

- Like two separate competitions, with each contestant keeping the same compass direction
- N/S is compared to the other N/S
- E/W are compared to the other E/W
- Two winner movement

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## MITCHELL

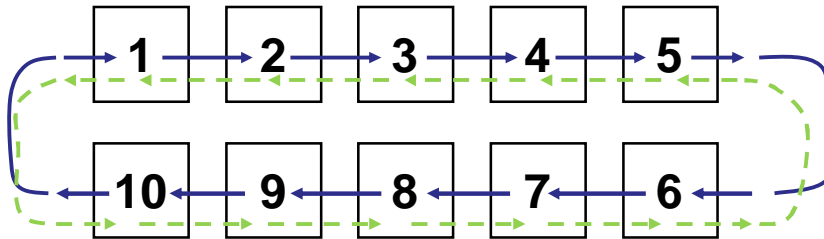


### Odd Number of Tables

- ✓ NS or EW Sit Out Possible
- ✓ Half Table May Be Anywhere
- ✓ OK Curtail If Full Tables
- X Curtailing with Half Table Not Good

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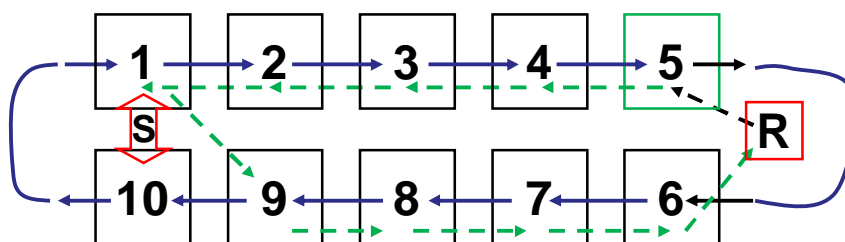
### SKIP MITCHELL



**Skip usually after the round that equates to half the number of tables (here 5).  
Skip Mitchells with Half Tables are not recommended**

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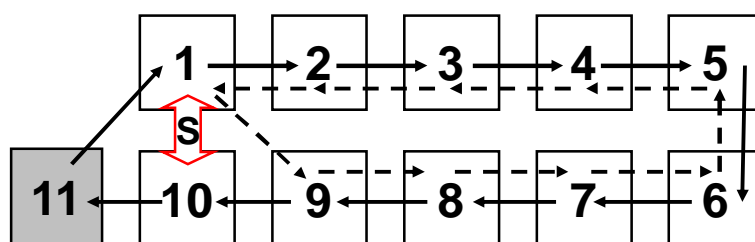
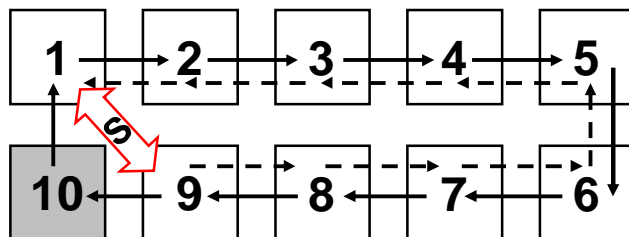
### SHARE & RELAY MITCHELL



**Half table may be NS or EW and may be anywhere but commonly an EW sit out at the highest numbered table.  
Curtailing is Not Recommended.**

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## 1½ APPENDIX MITCHELL



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## Howell Movements

- A movement where all players meet each other.
- Sometimes a pair sits N/S and sometimes E/W. The **PAIR NUMBER** is important.
- There is a regular pattern to player movements (“who do we follow?”)
- Only one stationary pair.
- One winner movement.

Edwin C Howell,  
Mathematician  
(amongst other things)

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## Howell Movements

- Many clubs have table mats or guide cards to show the movement;
- or you can print them as required from your scoring programme .... E.g. CompScore3
- If your players are reliable and familiar with the approach – they can read the movement on the bridgemate desktop scoring unit.

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## Howell Template

<u>Round</u>	<u>Table 1</u>	<u>Table 2</u>	<u>Table 3</u>	<u>Table 4</u>	<u>Table 5</u>
1	8 v 1 Bds 1-4	6 v 5 Bds 5-8	4 v 2 Bds 9-12	7 v 3 Bds 17-20	
2	8 v 2 Bds 5-8	7 v 6 Bds 9-12	5 v 3 Bds 13-16	1 v 4 Bds 21-24	
3	8 v 3 Bds 9-12	1 v 7 Bds 13-16	6 v 4 Bds 17-20	2 v 5 Bds 25-28	
4	8 v 4 Bds 13-16	2 v 1 Bds 17-20	7 v 5 Bds 21-24	3 v 6 Bds 1-4	
5	8 v 5 Bds 17-20	3 v 2 Bds 21-24	1 v 6 Bds 25-28	4 v 7 Bds 5-8	
6	8 v 6 Bds 21-24	4 v 3 Bds 25-28	2 v 7 Bds 1-4	5 v 1 Bds 9-12	
7	8 v 7 Bds 25-28	5 v 4 Bds 1-4	3 v 1 Bds 5-8	6 v 2 Bds 13-16	

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## TABLE MOVEMENT CARD

### TABLE 1

<u>Round</u>	<u>Boards</u>	<u>NS Pair</u>	<u>EW Pair</u>
1	1 - 4	8	1
2	5 - 8	8	2
3	9 - 12	8	3
4	13 - 16	8	4
5	17 - 20	8	5
6	21 - 24	8	6
7	25 - 28	8	7

NS to Table 1NS  
EW to Table 4NS

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## Reduced Howell Movements

- Sometimes called  $\frac{3}{4}$  Howell
- Use when a complete Howell will have too many rounds.
- Sometimes a pair sits N/S and sometimes E/W.
- There is a semi-regular pattern to player movements but may switch compass direction.
- More than one stationary pair.
- One winner movement.

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## **ARROWSWITCH MITCHELL**

(also called SCRAMBLED MITCHELL)

**To find a single winner from one session.**

**Switch about one in eight rounds.**

**A/S Mitchells give a reasonable comparison.**

**The switches may be at any time. Consider having the switch round(s) first so everyone may then relax.**

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## **NS ROVER MITCHELL**

**A movement in its own right  
and not just for adding a late pair.**

**Preferred to using a Skip Mitchell  
with a half table.**

**The 9½ table Rover is an excellent movement  
and not difficult.**

**Movement cards are advisable.**

**The movement of the roving pair depends on  
whether Mitchell, Skip or Share & Relay.**

**Check Scoring programme.**

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Session Details

Date: Sat 22 Mar 2025

Section A

Scoring Method Matchpoint

Extra

Session Name 9 Table Mitchell with Rover

Deal File:

Director:

Masterpoints Green

Basic Weighting 1.50

Extra Weighting

Extra

Movement Details

Mitchell

Howell / Onewin

Single Session Teams

Individual

MITCHELL

Number of Tables (rounded up): 10

Highest Board Number 27

Number of Rounds 9

Boards per Round 3

Half Table Pair sitting NS only (NS Sit-out, EW Phantom)

Missing Pair 10

Movement NS Rover (Odd number base)

Rover movement (9 table base): 0,2,4,6,9,3,5,7,8 - also 6EW and 9EW swap at Rounds 3, 6 and 9

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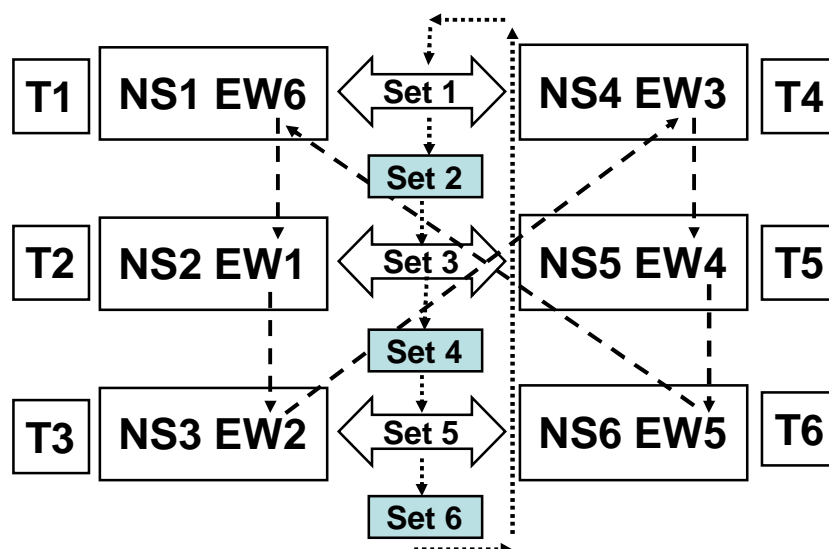
MASTER SHEET  
9 TABLE MITCHELL WITH ROVER (22-MA

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9	Table 10
1	1 v 1 Bds 1-3	2 v 2 Bds 4-6	3 v 3 Bds 7-9	4 v 4 Bds 10-12	5 v 5 Bds 13-15	6 v 6 Bds 16-18	7 v 7 Bds 19-21	8 v 8 Bds 22-24	9 v 9 Bds 25-27	10 v 0 Bds 1-0
2	1 v 9 Bds 4-6	10 v 1 Bds 7-9	3 v 2 Bds 10-12	4 v 3 Bds 13-15	5 v 4 Bds 16-18	6 v 5 Bds 19-21	7 v 6 Bds 22-24	8 v 7 Bds 25-27	9 v 8 Bds 1-3	10 v 0 Bds 1-0
3	1 v 8 Bds 7-9	2 v 6 Bds 10-12	3 v 1 Bds 13-15	10 v 2 Bds 16-18	5 v 3 Bds 19-21	6 v 4 Bds 22-24	7 v 5 Bds 25-27	8 v 9 Bds 1-3	9 v 7 Bds 4-6	10 v 0 Bds 1-0
4	1 v 7 Bds 10-12	2 v 8 Bds 13-15	3 v 9 Bds 16-18	4 v 1 Bds 19-21	5 v 2 Bds 22-24	10 v 3 Bds 25-27	7 v 4 Bds 1-3	8 v 5 Bds 4-6	9 v 6 Bds 7-9	10 v 0 Bds 1-0
5	1 v 6 Bds 13-15	2 v 7 Bds 16-18	3 v 8 Bds 19-21	4 v 9 Bds 22-24	5 v 1 Bds 25-27	6 v 2 Bds 1-3	7 v 3 Bds 4-6	8 v 4 Bds 7-9	10 v 5 Bds 10-12	10 v 0 Bds 1-0
6	1 v 5 Bds 16-18	2 v 9 Bds 19-21	10 v 7 Bds 22-24	4 v 8 Bds 25-27	5 v 6 Bds 1-3	6 v 1 Bds 4-6	7 v 2 Bds 7-9	8 v 3 Bds 10-12	9 v 4 Bds 13-15	10 v 0 Bds 1-0
7	1 v 4 Bds 19-21	2 v 5 Bds 22-24	3 v 6 Bds 25-27	4 v 7 Bds 1-3	10 v 8 Bds 4-6	6 v 9 Bds 7-9	7 v 1 Bds 10-12	8 v 2 Bds 13-15	9 v 3 Bds 16-18	10 v 0 Bds 1-0
8	1 v 3 Bds 22-24	2 v 4 Bds 25-27	3 v 5 Bds 1-3	4 v 6 Bds 4-6	5 v 7 Bds 7-9	6 v 8 Bds 10-12	10 v 9 Bds 13-15	8 v 1 Bds 16-18	9 v 2 Bds 19-21	10 v 0 Bds 1-0
9	1 v 2 Bds 25-27	2 v 3 Bds 1-3	3 v 4 Bds 4-6	4 v 5 Bds 7-9	5 v 9 Bds 10-12	6 v 7 Bds 13-15	7 v 8 Bds 16-18	10 v 6 Bds 19-21	9 v 1 Bds 22-24	10 v 0 Bds 1-0

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## NEW ENGLAND RELAY TEAMS



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## 6 Teams – New England Relay

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	1 v 6 Bds 31-36	2 v 1 Bds 7-12	3 v 2 Bds 19-24	4 v 3 Bds 31-36	5 v 4 Bds 7-12	6 v 5 Bds 19-24
2	1 v 5 Bds 25-30	2 v 6 Bds 1-6	3 v 1 Bds 13-18	4 v 2 Bds 25-30	5 v 3 Bds 1-6	6 v 4 Bds 13-18
3	1 v 4 Bds 19-24	2 v 5 Bds 31-36	3 v 6 Bds 7-12	4 v 1 Bds 19-24	5 v 2 Bds 31-36	6 v 3 Bds 7-12
4	1 v 3 Bds 13-18	2 v 4 Bds 25-30	3 v 5 Bds 1-6	4 v 6 Bds 13-18	5 v 1 Bds 25-30	6 v 2 Bds 1-6
5	1 v 2 Bds 7-12	2 v 3 Bds 19-24	3 v 4 Bds 31-36	4 v 5 Bds 7-12	5 v 6 Bds 19-24	6 v 1 Bds 31-36

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## 6 Teams – New England Relay

**TABLE 1**

<u>Round</u>	<u>Boards</u>	<u>NS Pair</u>	<u>EW Pair</u>
1	31 - 36	1	6
2	25 - 30	1	5
3	19 - 24	1	4
4	13 - 18	1	3
5	7 - 12	1	2

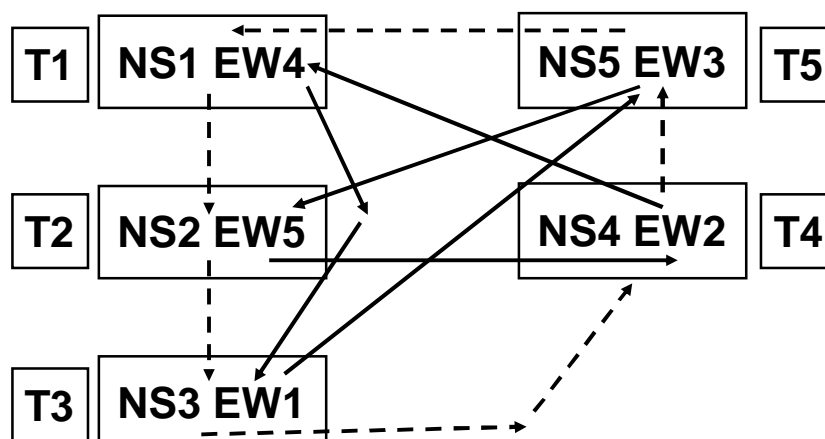
NS to Table 1NS  
EW to Table 2EW

For Teams Events, enter your player numbers into the Bridgmates at the table you are playing at in the first round.

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## AMERICAN WHIST TEAMS



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## 5 teams – American Whist

<u>Round</u>	<u>Table 1</u>	<u>Table 2</u>	<u>Table 3</u>	<u>Table 4</u>	<u>Table 5</u>
1	1 v 4 Bds 29-35	2 v 5 Bds 1-7	3 v 1 Bds 8-14	4 v 2 Bds 15-21	5 v 3 Bds 22-28
2	1 v 2 Bds 22-28	2 v 3 Bds 29-35	3 v 4 Bds 1-7	4 v 5 Bds 8-14	5 v 1 Bds 15-21
3	1 v 5 Bds 15-21	2 v 1 Bds 22-28	3 v 2 Bds 29-35	4 v 3 Bds 1-7	5 v 4 Bds 8-14
4	1 v 3 Bds 8-14	2 v 4 Bds 15-21	3 v 5 Bds 22-28	4 v 1 Bds 29-35	5 v 2 Bds 1-7

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## 5 teams – American Whist

**TABLE 1**

<u>Round</u>	<u>Boards</u>	<u>NS Pair</u>	<u>EW Pair</u>
1	29 - 35	1	4
2	22 - 28	1	2
3	15 - 21	1	5
4	8 - 14	1	3

NS to Table 1NS  
EW to Table 3EW

For Teams Events, enter your player numbers into the Bridgmates at the table you are playing at in the first round.

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