

MOVEMENTS

1

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 **When things go wrong**
Using movements that foul, having 5 board
sitouts, using skips with half table Mitchells

2

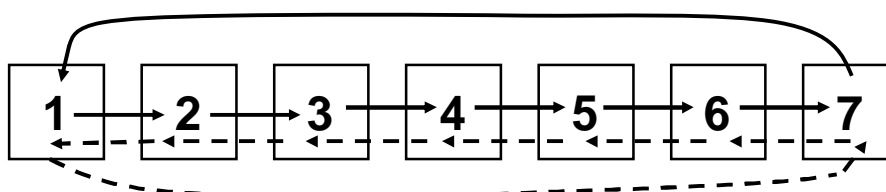
MOVEMENTS

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

3

MITCHELL

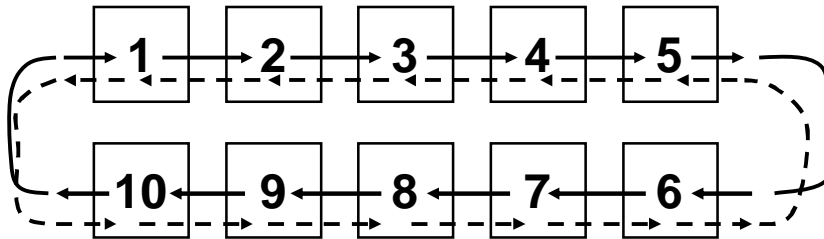


Odd Number of Tables

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

4

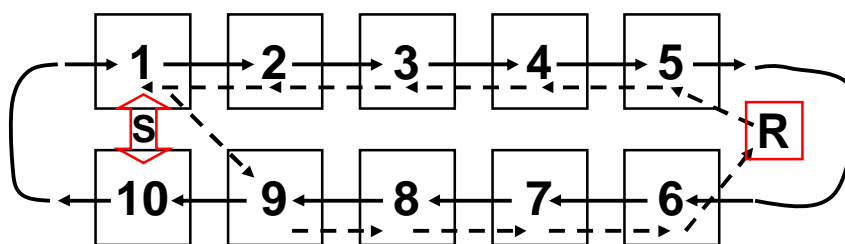
SKIP MITCHELL



Skip usually after the round that equates to half the number of tables (here 5).
 If movement being curtailed the earliest skip is after the round that equates to
 (Number of Rounds – $\frac{1}{2}$ No. of Tables)
 ****Skip Mitchells with Half Tables are
 Not Recommended

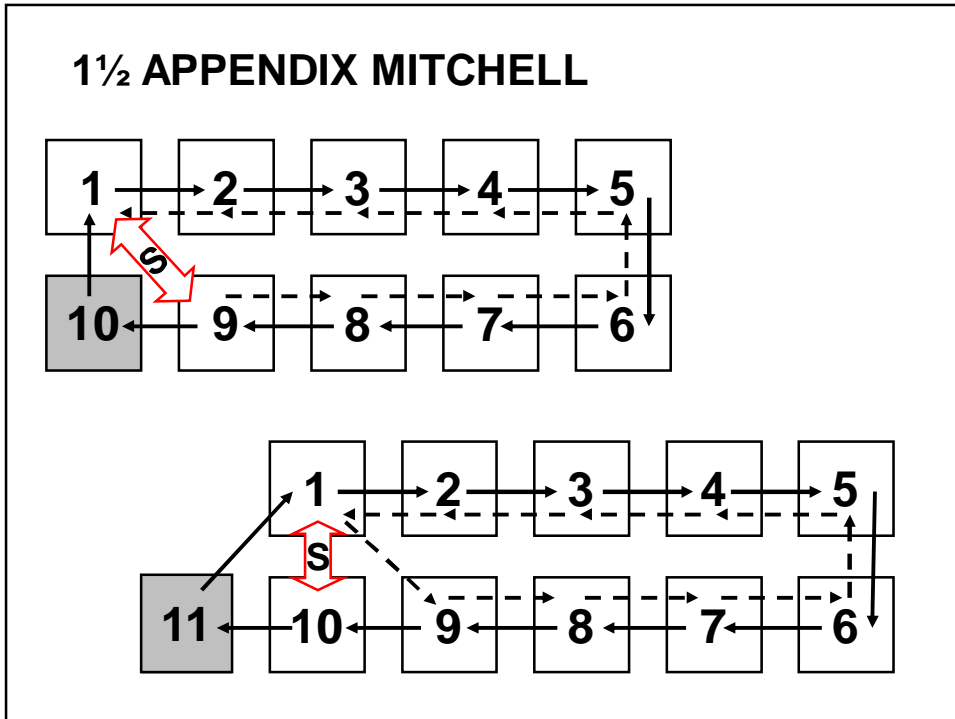
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SHARE & RELAY MITCHELL

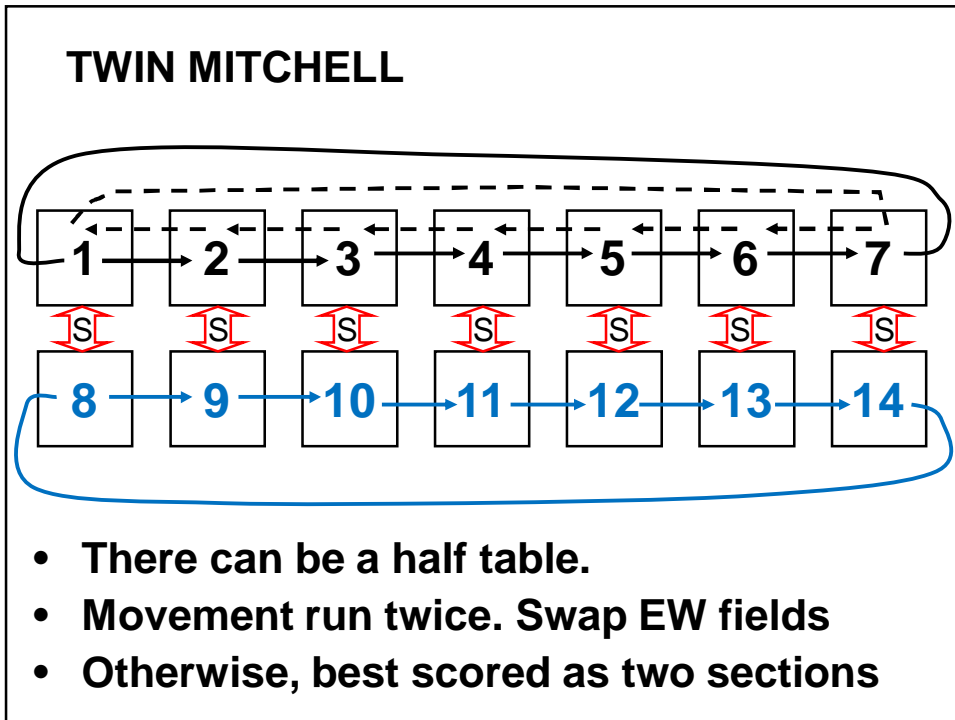


Curtailing is Not Recommended.
 Half table may be NS or EW and may be anywhere but commonly an EW sit out at the highest numbered table.

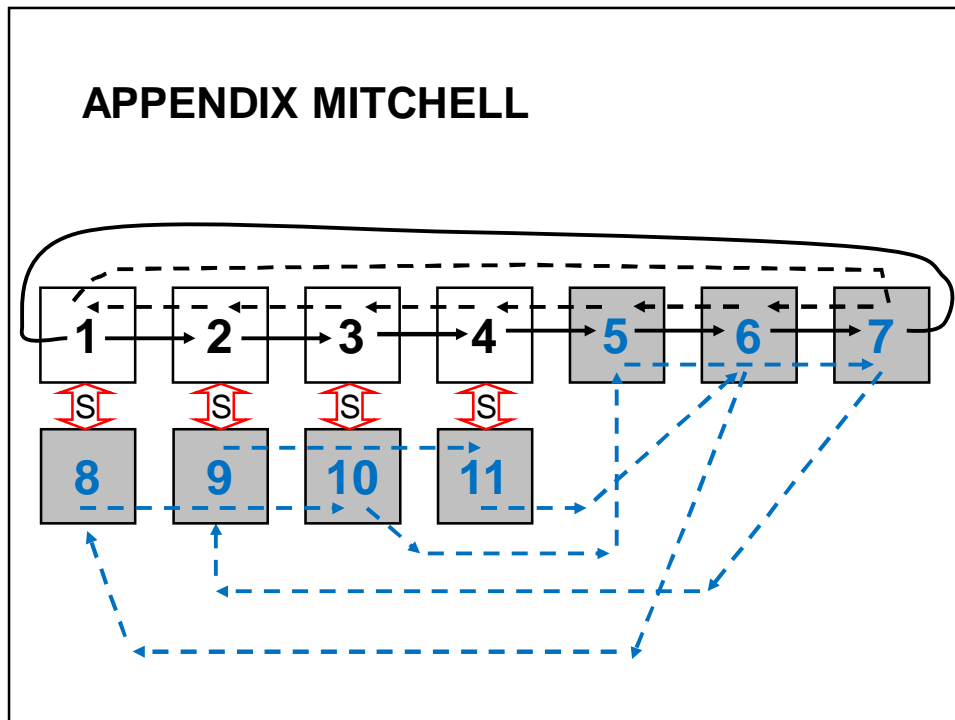
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ARROWSWITCH MITCHELL

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.

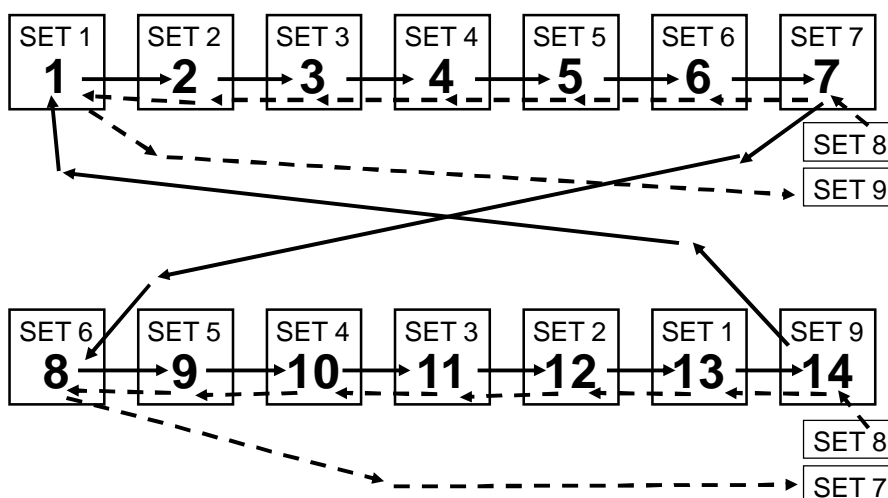
Movement cards are advisable.

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

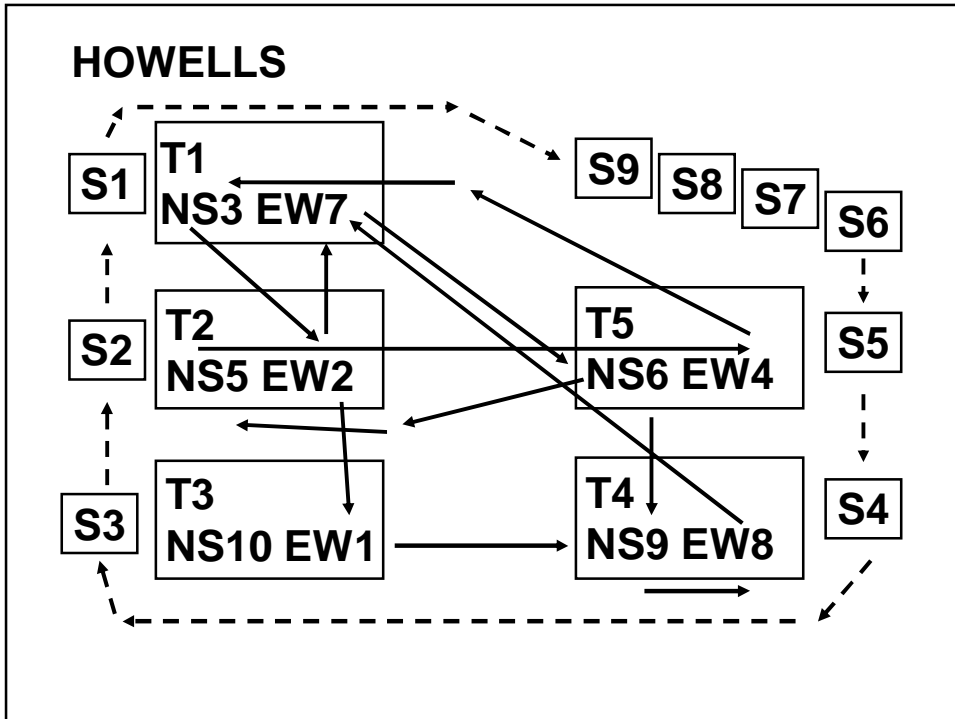
Check Scoring programme.

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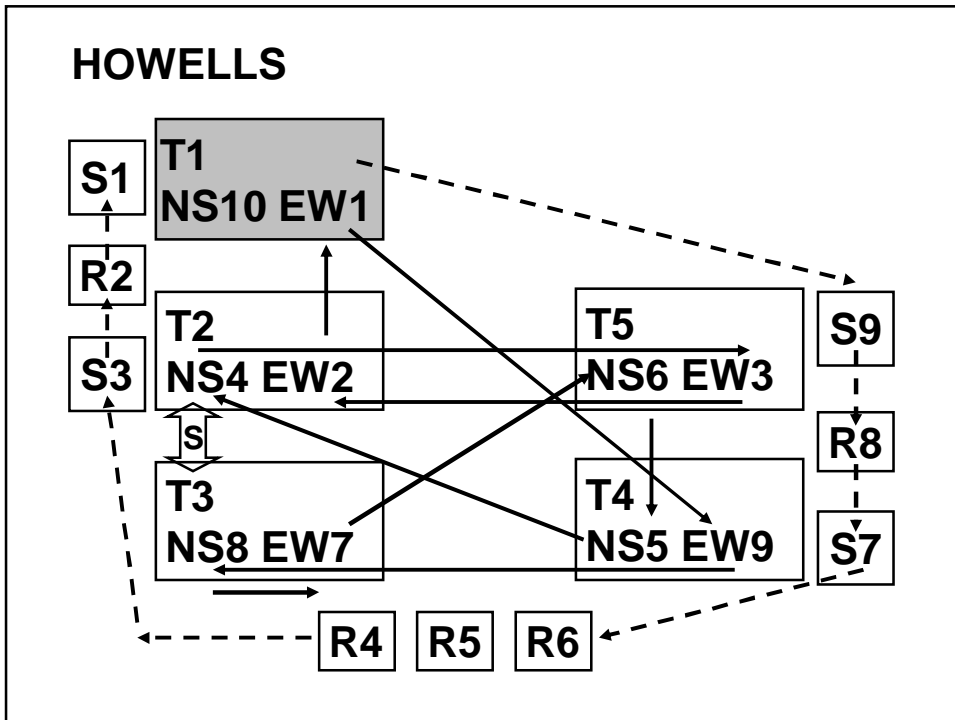
WEB MITCHELL



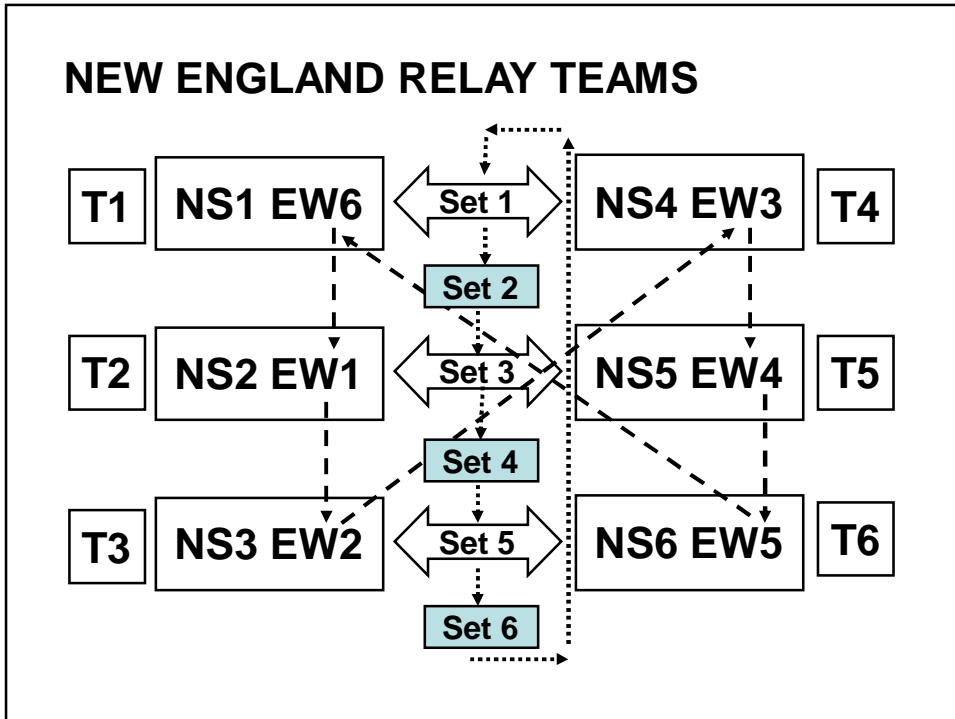
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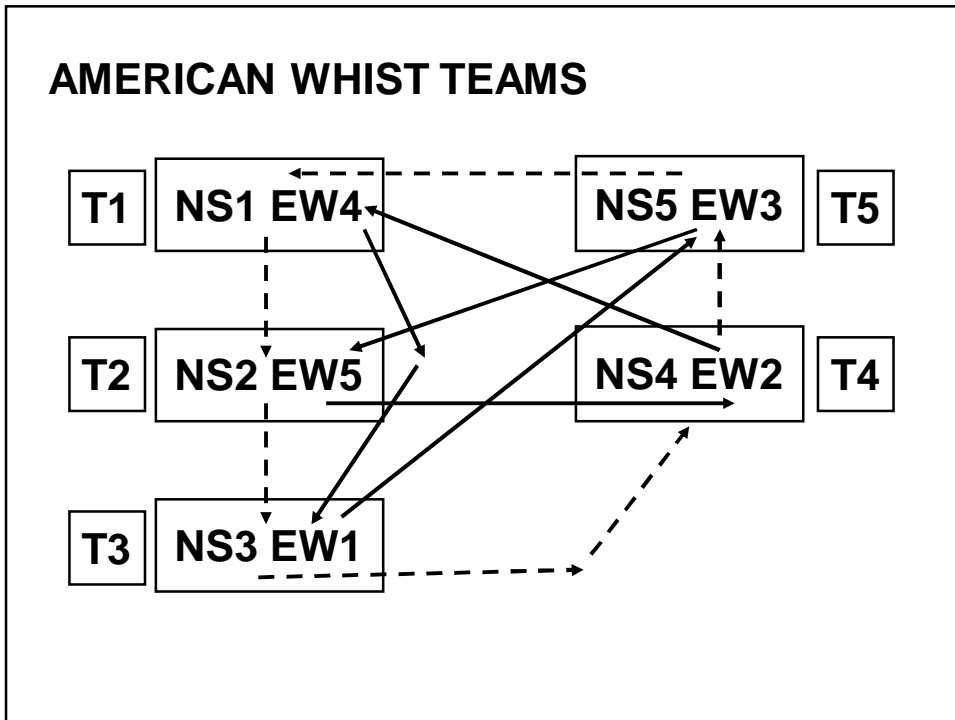
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TEAMS ROUND ROBIN – EVEN NUMBER

8	7	6	5
8 v 1	7 v 2	6 v 3	5 v 4
8 v 2	1 v 3	7 v 4	6 v 5
8 v 3	2 v 4	1 v 5	7 v 6
8 v 4	3 v 5	2 v 6	1 v 7
8 v 5	4 v 6	3 v 7	2 v 1
8 v 6	5 v 7	4 v 1	3 v 2
8 v 7	6 v 1	5 v 2	4 v 3

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TEAMS ROUND ROBIN – ODD NUMBER

4 v 7	6 v 8	5 v 9	1 v 2 v 3
5 v 8	9 v 7	4 v 6	
3 v 8	6 v 9	2 v 7	1 v 4 v 5
6 v 3	9 v 2	8 v 7	
8 v 2	9 v 4	3 v 5	1 v 6 v 7
8 v 4	9 v 3	2 v 5	
7 v 3	6 v 5	4 v 2	1 v 8 v 9
5 v 7	2 v 6	3 v 4	

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SWISS PAIRS & SWISS TEAMS

Contestants play pairs or teams next to them or close to them in the current standings.

The first round in teams and usually the first two rounds of pairs are pre-drawn. Usually a live draw thereafter for teams and a delayed or live draw thereafter for pairs.

There are recommended minimum numbers of rounds to be played.

Events may become overswished if too many rounds are played. Usual recommendation is for number of rounds not to exceed half the number of contestants.