

SIMPLE MOVEMENTS for the NEW DIRECTOR

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

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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**

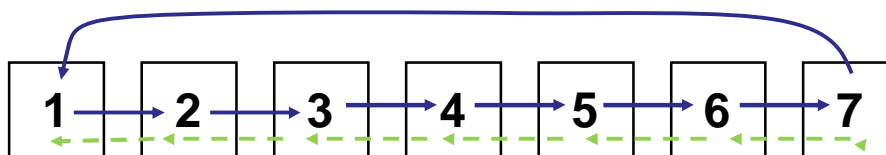
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MITCHELL Movement

- **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

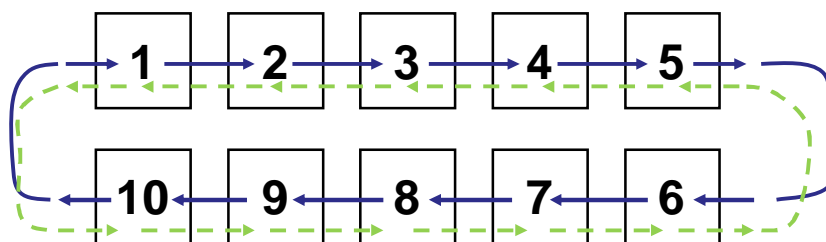


Odd Number of Tables

- ✓ 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

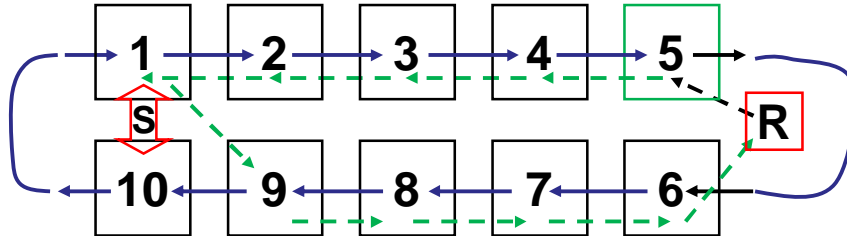


Skip usually after the round that equates to half the number of tables (here 5).

Skip Mitchells with Half Tables are not recommended

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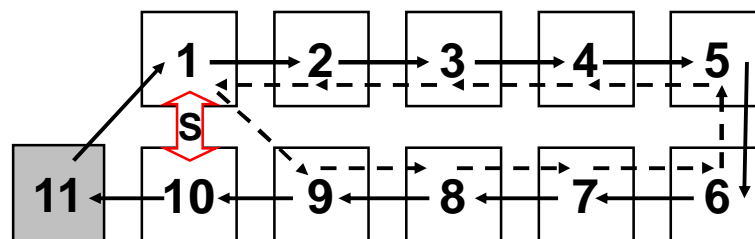
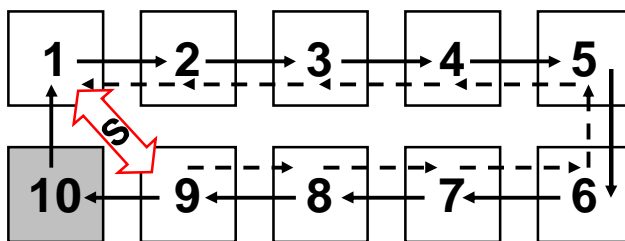
SHARE & RELAY MITCHELL



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

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.

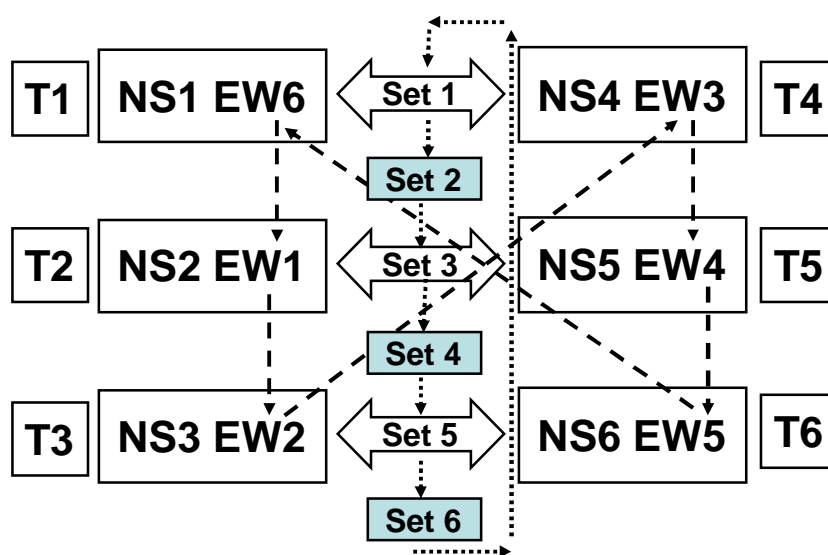
Movement cards are advisable.

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

Check Scoring programme.

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NEW ENGLAND RELAY TEAMS



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6 Teams – New England Relay

| <u>Round</u> | <u>Table 1</u> | <u>Table 2</u> | <u>Table 3</u> | <u>Table 4</u> | <u>Table 5</u> | <u>Table 6</u> |
|--------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|
| 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

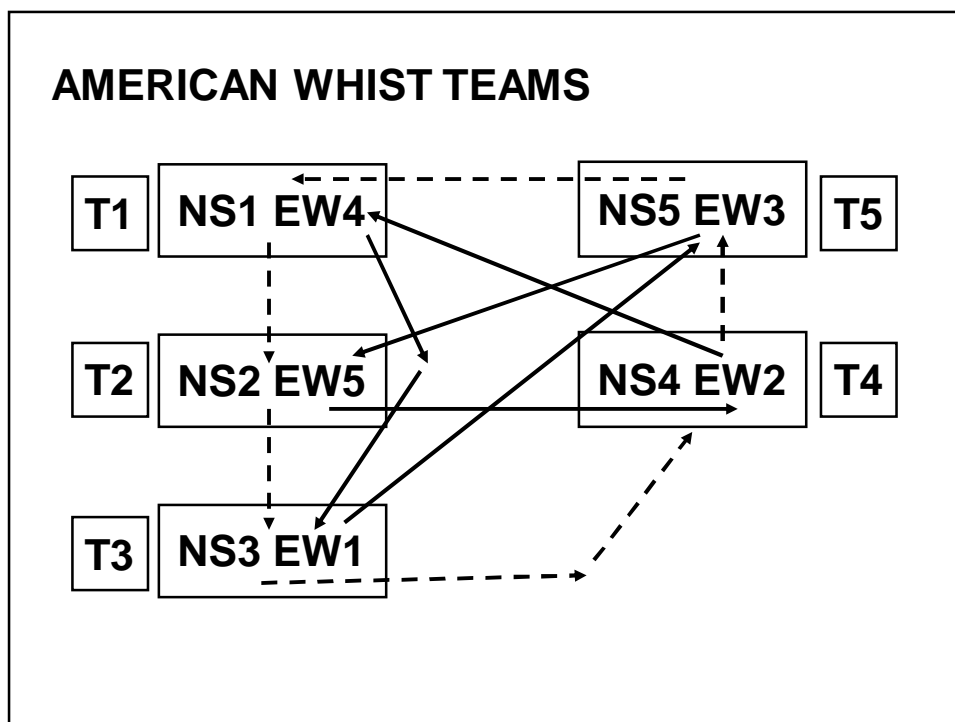
| <u>Round</u> | <u>Boards</u> | <u>NS Pair</u> | <u>EW Pair</u> |
|--------------|---------------|----------------|----------------|
| 1 | 31 - 36 | 1 | 6 |
| 2 | 25 - 30 | 1 | 5 |
| 3 | 19 - 24 | 1 | 4 |
| 4 | 13 - 18 | 1 | 3 |
| 5 | 7 - 12 | 1 | 2 |

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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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 Bridgemates at the table you are playing at in the first round.

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