

# Recommended movements for Taupo bridge club

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Here are some options for different table numbers, and how to use them. The following movement guides give more details.

For 2 tables, you can use a Mitchell movement and the tablets/scorers, but it would be better to score as a teams match, or Butler pairs

For 2.5 tables you can use the 3-table movement, but it is a very long phantom. Best just to play for fun.

Feel free to ring Rona 021 177 1461 if you need help

# 3 tables

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3 table Barometer (this is the only movement that works for 3 tables)

In Scorer, select Howell/Barometer, Load File, then Barometer.

Change the file type to \*.bar

Choose:

- 3T\_20B\_5R.bar for 20 boards
  - Stationary pair NS1
  - All tables share the same boards for each round
- 3T\_25B\_5R.bar for 25 boards
  - Stationary pair NS1
  - All tables share the same boards for each round

## 3.5 & 4 tables

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In Scorer, select Howell/Barometer, Load File, then Howell, then 4 tables

Choose:

- 4T\_21B\_7R.hwl for 7 round Howell, 21 boards
  - stationary pair NS1
  - feed-ins between tables 1 & 2 (2 sets) and 2 & 3 (1 set)
- 4T\_28B\_7R.hwl for 7 round Howell, 28 boards
  - stationary pair NS1
  - feed-ins between tables 1 & 2 (2 sets) and 2 & 3 (1 set)

If you have a phantom:

- Select 4T\_21B\_7R.hwl, otherwise pairs sit out 4 boards which is a long time

# 5 tables

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In Scorer, select Howell/Barometer, Load File, then Howell, then 5 tables

Choose:

- 5T\_21B\_7R.hwl for 7 round Howell, 21 boards
  - stationary pairs NS1, NS3, EW5
  - all feed-ins at table 5
- 5T\_27B\_9R.hwl for 9 round Howell, 27 boards
  - stationary pair NS1
  - all feed-ins between tables 3 & 4

If you have a phantom:

- Either movement is suitable

## 5.5 & 6 tables

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In Scorer, select Howell/Barometer, Load File, then Howell, then 6 tables

Choose:

- 6T\_22B\_11R.hwl for 11 round Howell, 22 boards
  - stationary pair NS5
  - feed-ins between tables 2 & 3 (1 set), rest of feed-ins at table 6
- 6T\_24B\_8R.hwl for 8 round Howell, 24 boards
  - stationary pairs NS1, NS2, NS3, NS4
  - all feed-ins at table 6
- 6T\_27B\_9R.hwl for 9 round Howell, 27 boards
  - stationary pairs NS1, NS2, NS3
  - all feed-ins at table 6
- 6T\_33B\_11R.hwl for 11 round Howell, 33 boards
  - stationary pair NS5
  - feed-ins between tables 2 & 3 (1 set), rest of feed-ins at table 6

If you have a phantom:

- Any movement is suitable

## 6.5 & 7 tables

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In Scorer, select Howell/Barometer, Load File, then Howell, then 7 tables

Choose:

- 7T\_26B\_13R.hwl for 13 round Howell, 26 boards
  - stationary pair NS4
  - all feed-ins at table 7
- 7T\_22B\_11R.hwl for 11 round Howell, 22 boards
  - stationary pairs NS1, NS5, NS6
  - all feed-ins at table 7

If you have a phantom:

- This movement is suitable

## 7.5 & 8 tables

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In Scorer, select Mitchell

- No. of tables: 8
- Boards per set: 3
- No. of boards: 24

1 set of relay boards between tables 4 & 5

Tables 1 & 8 share

If you have a phantom:

- Put phantom NS at table 8 (spare pair sits EW). Then table 1 & 8 don't need to share – there will be no boards on table 8

# 8.5 & 9 tables

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## 27 boards

In Scorer, select Mitchell

- No. of tables: 9
- Boards per set: 3
- No. of boards: 27

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

## 24 boards

In Scorer, select Mitchell

- No. of tables: 9
- Boards per set: 3
- No. of boards: 27
- Don't play last 1 round

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

Disadvantage: Players don't play all the boards

## 22 boards

In Scorer, select Mitchell

- No. of tables: 9
- Boards per set: 2
- No. of boards: 22
- 2 sets of feed-ins at table 9

If you have a phantom:

- Put phantom at table 3 in the direction specified for the month

Disadvantage: Some pairs play each other twice. With a phantom, two pairs will be phantom twice.

# 9.5 & 10 tables

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## 24 boards

In Scorer, select Mitchell

- No. of tables: 10
- Boards per set: 2
- No. of boards: 24
- 1 set of relay boards between tables 5 & 6
- 1 set of feed-ins at table 10

If you have a phantom:

- Put phantom at table 3 in the direction specified for the month

Disadvantage: Some pairs play each other twice. With a phantom, two pairs will be phantom twice.

## 20 boards

In Scorer, select Mitchell

- No. of tables: 10
- Boards per set: 2
- No. of boards: 20
- 1 set of relay boards between tables 5 & 6
- Tables 1 & 10 share

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

Disadvantage: Players prefer to play more boards

## 30 boards

In Scorer, select Mitchell

- No. of tables: 10
- Boards per set: 3
- No. of boards: 30
- 1 set of relay boards between tables 5 & 6
- Tables 1 & 10 share

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

Disadvantage: Players prefer to play fewer boards

# 10.5 & 11 tables

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## 22 boards

In Scorer, select Mitchell

- No. of tables: 11
- Boards per set: 2
- No. of boards: 22

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

## 26 boards

In Scorer, select Mitchell

- No. of tables: 11
- Boards per set: 2
- No. of boards: 26
- 2 sets of feed-ins at table 11

If you have a phantom:

- Put phantom at table 3 in the direction specified for the month

Disadvantage: Some pairs play each other twice. With a phantom, two pairs will be phantom twice.

# 11.5 & 12 tables

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In Scorer, select Mitchell

- No. of tables: 12
- Boards per set: 2
- No. of boards: 24
- 1 set of relay boards between tables 6 & 7
- Tables 1 & 12 share

If you have a phantom:

- Put phantom NS at table 12 (spare pair sits EW). Then table 1 & 12 don't need to share – there will be no boards on table 12

# 12.5 & 13 tables

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## 26 boards

In Scorer, select Mitchell

- No. of tables: 13
- Boards per set: 2
- No. of boards: 26

If you have a phantom:

- Put phantom anywhere in the direction specified for the month

# 13.5 & 14 tables

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## 28 boards

In Scorer, select Mitchell

- No. of tables: 14
- Boards per set: 2
- No. of boards: 28
- 1 set of relay boards between tables 7 & 8
- Tables 1 & 14 share

If you have a phantom:

- Put phantom NS at table 14 (spare pair sits EW). Then table 1 & 14 don't need to share – there will be no boards on table 14

## Other options:

- Mitchell, 1 board per table, 20 boards (or any higher even number)
- 2 x 7 table sections (need 2 sets of boards, or could use 1 set and share between sections)
- Web Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 7 tables, 3 boards per table, 21 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Web Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 24 or 26 boards. Change the file type to \*.mit if necessary

Choose:

- 14T\_22B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 7 & 14
  - See movement guide for further instructions
- 14T\_24B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 7 & 14
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions
- 14T\_26B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 7 & 14
  - See movement guide for further instructions

# 14.5 & 15 tables

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Options:

- Mitchell, 1 board per table, 21 boards (or any odd number higher than this)
- Bowman Mitchell (need 3 sets of boards, or can use 2 sets with sharing)

## **Bowman Mitchell**

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 15T\_22B Bowman.mit
  - Three sets of boards are required, or 2 sets with minimal sharing
  - Phantom may go anywhere in the direction specified for the month, best not at tables 13-17
  - See movement guide for further instructions
- 15T\_26B Bowman.mit
  - Two sets of boards are required
  - Phantom best EW 8 or EW9
  - See movement guide for further instructions

# 15.5 & 16 tables

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Options:

- Mitchell, 1 board per table, 20 boards (or any higher even number)
- 2 x 8 table sections (need 2 sets of boards)
- Web Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 8 tables, 3 boards per table, 24 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Web Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 24 or 26 boards.  
Change the file type to \*.mit if necessary

Choose:

- 16T\_22B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 8 & 16
  - See movement guide for further instructions
- 16T\_24B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 8 & 16
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions
- 16T\_26B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 8 & 16
  - See movement guide for further instructions

# 16.5 & 17 tables

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Options:

- Mitchell, 1 board per table, 21 boards (or any odd number higher than this)
- Bowman Mitchell (need 3 sets of boards, or can use 2 sets with sharing)

## **Bowman Mitchell**

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 17T\_22B Bowman.mit
  - Three sets of boards are required
  - Phantom may go anywhere in the direction specified for the month, best not at tables 14 or 17
  - See movement guide for further instructions
- 17T\_26B Bowman.mit
  - Three sets of boards are required, or 2 sets with minimal sharing
  - Phantom may go anywhere in the direction specified for the month, best not at tables 14 or 17
  - See movement guide for further instructions

# 17.5 & 18 tables

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Options:

- Mitchell, 1 board per table, 20 boards (or any higher even number)
- 2 x 9 table sections (need 2 sets of boards)
- Web Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 9 tables, 3 boards per table, 27 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Web Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 24 or 26 boards.  
Change the file type to \*.mit if necessary

Choose:

- 18T\_22B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 9 & 18
  - See movement guide for further instructions
- 18T\_24B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 9 & 18
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions
- 18T\_26B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 9 & 18
  - See movement guide for further instructions

# 18.5 & 19 tables

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Options:

- Mitchell, 1 board per table, 21 boards (or any odd number higher than this)
- Bowman Mitchell (need 3 sets of boards)

## **Bowman Mitchell**

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 19T\_22B Bowman.mit
  - Three sets of boards are required
  - Phantom may go anywhere in the direction specified for the month, best not at tables 15 or 19
  - See movement guide for further instructions
- 19T\_26B Bowman.mit
  - Three sets of boards are required
  - Phantom may go anywhere in the direction specified for the month, best not at tables 16 or 19
  - See movement guide for further instructions

# 19.5 & 20 tables

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Options:

- Mitchell, 1 board per table, 20 boards (or any higher even number)
- 2 x 10 table sections (need 2 sets of boards)
- Web Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 10 tables, 2 boards per table, 20 or 24 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Web Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 22 or 24 or 26 boards.  
Change the file type to \*.mit if necessary

Choose:

- 20T\_22B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 10 & 20
  - See movement guide for further instructions
- 20T\_24B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 10 & 20
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions
- 20T\_26B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 10 & 20
  - See movement guide for further instructions

# 20.5 & 21 tables

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Options:

- Mitchell, 1 board per table, 21 boards (or any odd number higher than this)
- Bowman Mitchell (need 3 sets of boards)

## **Bowman Mitchell**

In Scorer, select Custom Movements, Load File, then Mitchell, then 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 21T\_26B Bowman.mit
  - Three sets of boards are required
  - Phantom may go anywhere in the direction specified for the month, best not at tables 17 or 21
  - See movement guide for further instructions

# 21.5 & 22 tables

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Options:

- Mitchell, 1 board per table, 22 boards (or any higher even number)
- 2 x 11 table sections (need 2 sets of boards)
- Web Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 11 tables, 2 boards per table, 22 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Web Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 24 or 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 22T\_24B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 11 & 22
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions
- 22T\_26B Web.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month except 11 & 22
  - See movement guide for further instructions

# 22.5 & 23 tables

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Options:

- Mitchell, 1 board per table, 23 boards (or any odd number higher than this)
- Bowman Mitchell (need 3 sets of boards)

## **Bowman Mitchell**

In Scorer, select Custom Movements, Load File, then Mitchell, then 26 boards.

Change the file type to \*.mit if necessary

Choose:

- 23T\_26B Bowman.mit
  - Three sets of boards are required
  - Phantom may go anywhere in the direction specified for the month, best not at tables 18 or 23
  - See movement guide for further instructions

# 23.5 & 24 tables

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Options:

- Mitchell, 1 board per table, 24 boards
- 2 x 12 table sections (need 2 sets of boards)
- Continuous Mitchell (need 2 sets of boards)

## 2 sections

Set up Section **A** as usual 12 tables, 2 boards per table, 24 boards

Then set up Section **B** the same

Select the button **Yes** for **Score across sections**

Now click on **Start Remote Server** and continue as normal

## Continuous Mitchell

In Scorer, select Custom Movements, Load File, then Mitchell, then 24 boards.

Change the file type to \*.mit if necessary

Choose:

- 24T\_24B Continuous.mit
  - Two sets of boards are required
  - Phantom may go anywhere in the direction specified for the month
  - Note that there is a Skip Move after round 6
  - See movement guide for further instructions