

Recommended movements for Taupo bridge club

This is updated for Scorer 20

For movements other than Mitchell you need to use the custom movement option when setting up the section(s).

Put in the table number then go to custom movements which gives you a list of what is available.

Special movements like Web Mitchell, Bowman etc

These must be set up in scorer beforehand if not already there, by going to advanced options and New Custom Movements. You will need to print the Movement Overview. These could be different/same to the older ones described here, so please check.

Also you can go to <https://bridgenz.co.nz/movement-csv-files>

These csv files can be uploaded into the New Custom Movements in Scorer.

For the Howell Movements look at the first column for Round 1, to see the placement of the boardsets, pair numbers and any shared boards

Note Boardsets are placed in order around the tables. When a boardset(s) are missing then they are feedins between those tables concerned

Movement: 3Table-5Round-15Board

		roundno				
tableno		1	2	3	4	5
1	NSPair	6	6	6	6	6
	EWPair	1	2	3	4	5
	boardset	1	2	3	4	5
	sharing					2
2	NSPair	3	1	2	3	2
	EWPair	4	3	4	5	3
	boardset	2	4	1	1	5
	sharing					2
3	NSPair	5	4	5	1	4
	EWPair	2	5	1	2	1
	boardset	4	3	2	3	5
	sharing					2

Movement: 3Table-5Rounds-20Board

		roundno				
tableno		1	2	3	4	5
1	NSPair	6	6	6	6	6
	EWPair	1	2	3	4	5
	boardset	1	2	3	4	5
	sharing					2
2	NSPair	3	1	2	3	2
	EWPair	4	3	4	5	3
	boardset	2	4	1	1	5
	sharing					2
3	NSPair	5	4	5	1	4
	EWPair	2	5	1	2	1
	boardset	4	3	2	3	5
	sharing					2

Movement: 3Table-5Rounds-25Board

		roundno				
tableno		1	2	3	4	5
1	NSPair	6	6	6	6	6
	EWPair	1	2	3	4	5
	boardset	1	2	3	4	5
	sharing					2
2	NSPair	3	1	2	3	2
	EWPair	4	3	4	5	3
	boardset	2	4	1	1	5
	sharing					2
3	NSPair	5	4	5	1	4
	EWPair	2	5	1	2	1
	boardset	4	3	2	3	5
	sharing					2

Movement: 4table-6round-24board

		roundno					
tableno		1	2	3	4	5	6
1	NSPair	8	8	8	8	8	8
	EWPair	1	2	3	4	5	6
	boardset	1	2	3	4	5	6
	sharing	1	1	1	1	1	1
2	NSPair	5	6	1	2	3	4
	EWPair	6	1	2	3	4	5
	boardset	2	3	4	5	6	1
	sharing						
3	NSPair	2	3	4	5	6	1
	EWPair	4	5	6	1	2	3
	boardset	3	4	5	6	1	2
	sharing						
4	NSPair	7	7	7	7	7	7
	EWPair	3	4	5	6	1	2
	boardset	1	2	3	4	5	6
	sharing	1	1	1	1	1	1

Movement: 4Table-7Rounds-21Board

		roundno						
tableno		1	2	3	4	5	6	7
1	NSPair	8	8	8	8	8	8	8
	EWPair	1	2	3	4	5	6	7
	boardset	1	2	3	4	5	6	7
	sharing							
2	NSPair	6	7	1	2	3	4	5
	EWPair	5	6	7	1	2	3	4
	boardset	2	3	4	5	6	7	1
	sharing							
3	NSPair	4	5	6	7	1	2	3
	EWPair	2	3	4	5	6	7	1
	boardset	3	4	5	6	7	1	2
	sharing							
4	NSPair	7	1	2	3	4	5	6
	EWPair	3	4	5	6	7	1	2
	boardset	5	6	7	1	2	3	4
	sharing							

Movement: 4Table-7Rounds-28Board

		roundno						
tableno		1	2	3	4	5	6	7
1	NSPair	8	8	8	8	8	8	8
	EWPair	1	2	3	4	5	6	7
	boardset	1	2	3	4	5	6	7
	sharing							
2	NSPair	6	7	1	2	3	4	5
	EWPair	5	6	7	1	2	3	4
	boardset	2	3	4	5	6	7	1
	sharing							
3	NSPair	4	5	6	7	1	2	3
	EWPair	2	3	4	5	6	7	1
	boardset	3	4	5	6	7	1	2
	sharing							
4	NSPair	7	1	2	3	4	5	6
	EWPair	3	4	5	6	7	1	2
	boardset	5	6	7	1	2	3	4
	sharing							

Movement: 5Table-7Rounds-21Board

		roundno						
tableno		1	2	3	4	5	6	7
1	NSPair	8	8	8	8	8	8	8
	EWPair	1	2	3	4	5	6	7
	boardset	1	2	3	4	5	6	7
	sharing							
2	NSPair	5	6	7	1	2	3	4
	EWPair	3	4	5	6	7	1	2
	boardset	2	3	4	5	6	7	1
	sharing							
3	NSPair	10	10	10	10	10	10	10
	EWPair	7	1	2	3	4	5	6
	boardset	3	4	5	6	7	1	2
	sharing							
4	NSPair	6	7	1	2	3	4	5
	EWPair	2	3	4	5	6	7	1
	boardset	4	5	6	7	1	2	3
	sharing							
5	NSPair	4	5	6	7	1	2	3
	EWPair	9	9	9	9	9	9	9
	boardset	5	6	7	1	2	3	4
	sharing							

Movement: 5Table-8Rounds-24Board

		roundno							
tableno		1	2	3	4	5	6	7	8
1	NSPair	9	9	9	9	9	9	9	9
	EWPair	1	2	3	4	5	6	7	8
	boardset	1	2	3	4	5	6	7	8
	sharing	1	1	1	1	1	1	1	1
2	NSPair	2	3	4	5	6	7	8	1
	EWPair	4	5	6	7	8	1	2	3
	boardset	1	2	3	4	5	6	7	8
	sharing	1	1	1	1	1	1	1	1
3	NSPair	5	6	7	8	1	2	3	4
	EWPair	8	1	2	3	4	5	6	7
	boardset	3	4	5	6	7	8	1	2
	sharing								
4	NSPair	10	10	10	10	10	10	10	10
	EWPair	3	4	5	6	7	8	1	2
	boardset	7	8	1	2	3	4	5	6
	sharing								
5	NSPair	6	7	8	1	2	3	4	5
	EWPair	7	8	1	2	3	4	5	6
	boardset	8	1	2	3	4	5	6	7
	sharing								

Movement: 6Table-8Round-24Board

		roundno							
tableno		1	2	3	4	5	6	7	8
1	NSPair	9	9	9	9	9	9	9	9
	EWPair	1	2	3	4	5	6	7	8
	boardset	1	2	3	4	5	6	7	8
	sharing								
2	NSPair	10	10	10	10	10	10	10	10
	EWPair	6	7	8	1	2	3	4	5
	boardset	2	3	4	5	6	7	8	1
	sharing								
3	NSPair	11	11	11	11	11	11	11	11
	EWPair	4	5	6	7	8	1	2	3
	boardset	3	4	5	6	7	8	1	2
	sharing								
4	NSPair	12	12	12	12	12	12	12	12
	EWPair	2	3	4	5	6	7	8	1
	boardset	4	5	6	7	8	1	2	3
	sharing								
5	NSPair	8	1	2	3	4	5	6	7
	EWPair	7	8	1	2	3	4	5	6
	boardset	5	6	7	8	1	2	3	4
	sharing								
6	NSPair	5	6	7	8	1	2	3	4
	EWPair	3	4	5	6	7	8	1	2
	boardset	6	7	8	1	2	3	4	5
	sharing								

Movement: 7Table-8Round-24Board

		roundno							
tableno		1	2	3	4	5	6	7	8
1	NSPair	9	9	9	9	9	9	9	9
	EWPair	1	8	7	6	5	4	3	2
	boardset	1	2	3	4	5	6	7	8
	sharing								
2	NSPair	10	10	10	10	10	10	10	10
	EWPair	2	1	8	7	6	5	4	3
	boardset	2	3	4	5	6	7	8	1
	sharing								
3	NSPair	11	11	11	11	11	11	11	11
	EWPair	3	2	1	8	7	6	5	4
	boardset	3	4	5	6	7	8	1	2
	sharing								
4	NSPair	12	12	12	12	12	12	12	12
	EWPair	4	3	2	1	8	7	6	5
	boardset	5	6	7	8	1	2	3	4
	sharing								
5	NSPair	13	13	13	13	13	13	13	13
	EWPair	5	4	3	2	1	8	7	6
	boardset	6	7	8	1	2	3	4	5
	sharing								
6	NSPair	14	14	14	14	14	14	14	14
	EWPair	6	5	4	3	2	1	8	7
	boardset	7	8	1	2	3	4	5	6
	sharing								
7	NSPair	8	7	6	5	4	3	2	1
	EWPair	7	6	5	4	3	2	1	8
	boardset	8	1	2	3	4	5	6	7
	sharing								

Movement: 11Table-13Round-26Board

		roundno													
tableno		1	2	3	4	5	6	7	8	9	10	11	12	13	
1	NSPair	14	14	14	14	14	14	14	14	14	14	14	14	14	
	EWPair	1	13	12	11	10	9	8	7	6	5	4	3	2	
	boardset	1	2	3	4	5	6	7	8	9	10	11	12	13	
	sharing														
2	NSPair	15	15	15	15	15	15	15	15	15	15	15	15	15	
	EWPair	2	1	13	12	11	10	9	8	7	6	5	4	3	
	boardset	2	3	4	5	6	7	8	9	10	11	12	13	1	
	sharing														
3	NSPair	16	16	16	16	16	16	16	16	16	16	16	16	16	
	EWPair	3	2	1	13	12	11	10	9	8	7	6	5	4	
	boardset	3	4	5	6	7	8	9	10	11	12	13	1	2	
	sharing														
4	NSPair	17	17	17	17	17	17	17	17	17	17	17	17	17	
	EWPair	4	3	2	1	13	12	11	10	9	8	7	6	5	
	boardset	4	5	6	7	8	9	10	11	12	13	1	2	3	
	sharing														
5	NSPair	18	18	18	18	18	18	18	18	18	18	18	18	18	
	EWPair	5	4	3	2	1	13	12	11	10	9	8	7	6	
	boardset	7	8	9	10	11	12	13	1	2	3	4	5	6	
	sharing														
6	NSPair	19	19	19	19	19	19	19	19	19	19	19	19	19	
	EWPair	6	5	4	3	2	1	13	12	11	10	9	8	7	
	boardset	8	9	10	11	12	13	1	2	3	4	5	6	7	
	sharing														
7	NSPair	20	20	20	20	20	20	20	20	20	20	20	20	20	
	EWPair	7	6	5	4	3	2	1	13	12	11	10	9	8	
	boardset	9	10	11	12	13	1	2	3	4	5	6	7	8	
	sharing														
8	NSPair	21	21	21	21	21	21	21	21	21	21	21	21	21	
	EWPair	8	7	6	5	4	3	2	1	13	12	11	10	9	
	boardset	10	11	12	13	1	2	3	4	5	6	7	8	9	
	sharing														
9	NSPair	12	11	10	9	8	7	6	5	4	3	2	1	13	
	EWPair	9	8	7	6	5	4	3	2	1	13	12	11	10	
	boardset	11	12	13	1	2	3	4	5	6	7	8	9	10	
	sharing														
10	NSPair	22	22	22	22	22	22	22	22	22	22	22	22	22	
	EWPair	10	9	8	7	6	5	4	3	2	1	13	12	11	
	boardset	12	13	1	2	3	4	5	6	7	8	9	10	11	
	sharing														
11	NSPair	13	12	11	10	9	8	7	6	5	4	3	2	1	
	EWPair	11	10	9	8	7	6	5	4	3	2	1	13	12	
	boardset	13	1	2	3	4	5	6	7	8	9	10	11	12	
	sharing														

7.5 & 8 tables

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

Details of possible Howell Movements are above

8.5 & 9 tables

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.

Details of possible Howell Movements are above

9.5 & 10 tables

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

Details of possible Howell Movements are above

10.5 & 11 tables

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.

Details of possible Howell Movements are above

11.5 & 12 tables

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

Details of possible Howell Movements are above

12.5 & 13 tables

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

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 (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

Choose:

- 14T_22B Web
 - 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
 - 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
 - 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

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

Choose:

- 15T_22B Bowman
 - 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
 - Two sets of boards are required
 - Phantom best EW 8 or EW9
 - See movement guide for further instructions

15.5 & 16 tables

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

Choose:

- 16T_22B Web
 - 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
 - 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
 - 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

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

Choose:

- 17T_22B Bowman
 - 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
 - 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

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

Choose:

- 18T_22B Web
 - 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
 - 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
 - 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

Options:

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

Bowman Mitchell

Choose:

- 19T_22B Bowman
 - 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
 - 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

Options:

- Mitchell, 1 board per table, 20 boards (or any higher even number)
- 2 x 10 table sections (need 2 sets of boards)
- 13 table Mitchell and a 7 table Howell (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

OR

Set up Section **A** as usual 13 tables, 2 boards per table, 26 boards

Then set up Section **B** 7 table Howell, 26 boards

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

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

Web Mitchell

Choose:

- 20T_22B Web
 - 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
 - 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

Options:

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

Bowman Mitchell

Choose:

- 21T_26B Bowman
 - 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

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

Choose:

- 22T_24B Web
 - 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
 - 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

Options:

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

Bowman Mitchell

Choose:

- 23T_26B Bowman
 - 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

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

Choose:

- 24T_24B Continuous
 - 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