

## S10 Bridge Club - Duplicate Bridge Table Configurations

There are two basic kinds of movement in duplicate bridge. The Howell movement is most suitable for a small number of tables and allows every pair to play every other pair, producing a single winner. There are Howell movement cards in Box D in the kitchen cupboard. For 5 or more tables, a Mitchell movement is preferred. Pairs are either N/S or E/W and remain so throughout the session, and two winners (N/S and E/W) are produced.

In a Mitchell movement, the players move up one table and the boards move down one table. With an even number of tables, this would cause the players to encounter the same boards in the second half; to prevent this, a relay table is used at the half-way point and the highest and lowest numbered tables share on each round.

With an even number of pairs, there will be a whole number of tables. With an odd number of pairs, there will be a sit-out at one table, the direction of the sit-out to be decided by the stewards.

No. of pairs	No. of tables	Boards per round	Boards played	Notes
5/6	3	4	20	Use 3-table Howell
7/8	4	3	21	Use 4-table Howell
9/10	5	5	25	Mitchell; no share, no relay
11/12	6	4	24	Tables 1&6 share; boards 13 to 16 start on relay between tables 3&4
13/14	7	3	21	Mitchell; no share, no relay
15/16	8	3	24	Tables 1&8 share; boards 13 to 15 start on relay between tables 4&5
17/18	9	2	22	2 "ghost tables (with boards)" between tables 9&1. Round 10 is played vs.same opponents as round 1. For round 11 E/W moves are: swap pair 1&9, 2&8, 3&7, 4&6. Pair 5 remain.
<b>OR</b>				
17/18	9	2	18	[OPTION FOR 9 TABLES] Mitchell; no share, no relay
19/20	10	2	20	Tables 1&10 share; boards 11 & 12 start on relay between tables 5&6
21/22	11	2	22	Mitchell; no share, no relay
23/24	12	4	24	Arrange in 2 groups of 6, two sets of boards and run as for 6 tables.