

12 Player Individual and 33 Boards

When only two tables are in play, it is a simple matter to relay either two, three, or four boards between the tables. This lends a high degree of flexibility to the number of boards played and thus the length of the game.

When there are three tables, at least three boards are needed for a full relay, so that a game that calls for a relay requires three boards to a round. That means that a complete individual movement for 12 players – filling three tables – calls for the play of 33 boards, which may be too many for most duplicate games.

However, it is not necessary to complete the movement. The movement can be ceased after eight rounds for a 24-board game, or after nine rounds for a 27-board game. All boards will have been played the same number of times, and all players will have played the same number of boards. This curtailment has the disadvantage of limiting the number of partners each player has, but it also cuts the game time down to a more reasonable period.

Table 1					
Round	Boards	North	South	East	West
1	1-3R	12	1	5	11
2	4-6R	12	2	6	1
3	7-9R	12	3	7	2
4	10-12R	12	4	8	3
5	13-15R	12	5	9	4
6	16-18R	12	6	10	5
7	19-21R	12	7	11	6
8	22-24R	12	8	1	7
9	25-27R	12	9	2	8
10	28-30R	12	10	3	9
11	31-33R	12	11	4	10

Table 2					
Round	Boards	North	South	East	West
1	1-3R	4	3	10	7
2	4-6R	5	4	11	8
3	7-9R	6	5	1	9
4	10-12R	7	6	2	10
5	13-15R	8	7	3	11
6	16-18R	9	8	4	1
7	19-21R	10	9	5	2
8	22-24R	11	10	6	3
9	25-27R	1	11	7	4
10	28-30R	2	1	8	5
11	31-33R	3	2	9	6

Table 3					
Round	Boards	North	South	East	West
1	1-3R	2	9	6	8
2	4-6R	3	10	7	9
3	7-9R	4	11	8	10
4	10-12R	5	1	9	11
5	13-15R	6	2	10	1
6	16-18R	7	3	11	2
7	19-21R	8	4	1	3
8	22-24R	9	5	2	4
9	25-27R	10	6	3	5
10	28-30R	11	7	4	6
11	31-33R	1	8	5	7

Board Check Total: 6
Grand Check Total: 396
Average Score: 33