

Table Movements For Duplicate Games

Choice of Movement

There are two basic movements for duplicate games: Mitchell and Howell. When there are seven or more tables in play, the director will usually run a Mitchell movement. For games under seven tables, see "Howell Movements" below.

Mitchell Movements

Place a table number card on each table, in numerical sequence, with all of the arrows pointing in the same direction. Each pair takes their number from the table card. North-South remains stationary during the entire game; East-West moves as directed (usually to the next higher-numbered table) at the end of each round. **AT EACH CHANGE, THE BOARDS ALWAYS MOVE TO THE NEXT LOWER-NUMBERED TABLE;** after being played at Table 1, they go to the highest-numbered table.

Odd Number of Tables

- 7 Tables Put 3 boards on each table in numerical sequence for a 21 board game; 4 boards on each table for a 28 board game. Play 7 rounds.
- 9 Tables Put 3 boards on each table in numerical sequence. Play full game of 9 rounds for 27 boards or stop at 7 or 8 rounds for a shorter game.
- 11 Tables Put 2 boards on each table in numerical sequence for a 22 board, 11 round game or 3 boards on each table for a game of up to 27 boards, 9 rounds.
- 13 Tables Put 2 boards on each table in numerical sequence. Play a full game of 13 rounds or stop earlier for shorter game.

BOARDS ALWAYS MOVE TO THE NEXT LOWER-NUMBERED TABLE.

EVEN NUMBER OF TABLES

With an even number of tables, care must be taken to prevent the East-West pairs from playing the same boards twice. This is usually done by having the East-West pairs skip one table after they have played the number of rounds equaling one-half of the total number of tables in play. Thus, in an 8 table game, a "SKIP" must be called after 4 rounds, in a 10 table game, a "SKIP" must be called after 5 rounds of play, in a 12 table game, the "SKIP" is called after 6 rounds, etc.

It is of the utmost importance that the "SKIP" be called at the proper time. If the director is playing, he should mark the skip round on his private score. If the director is not playing, he might ask one of the players to mark his score and remind him at the proper time. Ultimately, however, this is the DIRECTOR'S responsibility.

It is also possible to run a game with an even number of tables without a skip. This movement is called a **BYE-STAND AND RELAY**. One set of boards is out of play and on a bye-stand each round and two tables (usually table 1 and the highest-numbered table) relay boards. During a relay the two tables exchange their boards during the play of each round.

Factoring

When all of the players do not play the same number of boards, it is necessary to factor the scores of those players who played a smaller number of boards UP to the same basis as the players who played more boards. If part of the field plays 24 boards and the rest play 26, those playing 24 must be factored up $2/24$'s or $1/12$ th of their score.

8 Tables **SKIP MOVEMENT:** Place 3 or 4 boards on each table in numerical sequence. After four rounds of play a "skip" is called. 21 or 28 boards can be played.

RELAY MOVEMENT: Place 3 boards each on tables 1 through 4 in numerical sequence. Place boards 13 through 15 on a bye-stand (a chair will do) between tables 4 and 5. Place boards 16 through 18 on table 5, 19 through 21 on table 6, and 22 through 24 on table 7. Table 8 will have no boards -- they play boards simultaneously with table 1. As each change is called, the North player at table 1 moves his boards to table 7. The North player table 4 gets his boards from the bye-stand, being sure that he plays the boards in numerical order.

THERE IS NO SKIP IN THIS MOVEMENT.

10 Tables **SKIP MOVEMENT:** Place 3 boards on each table in numerical sequence. After five rounds of play, a skip is called. Nine rounds (27 boards) complete a full game, but the movement can be stopped after seven rounds (21 boards) or eight rounds (24 boards). An alternate movement is to place 2 boards on each table and call a skip after five rounds, playing only 18 boards.

RELAY MOVEMENT: Place 3 boards each on tables 1 through 5 in numerical sequence. Place boards 16 through 18 on a bye-stand between tables 5 and 6 and the balance of the boards in numerical order, on tables 6 through 9, three to a table. Table 10 shares their boards with table 1; at each change the North player at table 1 moves his boards to table 9. The North player at table 5 takes his boards from the bye-stand, being careful to play the boards in numerical order.

THERE IS NO SKIP IN THIS MOVEMENT.

12 Tables **SKIP MOVEMENT:** For a 22-board game, put 2 boards on each table in numerical sequence. Call a skip after six rounds -- 11 rounds complete the game. For a longer game, put three boards on each table; the skip would still be called after six rounds.

RELAY MOVEMENT: Place two boards each on tables 1 through 6 in numerical order. Place boards 13 and 14 on a bye-stand between tables 6 and 7. Place the rest of the boards, in numerical order, on tables 7 through 11, two to a table. Table 12 will share boards with table 1; at each change the North player at table 1 moves his boards to table 11. The North player at table 6 takes his boards from the bye-stand, being careful to play the boards in numerical order.

THERE IS *NO* SKIP IN THIS MOVEMENT.

Half Tables

If there is an odd number of pairs, there will be a half-table. A half-table is treated as a full table in setting up the proper movement --i.e., a 7-table game is considered an 8 table game, and there must be either a skip after round 4 or a bye-stand between tables 4 and 5 with tables 1 and 8 relaying their boards. An 8-table game is considered a 9 table game and there is no skip. The East-West pair sitting at the highest-numbered table sits out when the change is called. As each pair reaches this table they have a "sit-out".

HOWELL MOVEMENTS

In small games of less than 7 tables, the game director should use Howell guide cards. These indicate which boards are played each round and where the players move as each change is called. It is recommended that the director move the boards himself to avoid the possibility of an error. In addition, the North players should check for correct pair numbers and boards at the start of each round.