



The movement for 9.5 tables involves use of a set of guide cards with East-West 10 as the Rover. Pairs 1 and 7 both have unusual moves. The movement for the Rover pair - Out, 3, 5, 7, 1, 4, 6, 8, 9. The movement for pair 1: 1, 2, 9, 4, 3, 7, Out, 6. The movement for pair 7: 7, 8, 3, 1, 2, 6, 4, 5, Out. All other pairs move normally, going in at their normal table after their sit-out. Other movements are possible with different pairs making the unusual moves.

Both 8.5 and 12.5 tables lend themselves more satisfactorily to a Phantom pair. Pair 9 (or pair 13) in either direction is a phantom.

The Rover movement can be used for another purpose. One or more invited experts can be introduced into the game, using a Rover movement, so that each player plays one board with an expert and sits out one board while his partner does the same.