

Thurner Movement

This is a Team Movement for a round robin between an even number of teams. In each round there are two tables sharing boards. The Thurner Movement can be used for only six, eight, twelve or fourteen tables.

Six Teams: Tables 6 shares with each other table in turn, so it should be centrally situated.

Table		1				2				3		
Round		N/S	E/W	Board		N/S	E/W	Board		N/S	E/W	Board
1		1	6	1		2	3	2		3	5	3
2		1	4	2		2	1	3		3	6	4
3		1	2	3		2	4	4		3	1	5
4		1	5	4		2	6	5		3	4	1
5		1	3	5		2	5	1		3	2	2

	4				5				6		
	N/S	E/W	Board		N/S	E/W	Board		N/S	E/W	Board
	4	2	4		5	4	5		6	1	1
	4	5	5		5	2	1		6	3	4
	4	3	1		5	6	2		6	5	2
	4	1	2		5	3	3		6	2	5
	4	6	3		5	1	4		6	4	3

Eight Teams: All North/South pairs remain stationary. All East/West pairs move one table up. The boards are moved one table down. East/West pair 8 moves two tables down: **1-6-4-2-7-5-3**.

Table and N/S #:	1	2	3	4	5	6	7	8
E/W #:	8	4	7	3	6	2	5	1
Boards:	1	2	3	4	5	6	7	1

Twelve Teams: North/South pairs remain stationary. East/West 1-11 pairs move one table up and the boards are moved one table down. East/West pair 12 moves four tables up, or five tables up if the Home Table is encountered: **1-5-9-2-6-10-3-7-11-4-8**.

Table and N/S #:	1	2	3	4	5	6	7	8	9	10	11	12
E/W #:	12	6	11	5	10	4	9	2	8	2	7	1
Boards:	1	2	3	4	5	6	7	8	9	10	11	1

Fourteen Tables: All North/South pairs remain stationary. East/West pairs move one table up and the boards are moved one table down. East/West pair 14 moves four tables down, or five tables down if the Home Table is encountered: **1-10-6-2-11-7-3-12-8-4-13-9-5.**

Table and N/S #:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
E/W #:	14	7	13	6	12	5	11	4	10	3	9	2	8	1
Boards	1	2	3	4	5	6	7	8	9	10	11	12	13	1