

## MIT/DL Bridge Club Individual

Players	Tables	ACBLscore	Rounds	Boards	Notes: 29-Jul-2012
8	2	S0207	7	21	Olive on white table mats.
10	2.5	S310A	10	20	Black on white table mats.
12	3	S0311A	11	22	Violet on white table mats.
13	3.25	S0413	13	26	Orange on white table mats.
14	3.5	S0414	14	28	Black on white table mats. (Everyone sits out 2 boards, twice.)
16	4	S0412A	12	24	Green on white table mats.
18	4.5	S0509	9	24	Black on white table mats.
20	5	S0515	5	30	Rotation. Blue on white table mats. Hold back boards 6,12,18,24,30, rotate for 2,2,1 boards.
21	5.25	S061421	14	28	Black on white table mats, <b>personal guide cards required.</b>
22	5.5	S0611	11	22	Black on white table mats.
24	6	S0621	7	21	Rotation. Teal on white table mats, <b>personal guide cards required.</b>
26	6.5	S0713M	13	26	Black on white table mats.
28	7	S0721	7	21	Rotation. Red on white table mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1.
29	7.25	S0721R*	7	21	Rotation. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Rover starts second board, always West. Tables: 1 4 7 3 6 2 5
30	7.5	S0721RR*	7	21	Rotation. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Second rover starts second board, always West. Tables: 3 6 2 5 1 4 7
32	8	S0824	8	24	Rotation. Olive on white table mats, <b>personal guide cards required.</b>
33	8.25	S0824R*	8	24	Rotation. <b>Personal guide cards required.</b> Rover starts second board, always West. Tables: 4 7 5 8 1 4 4 7
34	8.5	S0824RR*	8	24	Rotation. <b>Personal guide cards required.</b> 2nd rover starts 2nd board, always West. Tables: 8 3 1 4 5 8 8 3
36	9	S0924	8	27	Rotation. Purple on white table mats.
37	9.25	S0924R*	8	27	Rotation. Rover starts second board, stationary Table 2 West.
38	9.5	S0924RR*	8	27	Rotation. 2nd rover starts 2nd board, stationary Table 6 West.
40	10	S1027	9	30	Rotation. Green on white table mats, <b>personal guide cards required.</b>
41	10.25	S1027R*	9	30	Rotation. <b>Personal guide cards required.</b> Rover starts second board, always West. Tables: 8 3 5 2 9 1 6 4
42	10.5	S1027RR*	9	30	Rotation. <b>Personal guide cards required.</b> 2nd rover starts 2nd board, always West. Tables: 6 1 3 4 7 3 8 6
44	11	S1133	11	33	Rotation. Blue on white table mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1.
45	11.25	S1133R*	11	33	Rotation. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Rover starts second board, always West. Tables: 1 4 7 10 2 5 8 11 3
46	11.5	S1133RR*	11	33	Rotation. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. 2nd rover starts 2nd board, always West. Tables: 5 8 11 3 6 9 1 4 7
48	12	S1224	12	24	South and East switch for second board. Teal on white table mats, <b>personal guide cards required.</b> [No rover movement.]
52	13	S1326	13	26	South and East switch for second board. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1.
53	13.25	S1326R*	13	26	South and East switch for second board. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. Rover starts second board, always West. Tables: 1 4 7 10 13 3 6 9 12 2 5 8 11
54	13.5	S1326RR*	13	26	South and East switch for second board. Mats optional. <b>Rainbow:</b> N stationary. E up 2. S up 1. W down 2. Boards down 1. 2nd rover starts 2nd board, always <b>North</b> . Tables: 6 9 12 2 5 8 11 1 4 7 10 13 3

\* Obtain BridgeMats rover movement file from Manager/Director materials on club web site.

**Rotation movements:** E-S-W twice rotate clockwise around N at each table. Such movements are set up as three rounds at each table in ACBLscore, usually one round per board. Be sure to play all boards in order. This is the desired movement at our club. In such a game, everyone should use the same convention card. See the bi-level *MIT/DL Bridge Club Standard Convention Card* and overlay on the club's site.

All listed movements are standard "external individual" movements in ACBLscore, and most are "one winner".

**Personal guide cards**, if required, may be printed from ACBLscore. Since we do not have a printer at the game, we do this in advance for each such movement: Select Movements from the main menu [not in Game], then External Individual. Select the desired movement, and a description of the movement will appear. Print it for use as a wrapper. Then a menu appears; select option 2 Display/Print guide cards. Print them out, cut them up, and tack them together in one or two groups with a staple at the very corner (easy to rip apart). Fold the wrapper in half, print side out, and put the guide cards vertically inside. Then fold the wrapper in thirds around the guide cards. With a highlighter or marker, highlight the number of tables and the movement name. If personal guide cards are required for the game, hand them out, and print more in advance from ACBLscore for next time. If you have a printer, personal guide cards may also be printed at the game, when you select the movement to set up the game in ACBLscore. Printing them in advance would be less hectic at game time.

Partial-table movements: director plays as needed. **Any full-table movement works with one phantom player.**

Generally, the BridgeMats RR (double-rover) table mats should suffice for a single-rover movement. This plan, with the director playing as needed, will handle any number of players in one section, from 8 to 54 (2-13.5 tables), except 49 or 50 (12.25-12.5 tables). [It would take days or weeks to calculate a rover movement, if any such exists - see BridgeMats.]

From the ACBLscore manual (main menu [not in Game] Help/New-Manual):

For an individual game, select 3 ("individual game") from the "Select Type of Game" window. After choosing a letter and a color for the section, select the movement. ACBLscore supports three types of individual game movements: Mitchell, One Winner, and Barometer. If you select One Winner, a list of movements appear on the screen for you to pick one. However, if your choice is Mitchell, ACBLscore asks the number of tables. For the number of tables that are not prime (prime numbers are the numbers that are divisible by only itself and one. E.g., 3, 5, 7, 11, 13, 17), the same list of movements as that of One Winner's is displayed. For prime number of tables, movement is relatively simple: North is stationary, South goes up one table, East up two, West down two, and boards down one. Select an appropriate movement from the list if you are running a One Winner game or a Mitchell with non-prime number of tables (you may want to print the movement by using the EDMOV command after setting up the game).

After your selection, ACBLscore gives you the name and the type of the movement, number of tables, number of rounds and board sets, and asks you the number of boards per round through a window entitled "External Individual". A brief description of the movement is displayed next.

If it is a Mitchell movement and the **number of tables is prime**, ACBLscore asks the maximum number of played rounds and the number of boards per round, and gives the movement which is described above. Then, it asks the number of the players who are sitting north, south, east, and west.

If you selected Barometer movement at the beginning, you will be asked to choose either Mitchell or One Winner. The difference between Barometer Mitchell and regular Mitchell (or Barometer One Winner and regular One Winner for that matter) is that everybody plays the same set of boards at the same time in Barometer Mitchell (and in Barometer One Winner). The steps you need to follow will be the same as above after this point.