

Player Dup Movements

Suggested movements when using hand records



American Contract
Bridge League

#TABLES	BDS PER RD	ROUNDS	HOW TO START THE GAME
5*	6	4	Move boards down one table and move E-W up one table
6	5	5	Move boards down one table (skip after round 3)
7*	4	6	Move boards down one table and move E-W up one table
8	4	7	Move boards down one table (skip after round 4)
9*	3	8	Move boards down one table and move E-W up one table
10	3	9	Move boards down one table (skip after round 5)
11	3	9	Move boards down two tables
12	3	9	Move boards down one table (skip after round 6)
13*	2	12	Move boards down one table and move E-W up one table
14	2	13	Move boards down one table (skip after round 7)
15	2	13	Move boards down two tables
16	2	13	Move boards down one table (skip after round 8)
17	2	13	Move boards down two tables
18	2	13	Move boards down one table (skip after round 9)

With a half table, run the movement with which you are most comfortable. If you use a sit out for the half table, it is better to make the phantom E-W so that people are always at the table with the boards. For example - if you have 14½ tables with a sit out, the boards would move as if it were a 15 table game.

If you expect five or fewer tables, you should make up your boards ahead of time so that they can play the optimum number of hands and opponents using a Howell movement.

* These movements only allow you to play 24 boards