RAINBOW MOVEMENT
for Individual Duplicate Games

The Rainbow Movement for individual duplicate games is similar to the Mitchell movement. However, while the Mitchell movement involves two moving units (the boards and East-West pairs), the Rainbow movement requires five units:

1. Boards
2. North players
3. South players
4. West players
5. East players

In this movement, one of these units (typically the North players) remains stationary, while the others move in different directions.

HOW THE RAINBOW MOVEMENT WORKS

- **North** players stay at the same table
- **Boards** move to the next lower-numbered table
- **South** players move to the next higher-numbered table
- **East** players skip one table higher
- **West** players skip one table lower

For example, at Table 3:

- North remains at Table 3
- Boards move to Table 2
- South moves to Table 4
- East moves to Table 5
- West moves to Table 1

PRIME NUMBER OF TABLES

The Rainbow Movement only works with prime numbers of tables, such as 5, 7, 11, 13, 17, 19, or 23.

Note: For non-prime numbers of tables (e.g., 6, 8, 12, 14), guide cards are required, or the game must be split into smaller sections using prime numbers (e.g., 12 tables could be divided into 5-table and 7-table sections).

PARTNERSHIPS AND GAMEPLAY

Players are not limited to a single partnership per table.

In games with three-board rounds, North remains stationary while the other players rotate clockwise around the table after each board is played.

In games with two-board rounds, South and East can exchange seats after the first board is played.

Important: After each round, players must ensure they return to their original compass positions when moving to the next table.

PLAYER NUMBERS

In the Rainbow Movement, each player is assigned a number based on their table position:

- **North**: Takes the number of their table.
- **West**: Adds the total number of tables to their table number.
- **South**: Adds twice the total number of tables to their table number.
- **East**: Adds three times the total number of tables to their table number.

Example for an 11-table game:

- North at Table 3 = 3
- West at Table 3 = 3 + 11 = 14
- South at Table 3 = 3 + (2 x 11) = 25
- East at Table 3 = 3 + (3 x 11) = 36

In the Rainbow Movement, players from the same compass direction (e.g., East players) will never encounter one another at the same table. However, their scores will be compared to others in the same compass direction, similar to the Mitchell movement.

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