TABLE MOVEMENTS
for Duplicate Games

CHOICE OF MOVEMENT

There are two main movements in duplicate games: **Mitchell** and **Howell**.

- Use a **Mitchell Movement** for games with seven or more tables.
- For games with fewer than seven tables, use the **Howell Movement** (see instructions on the reverse side).

MITCHELL MOVEMENTS

Setting Up:

- Place numbered table cards in sequence, ensuring all arrows point in the same direction.
- Each pair takes their table number.
- North-South pairs remain stationary. East-West pairs move to the next higher-numbered table at the end of each round.
- **Board Movement**: Boards move to the next lower-numbered table. After being played at Table 1, they move to the highest-numbered table.

ODD NUMBER OF TABLES

7 tables (14 pairs):

- 3 boards per table = 21-board game
- 4 boards per table = 28-board game
- Play 7 rounds

9 tables (18 pairs):

- 3 boards per table for a 27-board game
- Play all 9 rounds or stop at 7 or 8 rounds for a shorter game

11 tables (22 pairs):

- 2 boards per table for a 22-board game, 11 rounds
- Alternatively, 3 boards per table for up to 27 boards, 9 rounds

13 tables (26 pairs):

- 2 boards per table for a 26-board game, 13 rounds
- Option to stop earlier for a shorter game

Note: Boards always move to the next lower-numbered table.

EVEN NUMBER OF TABLES

Skip Movement:
For an even number of tables, it's essential to prevent East-West pairs from playing the same boards twice.

- In an 8-table game, a "skip" is called after 4 rounds.
- For 10 tables, a skip is called after 5 rounds, and for 12 tables, it is called after 6 rounds.

Director's Responsibility: Ensure the skip is called at the right time. If necessary, a player can be asked to mark their score and remind the director.

By-Stand and Relay:
Another option is to use a bye-stand and relay system without a skip. One set of boards remains out of play (on a bye-stand) during each round, and two tables relay the boards (usually between Table 1 and the highest-numbered table). The two tables exchange boards during the round.

FACTORING

If players don't play the same number of boards, scores for those who played fewer boards must be factored up.
Example: If part of the field plays 24 boards and others play 26, factor the score of the 24-board players by 2/24 or 1/12 of their score.

SKIP AND RELAY MOVEMENTS FOR EVEN TABLES

8 tables (16 pairs):

- **Skip Movement**: Place 3 boards on each table in numerical sequence. After 4 rounds, a skip is called. Play either 21 or 28 boards.
- **Relay Movement**: Place 3 boards on Tables 1-4. Boards 13-15 on a bye-stand between Tables 4 and 5. Remaining boards on Tables 5-7. Table 8 plays simultaneously with Table 1. After each round, boards move as described. There is no skip in this movement.

10 tables (20 pairs):

- **Skip Movement**: Place 3 boards on each table. After 5 rounds, call a skip. Play 9 rounds (27 boards) or stop at 7 or 8 rounds. Another option is to place 2 boards per table and play only 18 boards.
- **Relay Movement**: Place 3 boards on Tables 1-5 and boards 16-18 on a bye-stand between Tables 5 and 6. Follow the same movement as described above, without a skip.

12 tables (24 pairs):

- **Skip Movement**: For a 22-board game, place 2 boards on each table. Call a skip after 6 rounds. Play 11 rounds or longer if needed.
- **Relay Movement**: Place 2 boards on Tables 1-6. Use a bye-stand for boards 13-14 between Tables 6 and 7, with the rest of the boards placed in sequence.

HALF TABLES

If there's an odd number of pairs, you will have a half-table. Treat it as a full table for movement, i.e., a 7 ½ table game is considered 8 tables.

- Call a skip after round 4 or use a bye-stand and relay system between tables.
- In an 8 ½ table game, there is no skip, and the East-West pair at the highest-numbered table will sit out for one round, moving to the lowest-numbered table afterward.

HOWELL MOVEMENTS

For games with fewer than 7 tables, use Howell guide cards to show which boards are played and where players move after each round.

- The director should handle board movements to avoid errors.
- North players should verify correct pair numbers and boards at the start of each round.

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