

MOVEMENTS FOR TEAMS OF FOUR

SHEFFIELD BRIDGE CLUB

This version by Barrie Partridge, dated 18 July 2011

These movement are not appropriate for Pivot Teams events. (eg Rodger Mixed Pivot Teams)

General

The movements described below are derived from the EBU Manual of Duplicate Bridge Movements by Manning. The book gives choices of movement for many different numbers of teams. I have selected the movements that I consider most appropriate for a single evening session at SBC. Where possible, the number of boards to be played is 24, but some movements have up to 28 boards.

Round 0 is defined as the period where players are all sat at their home tables at the beginning of the evening and shuffle and deal the cards for the boards initially put in front of them.

Where it is stated that there are n boards per table (eg 2 boards per table), then the TD should set out Boards 1 to n on Table 1, the next n boards on Table 2, the next n boards on Table 3 etc etc.

Moving up one table is defined as moving to the next larger numbered table and moving down one table is defined as moving to the next lower numbered table. The tables are considered to be in a circuit so that the table lower than Table 1 is the highest numbered table.

Many of the movements recommended allow a scoring break at or just before the halfway stage. In general, it is better not to have a scoring break during a single session. The reason is that if teams know for sure how they are doing, there will be greater instances of players shooting against odds to generate swings, causing an undesirable randomising effect on other teams.

Unless using Bridgemates, it is best for the TD at the end of the evening to compile a chart or matrix showing the IMPs scored by each team (in the view of that team) against each other team. In that way, the TD can identify any significant discrepancies and ask the relevant team captains to agree scores.

Alternatively, either: Teams should agree results of each match at the end of the evening before final overall results announced,

Or: The TD will need to collect a score card from each NS and each EW pair for subsequent checking and can only announce provisional results at the end of the evening.

[Best is to use Scorebridge with Bridgemates. Notes for using these are shown in blue.](#)

[For all teams movements, select for the event profile in Scorebridge: "Teams" and "Score Inputs". On the "Select Movement" screen, always choose the "Supplied" movements option. The movements to select are given with each description below.](#)

I have limited these pages to a maximum of 18 tables. When these numbers of players are reached, consideration should be given to splitting into two fields with duplicated boards, or to holding a Swiss Teams event, say five rounds of five boards.

When duplimating, provide a set of 36 boards as some movement require as many as 36 boards in circulation.

3 Teams

2 rounds of 12 boards each played. 36 boards in circulation.
“American Whist” movement

Scorebridge: Select “American Whist Down” and select 12 boards per round instead of the default 13 boards per round.

Set out 12 boards per table for Round 0.
For each round, EW go down 2 tables, Boards go down one table.

4 Teams

Play as a Mini-league of three matches of 8 boards each. (“Circulation Movement”.)
24 boards in circulation.

Scorebridge: Select “3 R Circulation” and select 8 boards per round instead of the default 9 boards per round.

Match 1. Share Boards 1-8 at all tables. Team 1 play Team 2. Team 3 play Team 4
Match 2. Share Boards 9-16 at all tables. Team 1 play Team 3. Team 2 play Team 4
Match 3. Share Boards 17-24 at all tables. Team 1 play Team 4. Team 2 play Team 3
There is an option to have a scoring break at the end of each match.

5 Teams

4 rounds of 6 boards each. “American Whist” movement 30 boards in circulation.

Scorebridge: Select “American Whist Down”

Set out 6 boards per table for Round 0.
For each round, EW go down 2 tables, Boards go down one table.

6 Teams

Movement cards are available in the office
(There are two sets of movement cards to cater for the LOG Teams event.)

5 rounds of 5 boards each. “Thurner” movement. 25 boards in circulation.
Best for TD to be N or S at Table 6

Scorebridge: Select “5 R Thurner”

If you use the movement cards, you don’t need to read any further!
Set out 5 boards per table for Tables 1 to 5 only for Round 0
Important. Tables 1 to 5 are considered to be the circuit. Table 6 is considered as an extra table outside the circuit. Table 6 will always share boards with the table at which the EW pair of Team 6 is sat.

At the end of Round 0, boards remain stationary, and

EW 1 go to Table 6
EW 2 go to Table 4
EW 3 go to Table 2

(Continued on next page)

EW 4 go to Table 5
EW 5 go to Table 3
EW 6 go to Table 1

At the end of each of Rounds, 1, 2, 3 and 4,

- boards go down one table within the circuit of Tables 1-5
- EW pairs 1-5 go up one table within the circuit of Tables 1-5 but when they would arrive at their home table, they displace to Table 6 and share boards with their Home Table, before resuming on the circuit..
- EW Pair 6 go up 2 tables within the circuit of tables 1-5.

At the end of Round 5, EW return to home table to score.

7 Teams

6 rounds of 4 boards each. "American Whist" movement. 28 boards in circulation.

[Scorebridge: Select "American Whist Down"](#)

Set out 4 boards per table for Round 0.

For each round, EW go down 2 tables, Boards go down one table.

8 Teams

Movement cards are available in the office

(There are two sets of movement cards to cater for the LOG Teams event.)

7 rounds of 4 boards each. "Thurner" movement. 28 boards in circulation.

Best for TD to be N or S at Table 8

[Scorebridge: Select "7 R Thurner"](#)

If you use the movement cards, you don't need to read any further!

Set out 4 boards per table for Tables 1 to 7 only for Round 0

Important. Tables 1 to 7 are considered to be the circuit. Table 8 is considered as an extra table outside the circuit. Table 8 will always share boards with the table at which the EW pair of Team 8 is sat.

At the end of Round 0, boards remain stationary, and

EW 1 go to Table 8
EW 2 go to Table 6
EW 3 go to Table 4
EW 4 go to Table 2
EW 5 go to Table 7
EW 6 go to Table 5
EW 7 go to Table 3
EW 8 go to Table 1

At the end of each of Rounds, 1, 2, 3, 4, 5 and 6,

- boards go down one table within the circuit of Tables 1-7
- EW pairs 1-7 go up one table within the circuit of Tables 1-7 but when they would arrive at their home table, they displace to Table 8 and share boards with their Home Table, before resuming on the circuit.
- EW Pair 8 go down 2 tables within the circuit of tables 1-7.

At the end of Round 7, EW return to home table to score.

9 Teams

8 rounds of 3 boards each. "American Whist" movement. 27 boards in circulation.

[Scorebridge: Select "American Whist Down"](#)

Set out 3 boards per table for Round 0.

For each round, EW go down 2 tables, Boards go down one table.

10 Teams

8 rounds of 3 boards each. "Incomplete American Whist" movement
30 boards in circulation.

[Scorebridge: Select "AW Down + Score Break"](#)

Set out 3 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 2 tables	Up 4 tables
1	Down 1 table	Down 2 tables
2	Down 2 tables	Down 4 tables
3	Down 1 table	Down 2 tables
4	Down 1 table	Down 3 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 2 tables
7	Down 1 table	Down 2 tables
8		Return to home table and score

11 Teams

4 rounds of 3 boards each, followed by 6 rounds of 2 boards each. "American Whist" movement. 33 boards in circulation

[Scorebridge: Select "AW Down + Score Break"](#)

[After Round 4, North players will need to enter on the bridgemates "Not played" \(ie "0"\) for the removed third board in each round](#)

Set out 3 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 2 tables	Up 4 tables
1	Down 1 table	Down 2 tables
2	Down 2 tables	Down 4 tables
3	Down 1 table	Down 2 tables
4	Down 1 table	Down 2 tables and TD to remove boards 3, 6, 9, 12, 15, 18, 21, 24, 27 and 30
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 2 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10		Return to home table and score

12 Teams

4 rounds of 3 each, followed by 6 rounds of 2 boards each. “Incomplete American Whist” movement. 36 boards in circulation.

Scorebridge: Select “AW Down + Score Break”

After Round 4, North players will need to enter on the bridgemates “Not played” (ie “0”) for the removed third board in each round

Set out 3 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 2 tables	Up 4 tables
1	Down 1 table	Down 2 tables
2	Down 2 tables	Down 4 tables
3	Down 1 table	Down 2 tables
4	Down 1 table	Down 3 tables and TD to remove boards 3, 6, 9, 12, 15, 18, 21, 24, 27 and 30
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 2 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10		Return to home table and score

13 Teams

12 rounds of 2 boards each. “American Whist” movement. 26 boards in circulation.

Scorebridge: Select “American Whist Down”

Set out 2 boards per table for Round 0.

For each round, EW go down 2 tables, Boards go down one table.

14 Teams

12 of 2 boards each. “Incomplete American Whist” movement. 28 boards in circulation.

Scorebridge: Select “12R AW 24 Boards Break”

Set out 2 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 3 tables	Up 6 tables
1	Down 1 table	Down 2 tables
2	Down 1 table	Down 2 tables
3	Down 2 tables	Down 4 tables
4	Down 1 table	Down 2 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 3 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10	Down 1 table	Down 2 tables
11	Down 1 table	Down 2 tables
12		Return to home table and score

15 Teams

12 of 2 boards each. "Incomplete American Whist" movement
30 boards in circulation.

[Scorebridge: Select "12R AW 24 Boards Break"](#)

Set out 2 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 3 tables	Up 6 tables
1	Down 1 table	Down 2 tables
2	Down 1 table	Down 2 tables
3	Down 2 tables	Down 4 tables
4	Down 1 table	Down 2 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 4 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10	Down 1 table	Down 2 tables
11	Down 1 table	Down 2 tables
12		Return to home table and score

16 Teams

12 of 2 boards each. "Incomplete American Whist" movement
32 boards in circulation.

[Scorebridge: Select "12R AW 24 Boards Break"](#)

Set out 2 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 3 tables	Up 6 tables
1	Down 1 table	Down 2 tables
2	Down 1 table	Down 2 tables
3	Down 2 tables	Down 4 tables
4	Down 1 table	Down 2 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 5 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10	Down 1 table	Down 2 tables
11	Down 1 table	Down 2 tables
12		Return to home table and score

17 Teams

12 of 2 boards each. "Incomplete American Whist" movement
34 boards in circulation.

[Scorebridge: Select "12R AW Down 34 Boards"](#)

Set out 2 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 3 tables	Up 6 tables
1	Down 1 table	Down 2 tables
2	Down 1 table	Down 2 tables
3	Down 2 tables	Down 4 tables
4	Down 1 table	Down 2 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 6 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10	Down 1 table	Down 2 tables
11	Down 1 table	Down 2 tables
12		Return to home table and score

18 Teams

12 of 2 boards each. "Incomplete American Whist" movement
36 boards in circulation.

[Scorebridge: Select "12R AW Down 36 Boards"](#)

Set out 2 boards per table for Round 0

At the end of Round	Boards move	EW pairs move
0	Up 3 tables	Up 6 tables
1	Down 1 table	Down 2 tables
2	Down 1 table	Down 2 tables
3	Down 2 tables	Down 4 tables
4	Down 1 table	Down 2 tables
5	Down 1 table	Down 2 tables
6	Down 1 table	Down 7 tables
7	Down 1 table	Down 2 tables
8	Down 1 table	Down 2 tables
9	Down 1 table	Down 2 tables
10	Down 1 table	Down 2 tables
11	Down 1 table	Down 2 tables
12		Return to home table and score