

Sheffield Bridge Club – Guide for TDs

Duplicate Pairs Movements

This version prepared 8 February 2020 by Barrie Partridge, Chief Tournament Director.

This guide is intended to give some insight to the duplicate movements at Sheffield Bridge Club. It is intended primarily for the club's Tournament Directors but may be of wider general interest.

Many of the movements used at Sheffield Bridge Club may be found in "The EBU Manual of Duplicate Bridge Movements" by J.R Manning. (A copy of this may be found in the office but please do not remove this from the club and please return it to the office. Details for Teams-of-Four, Teams-of-Eight and Individual Movements are included there.) However, some movements are possibly unique to Sheffield.

One or two winning pairs?

It used to matter for our trophy point awards whether a movement was a one-winner or two-winner movement. It now no longer matters. In general, larger numbers of tables will have a two-winner Mitchell movement, and smaller numbers of tables will have a single-winner movement. Unless a pairs event is for a club trophy, there is no need to convert a two-winner movement to a single-winner movement by arrow-switching.

How many boards?

This guide is primarily intended for normal club sessions when it is preferred to have either thirteen rounds of two boards each, or nine rounds of three boards each, or, occasionally, seven rounds of four boards each. Thus 26 to 28 boards.

Separate advice is given in Appendix 2 for "relaxed" sessions when around 16 to 18 boards are desired

Movements with one winning pair

Howell Movements

For movements of up to roughly eight tables, we usually have a movement with one winner. These movements are usually based upon the Howell, a movement in which every pair encounters each other pair just once. For x tables, the number of rounds is $2x-1$ and there is only one stationary pair.

This works well for 3 tables (5 rounds of 5 or 6 boards each), 4 tables (7 rounds of 4 boards each), 5 tables (9 rounds of 3 boards each) and 7 tables (13 rounds of 2 boards each) as these give convenient durations of movement.

For other numbers of tables we use a "Three Quarter Howell Movement" in which we don't play as many as all the other pairs.

The modification for a Three Quarter movement is that where you have one table with two moving pairs, you split the table so that you have two tables with the moving NS pair and the moving EW pair splitting between the two tables so that instead of them playing each other, they both play stationary pairs at the different tables. This allows us to have a movement for x tables with $2x-3$ or even $2x-5$ rounds.

Although we might somewhere still have movement cards for Howells with 8 or more tables, we do not use them.

Mitchells with arrow-switches.

For events where a club trophy is awarded for a single session, we need a single pair winning the event, and if we are using a Mitchell, we need to arrow-switch the last round or two to achieve a single winner. If rounds are of three or more boards, we arrow-switch just the last round. If rounds are of two boards, we arrow-switch the last two rounds.

If we have few enough tables for a Howell, but we have too many pairs requiring stationary seats, then we have to use a Mitchell with an arrow-switch.

Mitchells with arrow-switches are also known as Scrambled Mitchells.

Hesitation Mitchells.

This is a way of having $x+1$ rounds for x tables so works well for eight tables. After the EW pairs have been EW at Table 8, they then spend a round sat NS at Table 8 (thus “hesitating” at Table 8!) before continuing again at Table 1, remaining EW for the remainder of the session. It means that this movement creates a single winner

Standard Mitchell Movements

Odd Numbers of tables

In a standard Mitchell Movement, the number of rounds equals the number of tables and there is a stationary pair NS at every table. At the end of each round, the EW pairs move up one table and the boards move down one table.

Even numbers of tables

Where there are an even number of tables, an adjustment needs to be made to the Mitchell Movement for otherwise the EW players will meet boards that they have played previously after the halfway stage. There are two ways of doing this. One is

The Skip Movement

whereby at the half way point, the EW pairs go up two tables instead of one table. This has the disadvantage that the EW pairs for the last round play again the NS pairs that they met in the first round. However, this movement is fine if we intend to leave out the last round anyway.

The Share and Relay Movement

is the other method and for this the boards are shared between two tables at one point and half way further round the movement, the boards “sit out” for a round in a “relay”. If we have a half table, it is usual to exclude a NS pair from one of the sharing tables so that there is no actual sharing of boards.

Recommended movements for Sheffield BC

2 tables

We actually have a Howell movement for this, with 3 rounds of 8 boards. However, match-pointing is unsatisfactory with just two tables and Cross-IMP scoring is better or else a friendly teams match is a reasonable alternative.

2½ and 3 tables

This is a Full Howell movement. 5 rounds of 5 boards each. With just 2½ tables, Cross-IMP scoring is better than Match Pointing.

If two pairs, Pair A and Pair B, require stationary seats, then place Pair A at the stationary position and have Pair B sit opposite them for Round 1. After Round 1, relocate Pair B to a supplementary table for the rest of the session. The pairs due to play against Pair B and the boards that Pair B are due to play and the bridgmate for the table at which Pair B were due to play, should come to the supplementary table for each of the remaining rounds. In other words, Pair B don't move, but everything else moves to Pair B.

If three pairs require stationary seats, we have to resort to a Mitchell.

3½ and 4 tables

This is a Full Howell movement. 7 rounds of 4 boards each.

If two pairs, Pair A and Pair B, require stationary seats, then place Pair A at the stationary position and have Pair B sit opposite them for Round 1. After Round 1, relocate Pair B to a supplementary table for the rest of the session. The pairs due to play against Pair B and the boards that Pair B are due to play and the bridgmate for the table at which Pair B were due to play, should come to the supplementary table for each of the remaining rounds. In other words, Pair B don't move, but everything else moves to Pair B.

If three pairs require stationary seats, we have to resort to a Mitchell with a share and relay.

4½ and 5 tables

This is a Full Howell movement. 9 rounds of 3 boards each.

If two pairs, Pair A and Pair B, require stationary seats, then place Pair A at the stationary position and have Pair B sit opposite them for Round 1. After Round 1, relocate Pair B to a supplementary table for the rest of the session. The pairs due to play against Pair B and the boards that Pair B are due to play and the bridgmate for the table at which Pair B were due to play, should come to the supplementary table for each of the remaining rounds. In other words, Pair B don't move, but everything else moves to Pair B.

If three pairs require stationary seats, we have to resort to a Mitchell.

5½ and 6 tables

This is a Three Quarter Howell movement with 9 rounds of 3 boards each and we have 3 sitting pairs.

If more than three pairs require stationary seats, we have to resort to a Mitchell with a share and relay.

6½ and 7 tables

Here, we also use a Three Quarter movement for although a Full Movement would be a perfect movement, in practice we often would need to provide for more than one pair requiring a stationary position, and besides, 9 rounds of 3 boards each is less disruptive (and therefore much less slow) than 13 rounds of 2 boards each. The Three Quarter movement thus involves 5 sitting pairs.

Alternatively if seven full tables, we can use a seven table Mitchell, which is straightforward with 7 rounds of 4 boards each.

7½ and 8 tables

Nowadays, we play a "Hesitation Mitchell" which has 9 rounds of 3 boards each. There are movement cards for this. If seven and a half tables, it is best to have a missing NS at Table 1 as that eliminates sharing of boards between tables.

8½ and 9 tables

A straightforward Mitchell of 9 rounds of 3 boards each. If a half table, we try to leave out a moving pair.

9½ and 10 tables

Until recently, we played a straightforward Mitchell with 10 rounds of 3 boards each and using the Share and Relay.

Because we no longer attempt to play 30 boards, we now use a straightforward Mitchell with a skip and play just 9 rounds of 3 boards each. This avoids sharing of boards.

10½ and 11 tables

This is where it gets more complicated. 11 rounds of 3 boards each would mean 33 boards which is too many and 11 rounds of 2 boards would mean just 22 boards which is too few.

So a movement called an Extended Mitchell was devised (Manning p12) which allows for a movement with a number of rounds that is 2 more than the number of tables. This means that in the last two rounds, you meet pairs that you have previously played. However, this means that we can play a movement of 13 rounds of 2 boards each. TDs should be aware of a fiddly area at tables 5, 6 and 7 during the last two rounds. Details of the movement are given on Manning p18, but TDs need merely ensure that players follow the instructions on the movement cards or bridge-mates during the final two rounds. **Do not use this movement with a half table, because this would mean two pairs sitting out twice.**

An Extended Mitchell is known in some areas as a “Blackpool” movement and also as a “Revenge Movement”!

If there is a half table, we need to use a different movement because otherwise two pairs would sit out twice and only play 22 boards.

We therefore use a movement called a Bowman (Manning p12) whereby the number of rounds is two **less** than the number of tables. We thus have 9 rounds of 3 boards each. Details are on p19 of Manning but we use a different matrix as the sharing tables are Tables 5 and 6. We leave out the NS at Table 11 to avoid particularly awkward sharing of boards. **Do not use this movement with 11 full tables.**

Note that EW pairs sit out after playing at Table 5 and come back in at Table 6

11½ and 12 tables

The 12 table share and relay Mitchell has 12 rounds of 2 boards each and should be used for **12 full tables only**.

For a half table, the pairs sitting out would play only 22 boards so we use a Bowman rather like that for 10½ tables but with 10 rounds of 3 boards each. The movement is adapted from that shown on p17 of Manning. The missing pair should be the NS pair at Table 12. Again, this should be used **only when there is a half table** for otherwise the sharing is very complicated. Beware that the players skip at the halfway stage. In short, be careful to follow the movement on the table cards or bridge-mates. Also for this movement, do not attempt to play the tenth and final round.

12½ and 13 tables

A straightforward Mitchell of 13 rounds of 2 boards each. If a half table, a moving pair should be omitted.

13½ and 14 tables

We no longer use a share and relay Mitchell of 14 rounds of 2 boards each.

We now use a skip Mitchell and omit the 14th and final round. This avoids sharing of two boards between two tables all evening. If a half table, the missing pair may be anywhere.

14½ tables to 20 tables

We use modified Mitchell movements using the movement cards provided. These movements are described in an appendix at the end of this document.

If we have 18½ to 20 tables, the scoring program should be set to exclude the last round as we no longer attempt to play 30 boards in a session.

20½ to 26 tables

It has been extremely rare in recent years that we have had more than 20 tables, but those with long memories will recollect the movements were known as “Duplicating Movements” because two sets of boards were used and after playing the first board, we had to duplicate the cards into another board with the same Board Number but from a different set of boards.

The correct name for the movements is “Appendix Mitchell”.

Here the basic concept is that of having two movements of 13 Table Mitchells but merged together. One 13 table movement is that of Tables 1 to 13 where EW pairs do a circuit of moving up two tables each round within those tables. The other circuit is that of the 13 tables with the highest table numbers and for these 13 tables, the NS pairs do a circuit going up one table each round. With x tables, the 13 table Mitchells mesh over the 26-x tables in the middle of the movement where moving pairs play against each other. There are sitting NS pairs therefore at the lowest numbered tables and sitting EW pairs at the highest numbered tables. I can remember once or twice having 26 tables and with that maximum of tables, the 13 table Mitchells don't actually mesh and there is a sitting pair at every table.

Appendix Mitchells are rarely used nowadays. The EBU prefer to use Web Mitchells, which are similar but have the downside that with an odd number of tables, a third set of duplimated boards is required.

Appendix 1

MODIFIED MITCHELL MOVEMENTS

For 15 to 20 tables, Sheffield Bridge Club uses modified Mitchell movements such that with 15-18 tables, a 27 board movement with 9x3 board rounds is played, and with 19 or 20 tables, a 30 board movement with 10x3 board rounds is played.

These movements are not included in Manning. Their origin is unknown. It is possible that they may have come from a Scandinavian guide and it is also very possible that they were devised independently by the late Derek Jepson.

The advantage of these movements over basic two board round Mitchells is that (assuming no half table) all the players play all the boards.

These Modified Mitchells are based upon the concept of two Nine Table Mitchells merged together (except for the 19-20 table movements which are based upon two Ten Table movements merged together).

Boards are mostly shared between groups of two tables, but where there is a table with two moving pairs, the boards are not shared. Boards are set out at the beginning with Boards 1-3 at tables 1 and 2 and the highest number boards at the highest numbered table(s). Boards always move down at the end of a round so that sitting pairs play the boards in ascending order.

15 Tables. There are nine moving NS pairs and nine moving EW pairs.

EW at table 1 move to table 3 and then to table 5 as per the following diagram

1→3→5→7→9→11→12→13→15→1

NS move tables thus: 15→12→9→6→2→14→10→8→4→15

Tables 9, 12 and 15 are "all-moving" tables and do not share boards.

16 Tables. This is similar. Tables 9 and 10 are "all-moving" and do not share boards.

EW move thus: 1→3→5→7→9→10→11→13→15→1

NS move thus: 16→12→9→6→2→14→10→8→4→16

17 Tables. Again similar. Only Table 15 is "all-moving".

EW move thus : 1→3→5→7→9→11→13→15→16→1

NS move thus: 2→4→6→8→10→12→14→15→17→2

18 Tables. With no merging, this is essentially two Nine Table Mitchells. All EWs move up two tables each round. All NS pairs sit.

19 tables. Merging is at Table 15 only, the only "all-moving" table.

EW move thus: 3→5→7→9→11→12→13→15→17→19→3

NS move thus: 1→2→4→6→8→10→14→15→16→18→1

20 Tables. With no merging, this is essentially two 10 table Mitchells, though, to avoid relays etc, it appears more complex!

EW move thus: 3→5→7→9→11→12→13→15→17→19→3

and thus: 1→2→4→6→8→10→14→16→18→20→1

To appreciate how the 9 table Mitchells are merged in the case of, for example, the 15 and 16 table movements, imagine the nine tables with moving EW pairs as one Mitchell movement. The EW pairs go up one table each round but ignoring those tables where there is a sitting EW pair. Now imagine the nine tables with the moving NS pairs as another Mitchell Movement. The NS pairs go down two tables each round but ignoring those tables with sitting NS pairs. Where there are tables with both pairs moving, this is where the two Nine Table Mitchells mesh together.

Appendix 2.

Recommended movements for Sheffield BC for “Relaxed” Sessions

2 tables

We actually have a Howell movement for this, with 3 rounds of 6 (or 5 or 7) boards. However, Matchpointing is unsatisfactory with just two tables and Cross-IMP scoring is better or else a friendly teams match is a reasonable alternative.

Scorebridge: Supplied > 3R Howell Pairs 1-2 at T1 > Change number of boards per round from 9 to 6 (or 5 or 7) in Left hand column

2½ and 3 tables

This is a Full Howell movement. 5 rounds of 3 or 4 boards each. With just 2½ tables, Cross-IMP scoring is better than Match Pointing.

Scorebridge: Supplied > 5 Round Howell > Change number of boards per round from 5 to 3 or 4 per round in left hand column

If two pairs, Pair A and Pair B, require stationary seats, then place Pair A at the stationary position and have Pair B sit opposite them for Round 1. After Round 1, relocate Pair B to a supplementary table for the rest of the session. The pairs due to play against Pair B and the boards that Pair B are due to play and the bridgmate for the table at which Pair B were due to play, should come to the supplementary table for each of the remaining rounds. In other words, Pair B don't move, but everything else moves to Pair B. If three pairs require stationary seats, we have to resort to an arrow-switched Mitchell.

3½ and 4 tables

This is a Three Quarter Howell movement. 6 rounds of 3 boards each.

Scorebridge: Supplied > 6R 3Q Howell > Change number of boards per round from 4 to 3 per round in left hand column. Then click “Table cards” and print and cut up as we do not have table cards for this movement stored.

4½ and 5 tables

This is a Full Howell movement. 9 rounds of 2 boards each.

Scorebridge: Club Standard > 9R Howell Pairs 7-3 at Table 1 > Change number of boards per round from 3 to 2 per round in left hand column

Alternative for 5 full tables:

This is a Mitchell movement with 5 rounds of 4 (or 3) boards each.

Scorebridge: Supplied > Mitchell > Change number of boards per round from 5 to 4 (or 3) per round in left hand column.

5½ and 6 tables

This is a Mitchell movement with 6 rounds of 3 boards each, sharing between Tables 3 and 4 and with a relay between Tables 6 and 1.

Scorebridge: Club Standard > 6R SBC Std Mitchell > Change number of boards per round from 4 to 3 per round in left hand column

6½ and 7 tables

This is a seven table Mitchell, which is straightforward with 7 rounds of 3 boards each, but can be reduced to 6 rounds.

Scorebridge: Club Standard > Mitchell > Change number of boards per round from 4 to 3 per round in left hand column. This is 21 boards so you may wish to reduce to 18 by changing "Number of rounds not played at end" from 0 to 1.

No sharing or relays, so no table cards available

7½ and 8 tables

This is a straightforward Mitchell with EW skipping a table after Round 4.

Scorebridge: Supplied > Mitchell Skip up to 7 rounds. This is 21 boards so you may wish to reduce to 18 by changing "Number of rounds not played at end" from 0 to 1.

No sharing or relays (just the skip after Round 4), so no table cards available

Alternative for 16 boards: Mitchell with 8 rounds of 2 boards each:

Scorebridge: Club Standard > 8R SBC 24bd Mitchell. Change Boards per round from 3 to 2.

8½ and 9 tables

A straight-forward Mitchell with 18 boards and 9 rounds of 2 boards each

Scorebridge: Club Standard > Mitchell. Change Boards per round from 3 to 2.

9½ and 10 tables

A Mitchell with 9 rounds of 2 boards each

Scorebridge: Supplied: Mitchell Skip up to 9 rounds. Change Boards per round from 3 to 2

10½ and 11 tables

A Mitchell with 9 rounds of 2 boards each

Scorebridge: Supplied > Mitchell. Ensure Boards per round is 2. Set Number of rounds not played at end at 2

11½ and 12 tables

A Mitchell with 9 rounds of 2 boards each

Scorebridge: Supplied > Mitchell Skip up to 11 rounds. Set number of rounds not played at end to 2

12½ and 13 tables

A Mitchell with 10 rounds of 2 boards each. If fewer than nine and a half rounds are played, we fall foul of the EBU 70% rule and Master Points will not be awarded

Scorebridge: Supplied > Mitchell. Set number of rounds not played at end to 3

13½ and 14 tables

A Mitchell with 9 rounds of 2 boards each. Unfortunately, we fall foul of the EBU 70% rule and Master Points will not be awarded. If we ever get this number of tables, I will subsequently design a new movement based on the Modified Mitchell movements in Appendix 1.

Scorebridge: Supplied > Mitchell Skip up to 13 rounds. Set number of rounds not played at end to 4.

14½ to 20 tables

Use the Modified Mitchell movements in Appendix 1 but with rounds of two boards each rather than three.

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