

Individual Events - Movements

There is a fixed set of movements for Individual Events. The movements with less than 20 boards are party movements suitable for informal sessions.

An option **Rotate Players for every Board** can be set in the Detail Set Up screen for the players to rotate after each board. This means that each board is played with a different partner. Notes, this is available for 4 or more tables only. **If more than 1 board per set is played, it is highly recommended that the rotate option is used. This ensures that players of differing standards are mixed up as much as possible.**

Guide cards must be used for all Individual movement which can be printed from the Detail Set Up screen screen.

Tables	Movement Type	Rounds	Boards Per Set	Boards	Players Rotate?
2	Progressive	7	1 or 2 or 3 or 4	7 or 14 or 21 or 28	No
3	Progressive	11	1 or 2 or 3	11 or 22 or 33	No
5	Rainbow	5	2 or 3 or 4 or 5 or 6	10 or 15 or 20 or 25 or 30	Optional
7	Rainbow	7	1 or 2 or 3 or 4 or 5	7 or 14 or 21 or 28 or 35	Optional
10	Individual	13	1 or 2	13 or 26	Optional
11	Rainbow	11	1 or 2 or 3	11 or 22 or 33	Optional
13	Rainbow	13	1 or 2 or 3	13 or 26 or 39	Optional
17	Rainbow	17	1 or 2	17 or 34	Optional
4	Dogs Breakfast	12	1 or 2	12 or 24	Optional
6	Dogs Breakfast	7	2 or 3	14 or 21	Optional
8	Dogs Breakfast	8	2 or 3	16 or 24	Optional
9	Dogs Breakfast	12	1 or 2	12 or 24	Optional
9 Players	Individual	9	1 or 2 or 3	9 or 18 or 27	No
10 Players	Individual	10	1 or 2	10 or 20	No
13 Players	Individual	13	1 or 2	13 or 26	No
14 Players	Individual	14	1 or 2	14 or 28	No
17 Players	Individual	17	1	17	No
18 Players	Individual	15	1 or 2	15 or 30	No
21 Players	Individual	21	1	21	No
22 Players	Individual	21	1	21	No
37 Players	Individual	13	1 or 2	12 or 24	No
41 Players	Individual	13	1 or 2	13 or 26	No
42 Players	Individual	13	1 or 2	13 or 26	No

Summary of Player for the Available Movements

TABLES -->	2	3	4	5	6	7	8	9	10	11	13	17
Phantom OK		11	15	19	23	27	31	35	39	43	51	67
Full Tables	8	12	16	20	24	28	32	36	40	44	52	68
Plus 1 Players	9	13	17	21				37	41			

Full Tables	8	12	16	20	24	28	32	36	40	44	48	52	56
Plus 1 Players	9	13	17	21				37	41				
Plus 2 Players	10	14	19	22					42				

- The **Rainbow** movements are fairly orderly, in that the boards move as normal and the ESW players move up or down in an orderly manner.
- The **Progressive** movements are disorderly, in that players move seemingly randomly and the boards are shared among all tables.
- The **Dogs Breakfast** movements are disorderly, in that players move seemingly randomly. The boards may move in an order manner OR each set of boards remains on the same table throughout the session.

Handling Non-Full Tables

Sit Out Players

Movements exist for 9,10,13,14,17,18,21,22,37,41,42 players. If this case, at least 1 players sits out for one round. Refer to your Personal Guide cards for the movement details.

Phantom Players

When the player numbers are one short of full tables, a phantom player can be used. These movements are not ideal and each player sits out a different number of times, but it does accommodate every player that attends.

It is best to assign the phantom player as the highest player number.

Player Rotation

For table numbers of 4 or more, the **Rotate Players for every Board** option is enabled when the session is set up. The rotation is as follows:

Boards per Set	Rotate
1	No rotation
2	South and East swap positions after the first board is played
3+	North remains stationary, and the W, S, E players rotate clockwise around N after each board is played

After rotating, all players should return to their original directional position before the movement for the next round is called.

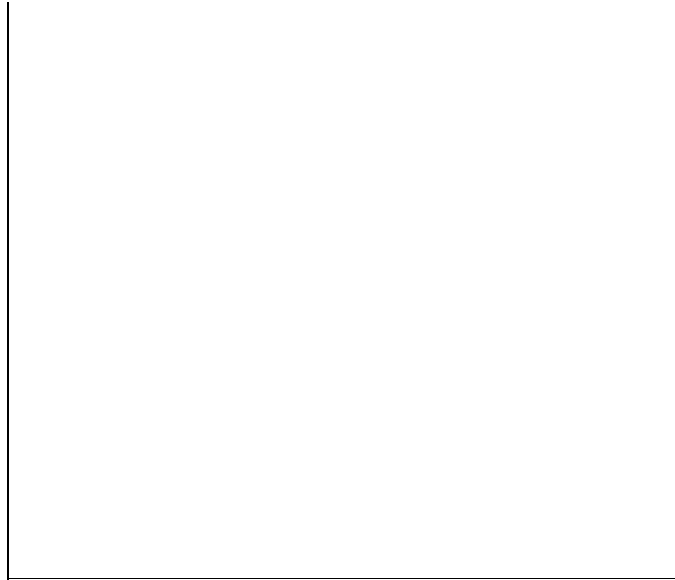
Movement Guide Cards

All Individual movements require guide cards to be used. These can be printed from the session set-up screen.

PERSONAL GUIDE CARDS can also be printed. If using electronic scoring, these should be printed AFTER players have entered their names into the BridgeMates or BridgeTabs. These can be printed from the Print Menu of the Results screen or from the CompassMate screen.

A sample is:





Notes

1. The overall winners of an event over more than one session can be calculated from [Club Competitions](#).
2. After the new Master Point process is implemented by NZB in early 2017, master points will be automatically calculated for all *Individual* events.

Revised: 22 January 2017