

## Mitchell movements for playing 27 boards

Movements involve playing 26 - 28 boards

Tables	Mitchell Movement	No. of Rounds	Board sets (Total)	Boards per set	Boards played	Adding a late pair
7	Straight	7	7 (28)	4	28	Change to 8 table Straight
7.5	Skip <i>(Skip after Round 3 or 4)</i>	7	8 (32)	4	28	Fill half table
8	Skip	7	8 (32)	4	28	Change to 9 table Straight
8.5	Straight	9	9 (27)	3	27	Fill half table
9	Straight	9	9 (27)	3	27	Change to 10 table skip
9.5	Skip	8	10 (30)	3	27	Fill half table
10	Skip	9	10 (30)	3	27	Change to 10.5 table
10.5	1 1/2 Table Appendix <i>(relay 10-1, E-W sit out at Table 11)</i>	9	11 (27)	3	27	Change to 11 table Straight
11	Straight	9	11 (33)	3	27	Change to 12 table Skip
11.5	Skip <i>(Skip after Rd. 5 or 6)</i>	9	12 (36)	3	27	Fill half table
12	Skip	9	12 (36)	3	27	Change to 13 table Straight
12.5	Straight	13	13 (26)	2	26	Fill half table
13	Straight	13	13 (26)	2	26	Change to 14 table Skip
13.5	Skip <i>(Skip after Rd. 6 or 7)</i>	13	14 (28)	2	26	Fill half table
14	Skip	13	14 (28)	2	26	Change to 15 table Straight
14.5	Straight	13	15 (30)	2	26	Fill half table
15	Straight	13	15 (30)	2	26	Change to 16 table Skip
15.5	Skip <i>(Skip after Rd. 7 or 8)</i>	13	16 (32)	2	26	Fill half table
16	Skip	13	16 (32)	2	26	

Skips can be called from Round N, where N = Number of rounds to be played - Half number of tables