

# Mitchell movements for approximately 30 boards

Movements involve playing 26 - 30 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	Bye <i>(Bye 5-6, E-W sit out at 10th table)</i>	10	10 (30)	3	30	Set up relay with Table 1 and sit-out (10 table Relay & Bye)
10	Relay & Bye <i>(Relay 5,6, Bye 10-1)</i>	10	10 (30)	3	30	Change to 11 table Straight**
10.5	Straight	10	11 (33)	3	30	Fill half table
11	Straight	10	11 (33)	3	30	Change to 12 table Skip
11.5	Skip <i>(Skip after Rd. 5 or 6)</i>	10	12 (36)	3	30	Fill half table
12	Skip	10	12 (36)	3	30	Change to 13 table Straight
12.5	1 1/2 Table Appendix <i>(relay 12-1, E-W sit out at Table 13,)</i>	10	11 (33)	2	30	Fill half table
13	Straight	13	13 (26)	2	26	Change to 14 table Skip
13.5	Bye <i>(Bye 7-8, E-W sit out at 14th table)</i>	14	14 (28)	2	28	Set up relay with Table 1 and sit-out (14 table Relay & Bye)
14	Relay & Bye <i>(Relay 7,8, Bye 14-1)</i>	14	14 (28)	2	28	Change to 15 table Straight**
14.5	Straight	15	15 (30)	2	30	Fill half table
15	Straight	15	15 (30)	2	30	Change to 16 table Skip
15.5	Skip <i>(Skip after Rd. 7 or 8)</i>	15	16 (32)	2	30	Fill half table
16	Skip	15	16 (32)	2	30	

\*\* When converting 10 or 14 table Mitchell to Straight with a sit-out,  
 Move boards from bye to new half table  
 Place additional boards at higher number table in original relay  
 Advise that boards will be played out of order  
 Reshuffle boards played by higher number table in original relay  
 Skips can be called from Round N, where N = Number of rounds to be played - Half number of tables

# Mitchell movements for playing 24 boards

Movements involve playing 24 or optionally 26 - 28 boards

Tables	Mitchell Movement	No. of Rounds	Board sets (Total)	Boards per set	Boards played	Adding a late pair
7	Straight	6-7	7 (28)	4	24-28	Change to 8 table Relay with new boards (out of order) on bye between Tables 4 and 5
7.5	7 table Bye <i>(Bye 4-5, E-W sit out at 8th table)</i>	8	8 (24)	3	24	Fill half table
8	Relay & Bye <i>(Relay 4,5, Bye 8-1)</i>	8	8 (24)	3	24	Change to 9 table Straight **
8.5	Straight	8-9	9 (27)	3	24-27	Fill half table
9	Straight	8-9	9 (27)	3	24-27	Change to 9.5 table
9.5	1 1/2 Table Appendix <i>(relay 9-1, E-W sit out at Table 10, skip after rd. 4)</i>	8	8 (24)	3	24	Fill half table
10	Skip	8-9	10 (30)	3	24-27	Change to 10.5 table
10.5	1 1/2 Table Appendix <i>(relay 10-1, E-W sit out at Table 11)</i>	8-9	11 (27)	3	24-27	Change to 11 table Straight
11	Straight	8-9	11 (33)	3	24-27	Change to 12 table Skip
11.5	11 table Bye <i>(Bye 6-7, E-W sit out at 12th table)</i>	12	12 (24)	2	24	Fill half table
12	Relay & Bye <i>(Relay 6,7, Bye 12-1)</i>	12	12 (24)	2	24	Change to 13 table Straight **
12.5	Straight	12-13	13 (26)	2	24-26	Fill half table
13	Straight	12-13	13 (26)	2	24-26	Change to 14 table Skip
13.5	1 1/2 Table Appendix <i>(relay 13-1, E-W sit out at Table 14, skip after rd. 6)</i>	12-13	14 (24)	2	24	Set up relay with Table 1 and sit-out (14 table Relay & Bye)
14	Skip	12-13	14 (28)	2	24-26	Change to 15 table Straight
14.5	Straight	12-13	15 (30)	2	24-26	Fill half table
15	Straight	12-13	15 (30)	2	24-26	Change to 16 table Skip
15.5	Skip <i>(Skip after Rd. 7 or 8)</i>	12-13	16 (32)	2	24-26	Fill half table
16	Skip	12-13	16 (32)	2	24-26	

\*\* When converting 8 or 12 table Mitchells to Straight with a sit-out,  
 Move boards from bye to new half table  
 Place additional boards at higher number table in original relay and advise players that boards will be played out of order.  
 Reshuffle boards played by higher number table in original relay  
 Skips can be called from Round N, where N = Number of rounds to be played - Half number of tables

## 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

## Mitchell movements for playing 21 boards

Movements involve playing 18 - 21 boards

Tables	Mitchell Movement	No. of Rounds	Board sets (Total)	Boards per set	Boards played	Adding a late pair
3	Howell	5	5 (20)	4	28	Change to 4 table Straight
3.5	Howell	7	7 (21)	3	21	Fill half table
4	Skip	3	4 (24)	6	18	Change to 5 table Straight
4.5	Straight	5	5 (20)	4	20	Fill half table
5	Straight	5	5 (20)	4	20	Change to 6 table skip
5.5	Skip <i>(Skip after Round 3)</i>	5	8 (24)	4	20	Fill half table
6	Skip	5	8 (24)	4	20	Change to 7 table Straight
6.5	Straight	7	8 (21)	3	21	Fill half table
7	Straight	7	8 (21)	3	21	Change to 8 table skip
7.5	Skip <i>(Skip after Round 3 or 4)</i>	7	8 (24)	3	21	Fill half table
8	Skip	7	8 (24)	3	21	Change to 9 table Straight
8.5	Straight	7	9 (27)	3	21	Fill half table
9	Straight	7	9 (27)	3	21	Change to 10 table skip
9.5	Skip <i>(Skip after Round 4 or 5)</i>	7	9 (27)	3	21	Fill half table
10	Skip	7	9 (27)	3	21	Change to 10.5 table
10.5	Straight	10	11 (22)	2	20	Change to 11 table Straight
11	Straight	10	11 (223)	2	20	Change to 12 table Skip
11.5	Skip <i>(Skip after Rd. 5 or 6)</i>	10	12 (24)	2	20	Fill half table
12	Skip	10	12 (24)	2	20	Change to 13 table Straight

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