

SUGGESTED MOVEMENTS WHEN USING HAND RECORDS

<u>#TABLES</u>	<u>BDS PER RD</u>	<u>ROUNDS</u>	<u>HOW TO START THE GAME</u>
5*	6	4	Move boards down 1 table & Move East/West up one table
6	5	5	Move boards down one table (Skip after round 3)
7*	4	6	Move boards down one table & Move East/West up one table
8	4	7	Move boards down one table (Skip after round 4)
9*	3	8	Move boards down one table & Move East/West up one table
10	3	9	Move boards down one table (Skip after round 5)
11	3	9	Move boards down two tables
12	3	9	Move boards down one table (Skip after round 6)
13*	2	12	Move boards down one table & Move East/West up one table
14	2	13	Move boards down one table (Skip after round 7)
15	2	13	Move boards down two tables
16	2	13	Move boards down one table (Skip after round 8)
17	2	13	Move boards down two tables
18	2	13	Move boards down one table (Skip after round 9)

With a half table, run the movement with which you are most comfortable. If you use a sit out for the half table, it is better to make the phantom be East/West so that people are always at the table with the boards. As an example – if you have 14 ½ tables with a sit out, the boards would move as if it were a 15 table game.

If you expect 5 or less tables, you should make up your boards ahead of time so that they can play the optimum number of hands and opponents using a Howell movement.

* These movements only allow you to play 24 boards