

Movement Chart



These suggested movements are intended to help clubs comply with the new '70% rule', whereby everyone must play 70% of the boards which are 'in play' for the session to be eligible for Master Points. We hope that most clubs will be familiar with suitable movements for smaller number of tables – this is intended to help with more awkward numbers – but if any advice is needed on smaller numbers please contact gordon@ebu.co.uk

Some movements will produce a single winner, whereas others will produce two winners – one N/S pair, and one E/W pair. Some competitions require a single winner so if using a 'two winner movement' a single winner can be produced by arrow-switching the last round(s).

These movements will allow for the playing of 24-26 boards (including any 'sit-outs' due to half tables), and allow up to 34 boards to be in play. If a pair plays (**including boards they sit out**) 24 of the boards in play they will meet the requirement of playing 70% of the boards - **i.e. if 32 boards are in use, and a pair plays 22 and sits out further 2, that is acceptable – they were 'scheduled' to play 24 out of 32, thus more than 70%.**

Having fewer boards in play is also more satisfactory for most players. Since each board is played by most people, as well as giving a fairer result it allows more chance for discussion afterwards so makes the evening more interesting.

A short explanation of each type of movement is available on the next page.

A full breakdown of most of the movements is available in the EBU Movement Manual. This can be purchased through the EBU Shop - <https://www.ebu.co.uk/shop/items/movements-manual>

		One Winner Movement		Two Winner Movement		
Number of tables	<12	Standard movements- such as Howell or Mitchell - will comply with the regulation, but you might want to look at some of the suggestions below, which will improve the competition further.				
	11	3/4 Howell	12x2-bd		Bowman/Web*	9x3-bd curtailed
		Hesitation Mitchell	12x2-bd		Blackpool†	13x2-bd* (curtailed for 24 bds)
		Double Hesitation Mitchell	13x2-bd* (curtailed for 24 bds)			
	12	Hesitation Mitchell*	13x2-bd		Skip Mitchell†	12x2-bd
					Share & Relay Mitchell*	12x2-bd
					Double Weave Mitchell	12x2-bd
					Web Skip Mitchell*†	12x2-bd*
					Web Mitchell*	13x2-bd* (curtailed for 24 bds)
					Bowman*	10x3-bd curtailed
					Web Skip Mitchell*	8x3-bd
	13-17	You won't fall foul of the 70% rule playing standard Mitchells with two-board rounds, but you might be interested in the suggested movements below for further improving the game				
		17			Bowman*	15x2-bd curtailed
					Web Mitchell*	13x2-bd (curtailed for 24 bds)
	18			Skip Mitchell	Play at least 26 boards of the 36 boards in play	
				Bowman*	16x2-bd curtailed	
				Web Skip Mitchell*	12x2-bd	
				Web Mitchell*	13x2-bd	
				2 sections of 9 tables	9x3-bd (curtailed for 24 bds)	
19+			Web Mitchells or two sections			

*- These movements involve board-sharing so are best when two sets of boards are available. However, board sharing with 3-board rounds is usually unproblematic and if there is a half table sharing can often be eliminated.

†- These movements have "revenge" rounds (ie each pair plays one opposing pair twice) which many players don't like.

Share & Relay Mitchell

A 'standard' Mitchell movement with a share between the first and last table, and a relay at the 'halfway' point (e.g. with twelve tables between tables 6 and 7). A 'share' when playing only two board rounds can be unsatisfactory, however, unless a second set of boards is available.

Hesitation Mitchell

Players and boards move as per a 'normal' Mitchell movement, however in a Hesitation Mitchell, the E/W pair arriving at the highest numbered table rotate to sit N/S at that table on the next round, and then on the subsequent round move to E/W at Table 1. This allows one more round to be played than the number of tables, for example, with 24 boards and 7 tables, 8 rounds can be played. For even numbers of tables some board sharing is required.

Skip Mitchell

Players and boards move as per a 'normal' Mitchell movement, however in a Skip Mitchell, after half of the rounds have been played, in moving for the next round the E/W pairs must "skip" a table. The Skip Mitchell requires that the number of tables is at least one greater than the number of rounds played, e.g. with 10 tables up to 9 rounds can be played, but with 8 tables the maximum is 7, otherwise E/W pairs would encounter N/S pairs more than once (as in a revenge movement below).

Blackpool

(Sometimes called the Revenge movement). This movement allows for two rounds more than the number of tables, by requiring pairs to play a second time at the end against the pairs they started with. There are two sets of relay boards and so not all boards are played the same number of times. This, together with the revenge element and the complicated last round move, are its downsides.

Bowman

A Mitchell-type movement with the number of rounds two fewer than the number of tables. The second-highest table shares with table 1 and the highest-numbered table shares boards with various other tables, and plays the boards in decreasing order.

Web Mitchell

A Mitchell-type movement for large numbers of tables, requiring two identical sets of boards (three for high odd-numbered sections).

Double Weave Mitchell

A Mitchell-type movement, in which the E/W pairs move in different directions at the end of each round.

$\frac{3}{4}$ Howell

A similar movement to a 'standard' Howell, however not all pairs play against each other, meaning fewer rounds are played. This is not the same as simply stopping a 'standard' Howell after $\frac{3}{4}$ of the boards.