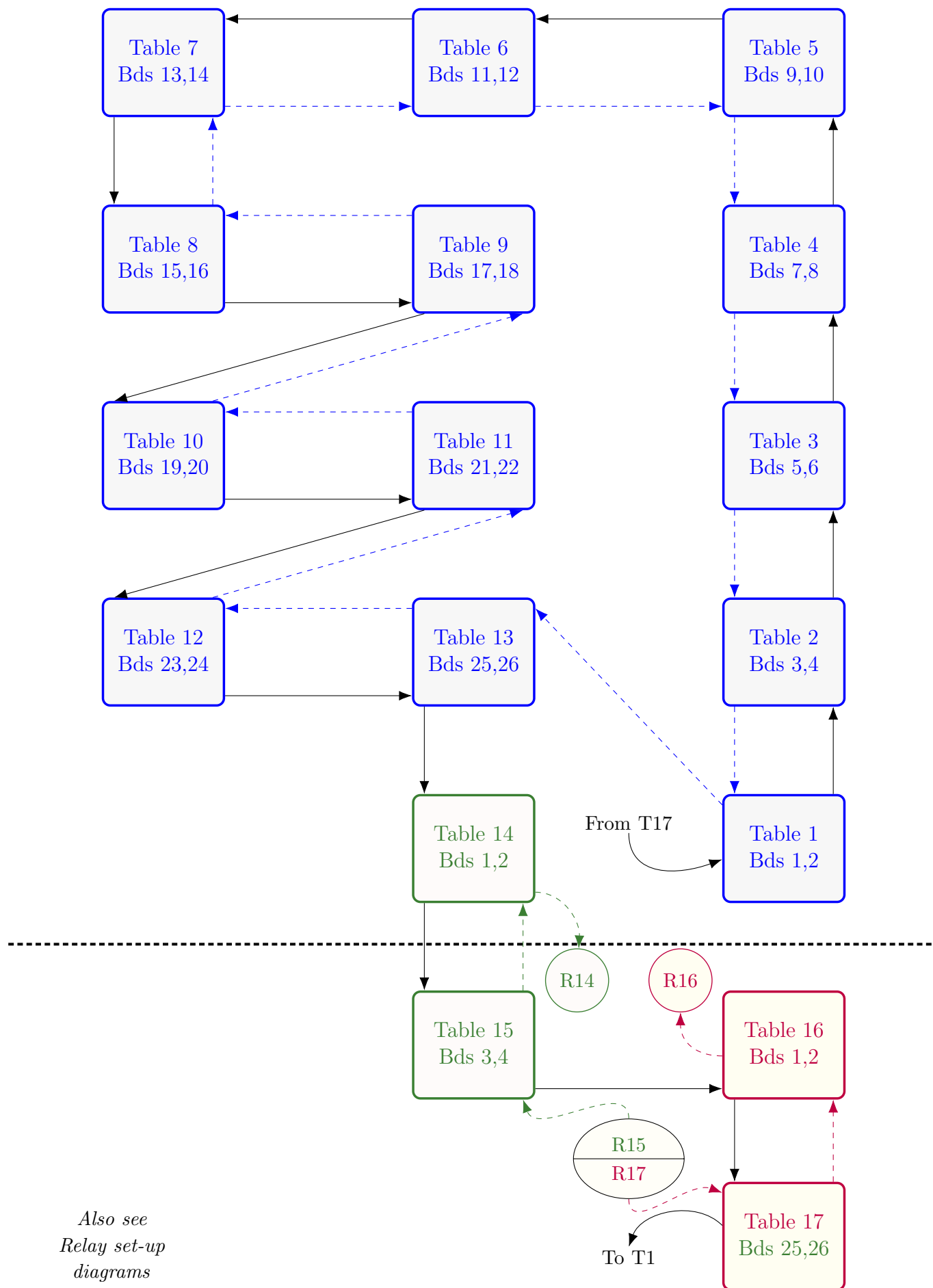


### Table and Board Layout - 17 Table Web Mitchell



*Also see  
Relay set-up  
diagrams*

## Instructions to the Director

### East-West Moves:

As per the black arrows in the diagram, EW move UP ONE TABLE after each round.

After Table 14, EW move out of the main room and onto the stage for 3 rounds. When EW return to the main room they go straight to Table 1 (bypassing Table 14).

### Board Moves:

Two full sets of boards 1-26 are needed (blue and green in the diagram), as well as boards 1-2 and 13-16 from a third set (red in the diagram).

The boards are placed as in the diagram for Round 1 and then move DOWN ONE TABLE after each round - **except**, after **Table 14** and **Table 16**, the boards go to the RELAY AREA. Also, boards go from Table 1 to Table 13 within the blue section.

See the specific diagrams, below, for how to set up the Relay Area.

The blue set circulates around Tables 1-13 as if in a normal Mitchell movement (board movements in between rounds are represented by dotted arrows in the diagram). This set of boards NEVER leaves these tables.

Table 14 to 17 will mostly be using the green set of boards. However, in certain rounds, but not all, the same boards are played simultaneously at THREE tables (one table in the blue section, one table in the green section and one table in the red section), hence the need for the third partial sets of boards.

### Director's Position:

The Director should sit close to the relays. Probably North at Table 14 or North at Table 1 would be best, as this is in the main room and gives the best view.

### Half Tables:

A missing EW pair could be placed anywhere. A missing NS pair might be best placed in the blue section - perhaps Table 12 - so as to keep the complicated area of the movement complete.

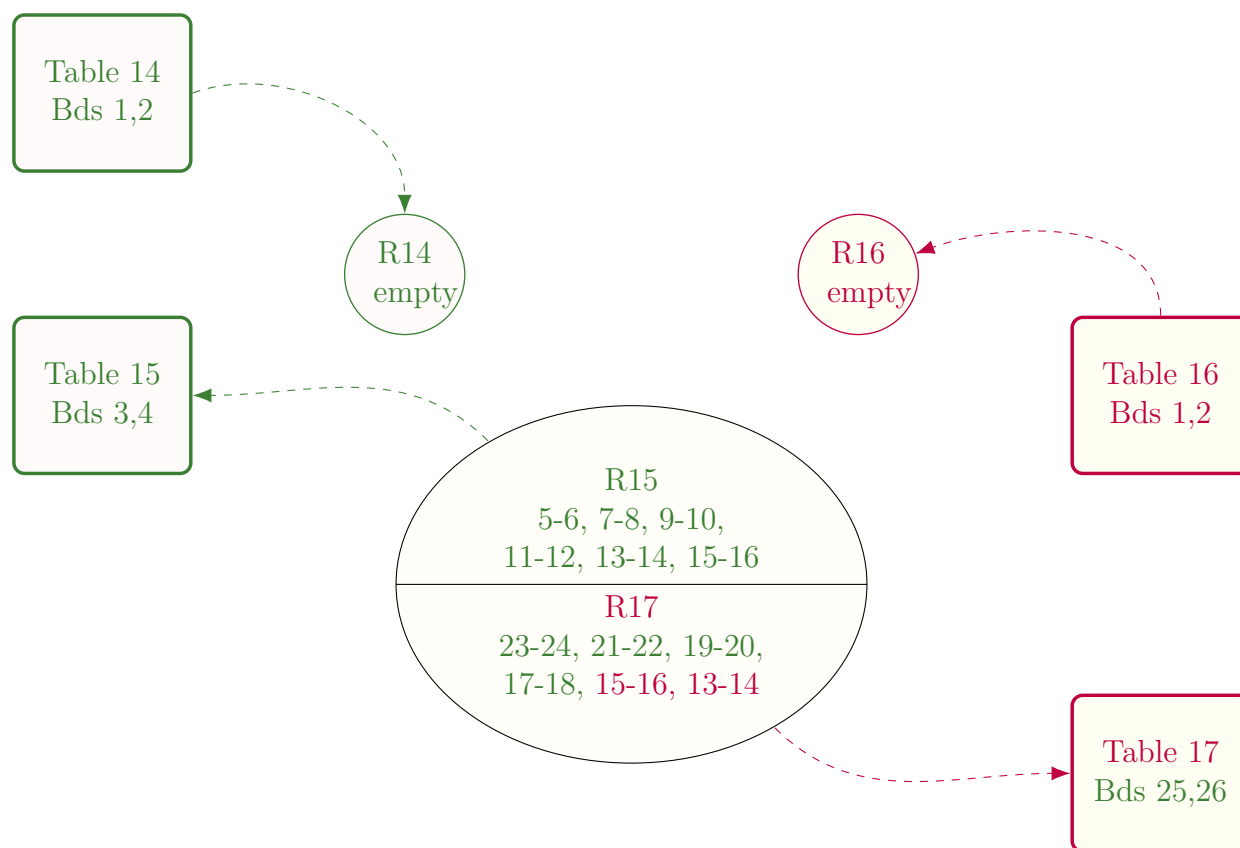
### Relay Area:

The Relay Area is on the stage in the area between Tables 14 and 17. There should be four basic areas to the Relay Area:

- R15: Feed-in to Table 15 (on stage next to Table 15)
- R17: Feed-in to Table 17 (on stage next to Table 17)
- R14: Returned boards from Table 14 (on stage near Table 14)
- R16: Returned boards from Table 16 (on stage near Table 16)

## AT THE START OF PLAY:

- R17: place green boards 23-24, 21-22, 19-20, 17-18 then red boards 15-16, 13-14 - **in that order** - (i.e. in Round 2, Table 17 will play green 23-24; Round 3, green 21-22, etc.).
- R15: place green boards 5-16 - **in numerical order**.
- R14 and R16 start empty.

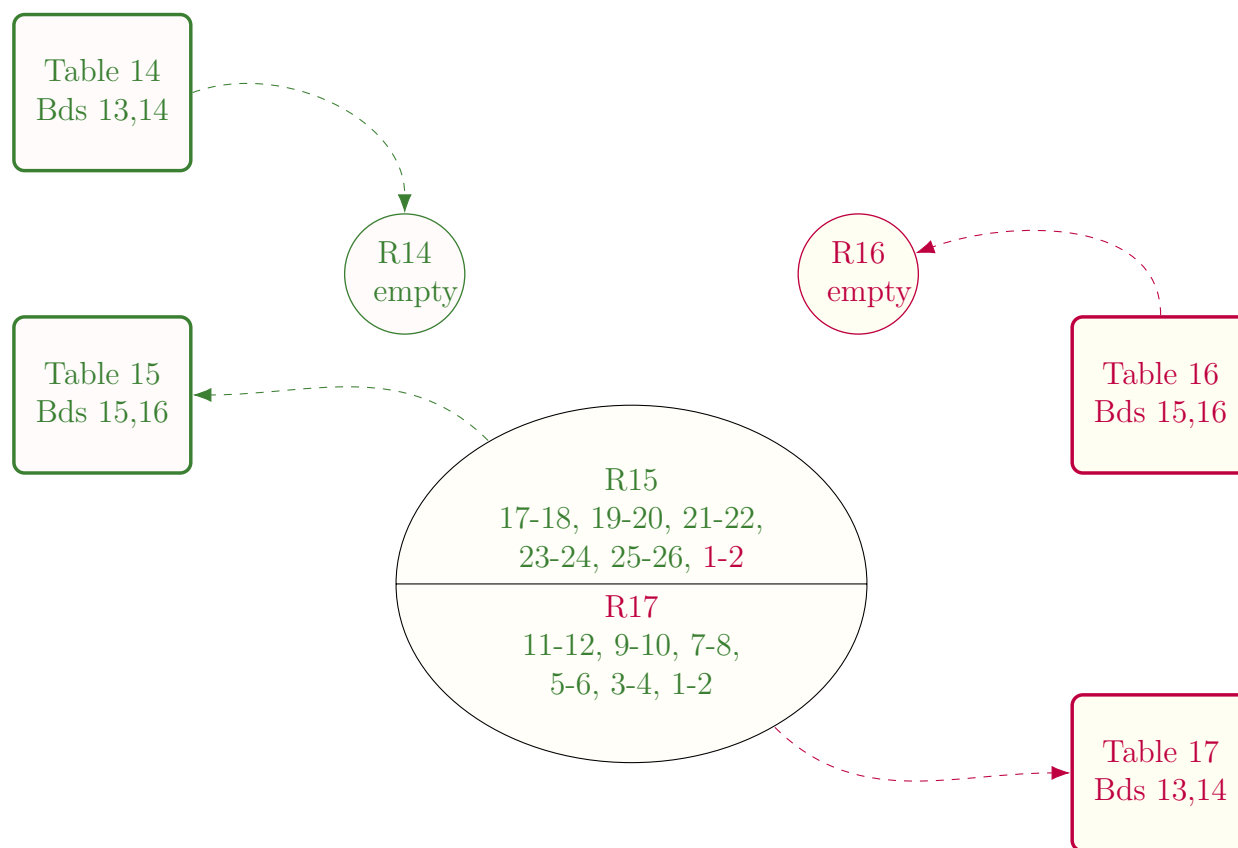


The boards from Tables 14 and 16 should be returned to R14 and R16 respectively - and placed **ON TOP OF EACH OTHER** in a pile - after each round.

DURING ROUND SEVEN - i.e. before calling the move for Round 8:

- Move the pile of boards from **R14** to **R17** (which should have emptied by Round 7). These should be green boards 11-12, 9-10, 7-8, 5-6, 3-4, 1-2 - **in that order**.
- Move the boards from **R16** to **R15** (which should have emptied by Round 7). These should be green boards 17-18, 19-20, 21-22, 23-24, 25-26 and red boards 1-2 - **in that order**.
- R14 and R16 should again be empty and the boards that are subsequently placed there will be finished for the movement.

This is how the Relay Area should look after carrying out the above tasks:



*Boards at Tables are those in play during Round 7*

During Round 7, boards 13-16 (red and green) will be in play on Tables 14-17.

As long as each table is playing the correct boards, it does not actually matter what colour they are in the Green and Red Sections (as long as they are not blue!), but following the above procedure should make life quite simple.

## Instructions to some North-South pairs:

- Tell North at Table 1:
  - that their boards go to Table 13.
- Tell North at Table 14:
  - to leave their boards in R14, on top of each other, after each round.
  - that their boards come from Table 15 on the stage.
  - to explain to their EW pairs where Table 15 is on the stage, and that they should move around the stage in a clockwise direction.
- Tell North at Table 15:
  - that they get their boards from R15.
  - that their boards go to Table 14 in the main room.
- Tell North at Table 16:
  - to leave their boards in R16, on top of each other, after each round.
  - that their boards come from Table 17.
  - that they will play their boards in reverse order.
- Tell North at Table 17:
  - that they get their boards from R17.
  - that their boards go to Table 16.
  - to explain to their EW pairs that they should go to Table 1, (avoiding Table 14).
  - that they will play their boards in reverse order.