



## QUEENSLAND WIDE PAIRS

# SUGGESTED MOVEMENTS

The event is scored using the first 26 boards only. Further boards are provided in the deal file in case your movement requires more than 26 boards to be in play.

<b><u>NO HALF TABLE:</u></b>	
3 tables	Straight Mitchell with 9 board rounds (27 boards in play)
4 tables	Share & bye with 7 board rounds (28 boards in play)
5 tables	Straight Mitchell with 6 board rounds (30 boards in play)
6 tables	Share & bye with 5 board rounds (30 boards in play)
7 tables	Straight Mitchell with 4 board rounds (28 boards), or for a longer session use a straight Mitchell with 5 board rounds (35 boards)
8 tables	Share & bye with 4 board rounds (32 boards in play)
9 tables	Straight Mitchell with 3 board rounds (27 boards in play), or for a longer session use straight Mitchell with 4 board rounds (36 boards in play)
10 tables	Share & bye with 3 board rounds (30 boards in play)
11 tables	Straight Mitchell with 3 board rounds (33 boards in play)
12 tables	Share & bye with 3 board rounds (36 boards in play)  OR  For a shorter session, use a skip movement (36 boards in play, 11 rounds of 3 boards played by everyone)
13 tables	Straight Mitchell with 2 board rounds (26 boards in play)  OR  Run 2 sections
14 tables	Run 2 sections of 7 tables each (per above)  OR  14 table skip Mitchell with 2 board rounds (28 boards in play, 13 rounds of 2 boards played by everyone)
15 tables	Straight Mitchell with 2 board rounds (30 boards in play)  OR  Run 2 sections (8 table and 7 table, movements as above)
16 tables	16 table skip Mitchell with 2 board rounds (32 boards in play)  OR  Run 2 sections (8 tables each, movements as above)
With table numbers beyond about 12, it may be better to run 2 sections. This will of course require a second set of boards to be dealt. For table numbers 9 and beyond, clubs can also run an Appendix Mitchell with a 7-table base. This provides for 28 boards in play.	

<b><u>HALF-TABLE:</u></b>	
2½ , 3½ and 4½ tables	Not permitted
5½ tables	6 table share & bye with 5-board rounds (30 boards in play). This involves a 5 board sit-out, and is not recommended.
6½ tables	7 table straight Mitchell with 4 board rounds (28 boards in play).
7½ tables	8 table share & bye with 4 board rounds (32 boards in play) OR 7½ table Rover Mitchell with 4 board rounds (28 boards in play)
8½ tables	9 table straight Mitchell with 3 board rounds (27 boards in play)
9½ tables	10 table share & bye with 3 board rounds (30 boards in play)
10½ tables	11 table straight Mitchell with 3 board rounds (33 boards in play)
11½ tables	11½ table Rover Mitchell with 3 board rounds (33 boards in play)
12½ tables	1½ table appendix with 3 board rounds (33 boards in play) OR 13 table straight Mitchell with 2 board rounds (26 boards in play)
13½ tables	14 table share & bye with 2 board rounds (28 boards in play)
14½ tables	15 table straight Mitchell with 2 board rounds (30 boards in play)
15½ tables	16 table share & bye with 2 board rounds (32 boards in play)
16½ tables	17 straight Mitchell with 2 board rounds (34 boards in play) OR 1½ table appendix with a 15 table base and 2 board rounds OR 2 sections
As with movements with no half table, for Clubs with table numbers beyond about 12, it may be better to run 2 sections. This will of course require a second set of boards to be dealt. Sit-outs should be kept as short as possible, both for player convenience as well as the overall integrity of the results. Do not use a skip movement when there is a half table.	

**Remember**

1. Do NOT curtail any movement
2. The best movement is one with no half table, and if there is a half table, the shorter the sit-out, the better.