

MITCHELL MOVEMENTS

These are self-explanatory, in that the NS players remain at their table #, and the EW players advance by 1 table# each round. There is no need to “skip a table” when you play a Barometer movement: all tables play the same boards at the same time.

If you have a half table, then at game time BBO will add two sit-outs to your game. You will replace them with robots, or choose substitutes, or leave them as sit-outs. It is your choice.

You must be sure that you’ve provided enough boards for the movement you set up in the format tab. If you have 9 tables, and you intend 9 rounds x 3 boards, but you forget to load 27 boards in the “Boards to Play” field of the format tab, (and it’s defaulted to 18 boards), they will play $6 \times 3 = 18$ boards.

The movement is purely a function of the math:
 $\text{Boards Loaded} / \text{Boards per Round} = \text{Number of Rounds}$.

3 Tables	3 rounds @ ?? boards – make sure you specify boards per round and total boards in the format tab (<i>many would choose a Howell instead</i>)
4 Tables	3 or 4 rounds @ ?? boards – make sure you specify boards per round and total boards in the format tab (<i>many would choose a Howell instead</i>)
5 Tables	3-5 rounds @ ?? boards - make sure you specify boards per round and total boards in the format tab (<i>many would choose a Howell instead</i>)
6 Tables	3-6 rounds @ ?? boards - make sure you specify boards per round and total boards in the format tab (<i>some would choose a Howell instead</i>)
7 Tables	3-7 rounds @ ?? boards - make sure you specify boards per round and total boards in the format tab (<i>some would choose a Howell instead</i>)
8 Tables	3-8 rounds @ ?? boards - make sure you specify boards per round and total boards in the format tab (<i>some would choose a Howell instead</i>)
9+ Tables	For 9 or more tables, the setup is similar to above. IMPORTANT: be sure that enough boards are loaded in the format tab to accommodate the movement you want to happen.