

## Instructions for directing Appendix Mitchell movements

Appendix Mitchells only apply to sections with half tables, if you do not have a half table choose another movement. Visit <http://unit190.org/Features/MovementsMatter.html> for creative options for difficult to handle numbers of tables, and other possibilities that will widen your horizons.

### Is an Appendix Mitchell right for you?

Some section sizes are better handled by other types of movements, I'll describe these in groups according to the number of boards you want to play during the session:

#### For 24 Boards

2.5, 3.5, 4.5, and 5.5 tables - choose a standard Howell movement.

6.5 tables - choose a Howell movement or Harold's special 6.5 table Scrambled Mitchell with bystand, relay, and bumping pair that displaces both N/S and E/W pairs for 2 boards. Yep, that movement has it all.

7.5 tables - play an 8 table Mitchell with bye-stand and relay with a phantom N/S at one relay table

8.5 tables - use the 8 table bye-stand and relay with a N/S (or E/W if you insist) bump

**9.5 tables - use the Appendix Mitchell AM090824.mov**

**10.5 tables - use the Appendix Mitchell AM100927.mov<sup>2</sup>**

11.5 tables - play an 12 table Mitchell with bye-stand and relay with a phantom N/S at one relay table

12.5 - use the 12 table bye-stand and relay with a N/S (or E/W if you insist) bump

**13.5 tables - use the Appendix Mitchell AM131224.mov**

**14.5 and larger numbers with 1/2 tables: use the appendix Mitchell<sup>1,2</sup>**

#### For 26/27 Boards

2.5, 3.5, 4.5, 5.5, 6.5 tables - choose a standard Howell movement

7.5 choose a Howell movement or Harold's special 7.5 table Scrambled Mitchell with a bumping pair that displaces both N/S and E/W pairs for 2 boards.

8.5 - use a 9 table Mitchell with a phantom pair

9.5 - use the standard 9 table Mitchell with a N/S bump but BEWARE - there are E/W irregularities too!

**10.5 tables - use the Appendix Mitchell AM100927.mov**

**11.5 tables - use the Appendix Mitchell AM111030.mov<sup>2</sup>**

12.5 tables - use the 13 table mitchell with a phantom pair

13.5 tables - use the 13 table Mitchell with a bumping pair

**14.5 tables - use the Appendix Mitchell AM141326.mov**

**15.5 tables and larger numbers with 1/2 tables: use the appendix Mitchell<sup>1,2</sup>**

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<sup>1</sup>as long as you have the appropriate gamefile (of the form AMTTRRBB.mov) where:

TT = # of whole tables (i.e. 15 for 15.5 tables)

RR = Max number of rounds (typically RR=TT - 1. but you choose to play fewer rounds)

BB = # of boards in play

<sup>2</sup>When you select these movements that can be played more rounds than you want to play, for convenience you'll want to change the ending round number to the round number you want to stop at. This is not mandatory but will cause ACBLScore to offer to print the section leaders with one round to go and will stop it from fussing at you when you DBADD the game later. To do this, after selecting the movement and returning to the main screen, press F9 or type "set"; then choose "2 change number of played rounds"; then choose "2 Change ending round number"; then enter the number of the last round you want to play.

## Starting an Appendix Mitchell

Number of full tables:  $N$  (i.e. for 9.5 tables,  $N=9$ )

Number of Pairs:  $2N+1$

Max number of rounds:  $N-1$

Number of board sets:  $N-1$

E/W Pair number of the initial sit-out Pair:  $N+1$

If  $N$  is odd, skip after  $(N-1)/2$  rounds.

- 1) The 1/2 table must be an E/W pair that will have number  $N+1$  (more than any other E/W pair).
- 2) Distribute the boards to the first  $N-1$  tables in the normal fashion.
- 3) The highest numbered full table ( $N$ ) will share boards with table 1 for the entire event. You may want to move these two tables closer together if they are not stationed near each other.
- 4) When each round is called the sit-out pair moves into table 1E/W and the E/W pair at the highest numbered table moves to sit-out. (unless there's a skip, then the E/W pairs move twice)
- 5) If  $N$  is an odd number, there is a skip after half of the board sets are played.