

## Web Movements

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These 8-round 24-board web movements are adapted from an original set by Tim Hill.

**Popular Web Movements** contain all the web movements needed for 8/10/12/14/16 table movements, including rover and party table movements. These movements are likely the only ones you'll ever need and are documented in the matching pdf.

**Complete Web Movements** contain all the original Tim Hill movements plus the new ones/adjustments that I've made. The movements for up to 20 tables are documented in the matching pdf.

The original documentation for all movements is in *Original Web Movements.pdf*

### Installation

Download the .zip file and copy the .MOV files from the "Popular\_Web\_Movements" directory to your "C:\ACBLSCOR\MOV" directory. That's it.

Print out the *Popular Web Movements.pdf* to keep and use as a reference when starting up your game.

When you run ACBLscore and start your pairs game, the "Select movement" dialog has option 4 "External" which will display all the movement files in your MOV directory, including the new ones you've just added. Use the <END> key to move down to the end of the list (alphabetical, WEB is at the end) and select your web movement.

Standard even table 8-round 24-board movements (you may have a Phantom Pair) are:

- WEB1008
- WEB1208
- WEB1408
- WEB1608

Even table 8-round 24-board movements with a NS roving (bumping) pair are:

- WEB1008N
- WEB1208N
- WEB1408N
- WEB1608N

Even table 8-round 24-board movements with an EW roving (bumping) pair and a party table are:

- WEB1008EWR
- WEB1208EWR
- WEB1408EWR
- WEB1608EWR

A special movement M0808EWR exists to convert an 8-table relay/bye-stand movement with a NS bump into a party table game for a late arriving pair. Use a regular 9-table movement if you have 9 tables at game time.

## Web Boards

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All web movements need multiple sets of boards. These smaller 10/12/14/16 table games require two sets of pre-duplicated boards. Duplicating boards is very common today and having a set of 30 and a set of 24 ready before the game gives directors maximum flexibility when starting the game.

Players move up as in a regular Mitchell and boards generally move down within their half table group. Use an open table or place a chair as an assembly table to hold the few extra boards and your NS players can then move the boards themselves. Directors can monitor and the Bridgemates confirm the boards.

Have a look at the movement charts to understand how this works.

Remember, most of these movements are **‘EW skip after 4’**. Bridgemates help if you forget.

## Party Table

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In its pure form, a ‘party table’ is like an appendix table, with a single stationary NS and multiple EW pairs. It shares boards with an existing table, so best to make another board set just for this one table.

When you add two pairs to an even-table movement you get a ‘party table’ movement. This can happen at game time or before the end of the first round.

The EW roving pair starts at the party table first round, but then roves for the rest of the game, bumping various EW pairs. Because we have not one but two extra pairs, the bumped EW pair doesn’t have a sitout – they go and play with the stationary NS pair at the party table.

This party table has a table card, its own set of boards and its own Bridgемate. The EW pairs are simply swapping tables and this functions much as an appendix movement would.

The director needs to keep a guide-card in their pocket and help players get back and forth, but this little bit of organizing seems to result in a movement good for everyone. Of course, your ability to add a late pair without changing boards or the movement in general is a big plus for some clubs.