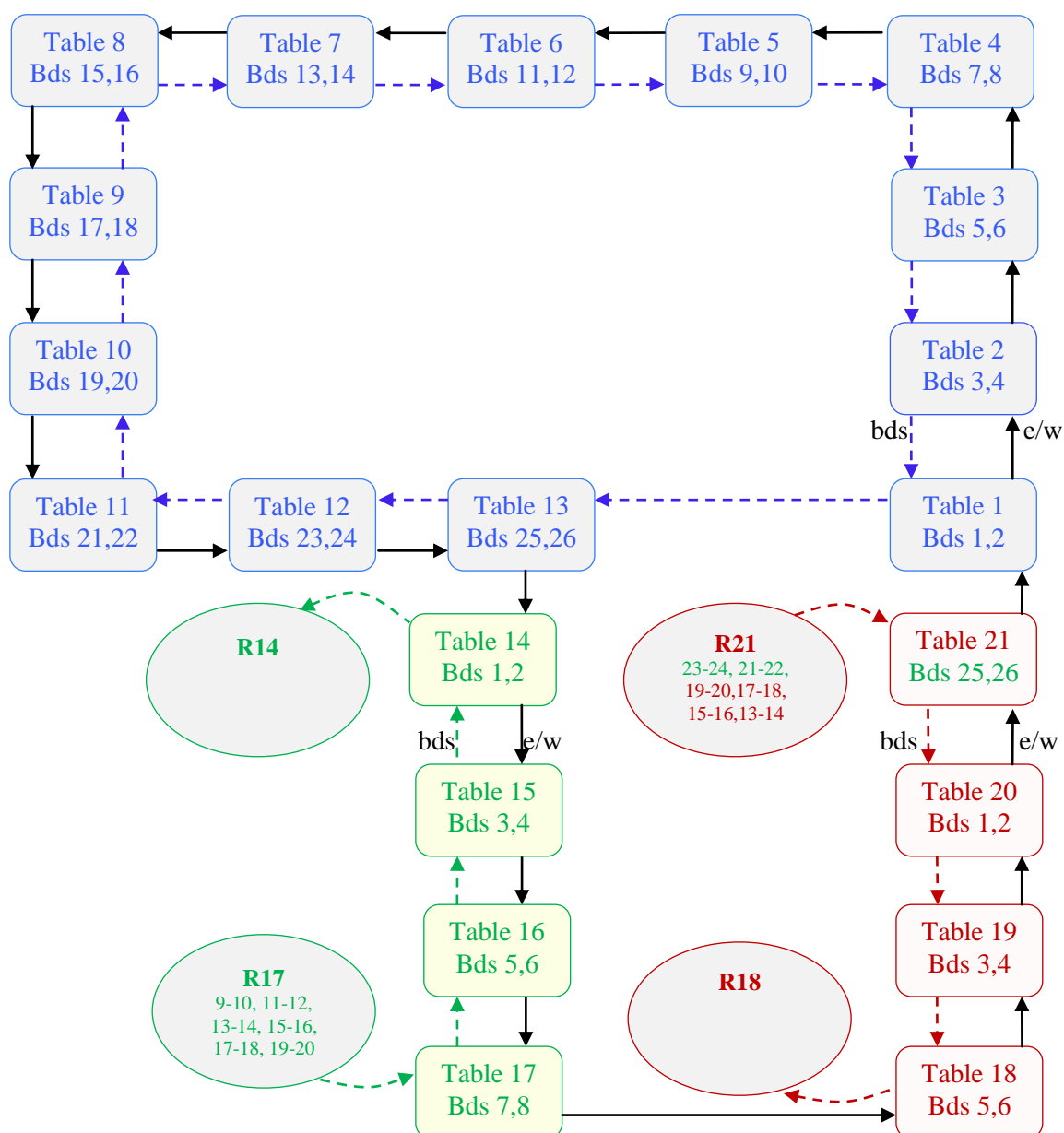


**21 Table Web Mitchell – Initial Table and Board Diagram
13 rounds, 26 boards**



This movement requires two and a half sets of boards (2 whole sets of 26 boards plus boards 1-6,13- 20 from the third set).
 The pair movement is as for ordinary Mitchell - EW pairs move up one table each round.
 Boards are divided into three sections, section 2 and 3 combined.
 In each section boards move down one table each round, and sit out on a relay table after they've been played at the lowest numbered table in the section.
 The initial board layout:

SECTION 1 Tables 1-13:

Tables 1-13 start with boards 1 to 26 from the first set, 2 boards per table.

SECTION 2 Tables 14-17:

Start with boards 1-8 from the second set, 2 boards per table.

SECTION 3 Tables 18-21:

Table 21 starts with boards 25/26 from the second set,
 Table 20,19,18 with boards 1-6 from the third partial set.

The remaining boards from the second and third set are placed in the relay area. This relay area is used by Section 2 and 3.
 Note that NS pairs at tables 18-21 play boardsets in reverse order - eg they play boards 5-6 after 7-8.
 Sections 2 and 3 (tables 14-21) are effectively their own little even web movement.

RELAYS – PTO

AT THE START OF PLAY:

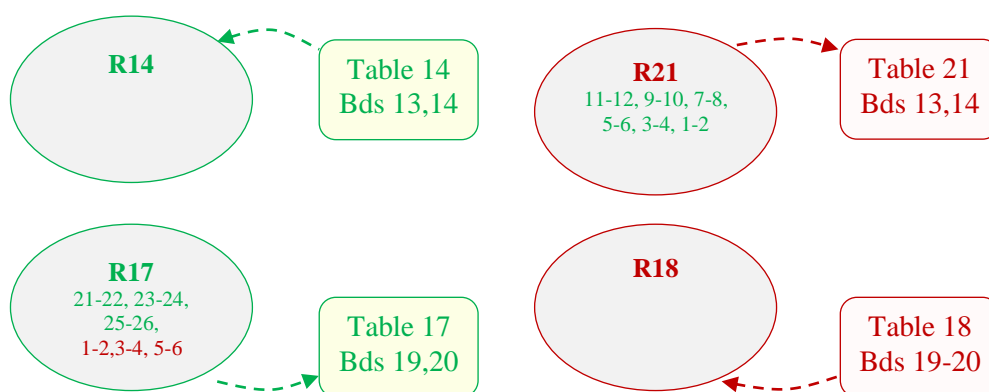
- R21: place green boards 23-24, 21-22 then red boards 19-20, 17-18, 15-16, 13-14 - **in that order** - (i.e. in Round 2, Table 21 will play green 23-24; Round 3, green 21-22, etc.).
- R17: place green boards 9-20 - **in numerical order**.
- R14 and R18 start empty.

The boards from Tables 14 and 17 should be returned to R14 and R17 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 R21** (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 **R18 to R17** (which should have emptied by Round 7). These should be green boards 21-22, 23-24, 25-26 and red boards 1-2, 3-4, 5-6 - in that order.
- R14 and R18 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 13-20 (red and green) will be in play on Tables 14-21.

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.