

Web Mitchells

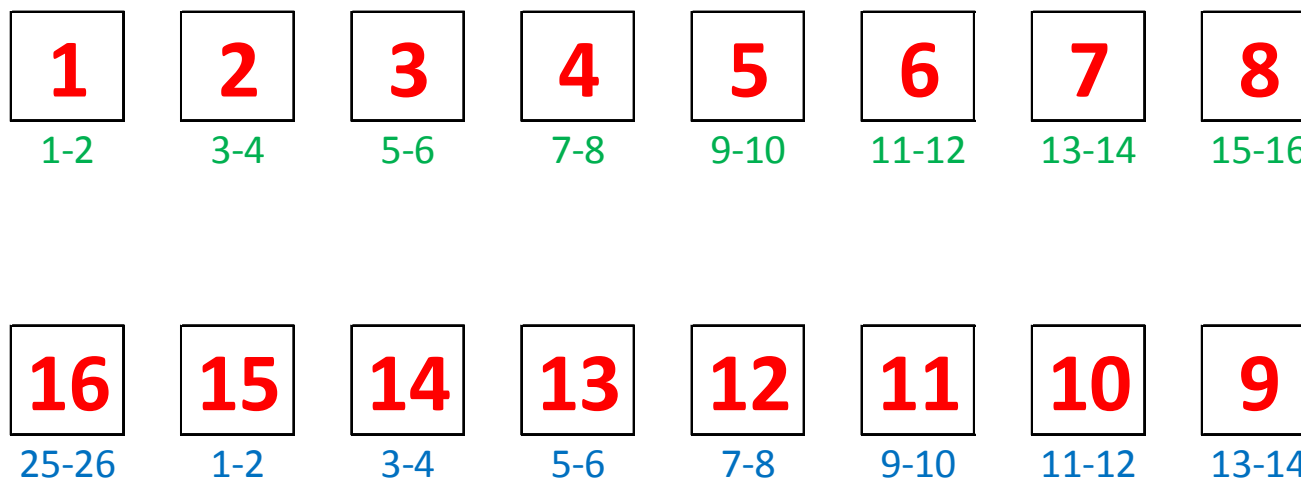
An Introduction by Gordon Rainsford

Web Mitchells

- Typically used when there are more tables than rounds, to allow everyone to play all the same boards. Need at least two sets of boards.
- Originally based on even numbers of tables and odd numbers of board-sets, but variations for other setups are possible.
- Pair movement exactly as any other Mitchell – NS stationary, EW up one table.
- Board movement is down a table, but within a sub-section of the whole movement.
- Two-winner movement, can be arrow-switched to have one winner.
- Need to take care when putting out boards as errors are hard to recover from.
- Options for expanding movement after starting are limited.

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16 tables 13 rounds



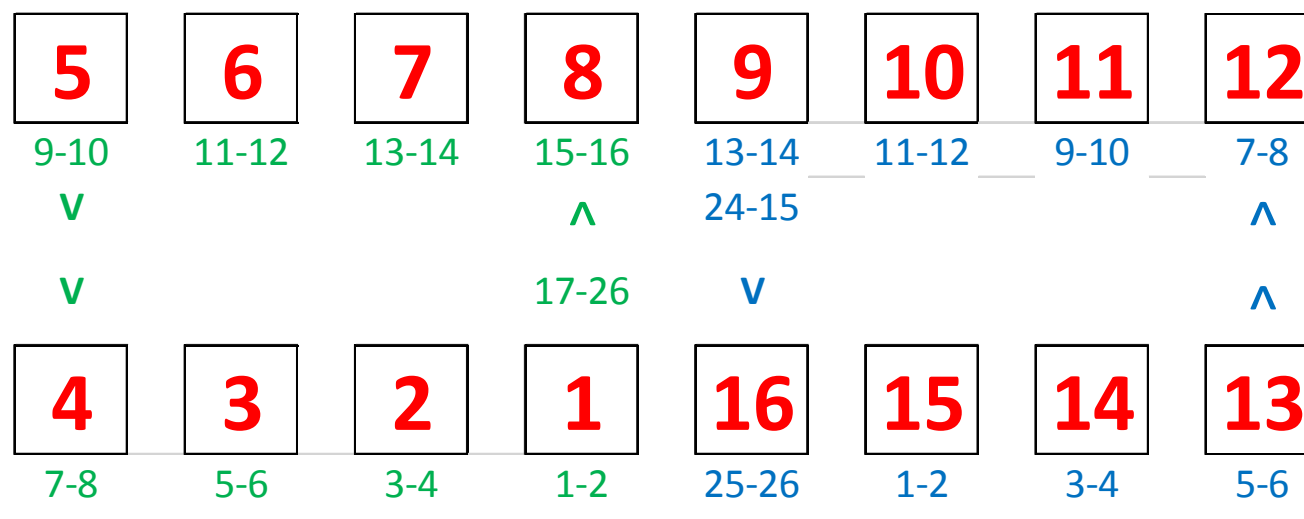
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16 tables 13 rounds

1	2	3	4	5	6	7	8
1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
->	25-26	23-24	21-22	19-20	17-18	->	^
16	15	14	13	12	11	10	9
25-26	1-2	3-4	5-6	7-8	9-10	11-12	13-14
^	<-	23-24	21-22	19-20	17-18	15-16	<-

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16 tables 13 rounds



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Even number of tables - 8 tables 5 rounds

	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8
Round	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5
2	1 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4
3	1 7 3	2 8 4	3 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3
4	1 6 4	2 7 5	3 8 1	4 1 2	5 2 5	6 3 4	7 4 3	8 5 2
5	1 5 5	2 6 1	3 7 2	4 8 3	5 1 4	6 2 3	7 3 2	8 4 1

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Even number of tables - 8 tables 6 rounds

	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8
Round	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 6
2	1 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 6	8 7 5
3	1 7 3	2 8 4	3 1 5	4 2 6	5 3 1	6 4 6	7 5 5	8 6 4
4	1 5 4	2 6 5	3 7 6	4 8 1	5 1 6	6 2 5	7 3 4	8 4 3
5	1 4 5	2 5 6	3 6 1	4 7 2	5 8 5	6 1 4	7 2 3	8 3 2
6	1 3 6	2 4 1	3 5 2	4 6 3	5 7 4	6 8 3	7 1 2	8 2 1

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Odd number of tables - 9 tables 5 rounds

	Table 1			Table 2			Table 3			Table 4			Table 5			Table 6			Table 7			Table 8			Table 9					
Round	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd
1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	1	7	7	2	8	8	1	9	9	5			
2	1	9	2	2	1	3	3	2	4	4	3	5	5	4	1	6	5	2	7	6	3	8	7	5	9	8	4			
3	1	8	3	2	9	4	3	1	5	4	2	1	5	3	2	6	4	3	7	5	4	8	6	4	9	7	3			
4	1	7	4	2	8	5	3	9	1	4	1	2	5	2	3	6	3	4	7	4	5	8	5	3	9	6	2			
5	1	6	5	2	7	1	3	8	2	4	9	3	5	1	4	6	2	5	7	3	1	8	4	2	9	5	1			

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Even number of tables + rover – 8 ½ tables 5 rounds

	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Rover
Round	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5	
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4	1
3	1 7 3	2 8 4	9 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3	3
4	1 6 4	2 7 5	3 8 1	4 1 2	5 2 5	9 3 4	7 4 3	8 5 2	6
5	1 5 5	2 6 1	3 7 2	4 8 3	5 1 4	6 2 3	7 3 2	9 4 1	8

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Odd number of tables using a “party table”– 9 tables 5 rounds

	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9
Round	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5	9 9 3
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4	1 9 2
3	1 7 3	2 8 4	9 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3	3 9 5
4	1 6 4	2 7 5	3 8 1	4 1 2	5 2 5	9 3 4	7 4 3	8 5 2	6 9 4
5	1 5 5	2 6 1	3 7 2	4 8 3	5 1 4	6 2 3	7 3 2	9 4 1	8 9 1

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Using a “party table” to allow an odd number of tables with an even number of rounds – 9 tables 6 rounds

	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9
Round	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 6	9 9 1
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 6	8 7 5	1 9 2
3	1 7 3	2 8 4	9 1 5	4 2 6	5 3 1	6 4 6	7 5 5	8 6 4	3 9 5
4	1 5 4	2 6 5	3 7 6	4 8 1	5 1 6	6 2 5	9 3 4	8 4 3	7 9 4
5	1 4 5	9 5 6	3 6 1	4 7 2	5 8 5	6 1 4	7 2 3	8 3 1	2 9 6
6	1 3 6	2 4 1	3 5 2	9 6 3	5 7 4	6 8 3	7 1 2	8 2 1	4 9 3

Web Mitchells - summary

- For an even number of tables split the section in half for the purpose of board movement:
 - For the first half of tables, boards are given out in ascending order;
 - Thereafter they are given out in descending order (hence another set is essential);
 - The highest numbered table always start with the highest-numbered boardset.
- For an odd number of tables, separate into three sections for the purpose of the boards:
 - The first section has the same number of tables as rounds, and has one full set of boards distributed in the usual way;
 - The remaining tables (which will be an even number) are treated like a mini-Web movement and are split into two for giving boards. This means you will need either a third set of boards or some board sharing;
 - During the event, the first two groups of tables can pass down boards in continuous flow – only the final small group needs to retain its own boards.
- When you have an odd number of tables which is two more than the number of rounds, the Web movement is identical to a Bowman movement (if you are familiar with that!)

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16 tables 13 rounds

Round	Table 1			Table 2			Table 3			Table 4			Table 5			Table 6			Table 7			Table 8			Table 9			Table 10			Table 11			Table 12			Table 13			Table 14			Table 15			Table 16				
	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW
1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	7	10	10	6	11	11	5	12	12	4	13	13	3	14	14	2	15	15	1	16	16	13		
2	1	16	2	2	1	3	3	2	4	4	3	5	5	4	6	6	5	7	7	6	8	8	7	9	9	8	6	10	9	5	11	10	4	12	11	3	13	12	2	14	13	1	15	14	13	16	15	12		
3	1	15	3	2	16	4	3	1	5	4	2	6	5	3	7	6	4	8	7	5	9	8	6	10	9	7	5	10	8	4	11	9	3	12	10	2	13	11	1	14	12	13	15	13	12	16	14	11		
4	1	14	4	2	15	5	3	16	6	4	1	7	5	2	8	6	3	9	7	4	10	8	5	11	9	6	4	10	7	3	11	8	2	12	9	1	13	10	13	14	11	12	15	12	11	16	13	10		
5	1	13	5	2	14	6	3	15	7	4	16	8	5	1	9	6	2	10	7	3	11	8	4	12	9	5	3	10	6	2	11	7	1	12	8	13	13	9	12	14	10	11	15	11	10	16	12	9		
6	1	12	6	2	13	7	3	14	8	4	15	9	5	16	10	6	1	11	7	2	12	8	3	13	9	4	2	10	5	1	11	6	13	12	7	12	13	8	11	14	9	10	15	10	9	16	11	8		
7	1	11	7	2	12	8	3	13	9	4	14	10	5	15	11	6	16	12	7	1	13	8	2	1	9	3	1	10	4	13	11	5	12	12	6	11	13	7	10	14	8	9	15	9	8	16	10	7		
8	1	10	8	2	11	9	3	12	10	4	13	11	5	14	12	6	15	13	7	16	1	8	1	2	9	2	13	10	3	12	11	4	11	12	5	10	13	6	9	14	7	8	15	8	7	16	9	6		
9	1	9	9	2	10	10	3	11	11	4	12	12	5	13	13	6	14	1	7	15	2	8	16	3	9	1	12	10	2	11	11	3	10	12	4	9	13	5	8	14	6	7	15	7	6	16	8	5		
10	1	8	10	2	9	11	3	10	12	4	11	13	5	12	1	6	13	2	7	14	3	8	15	4	9	16	11	10	1	10	11	2	9	12	3	8	13	4	7	14	5	6	15	6	5	16	7	4		
11	1	7	11	2	8	12	3	9	13	4	10	1	5	11	2	6	12	3	7	13	4	8	14	5	9	15	10	10	16	9	11	1	8	12	2	7	13	3	6	14	4	5	15	5	4	16	6	3		
12	1	6	12	2	7	13	3	8	1	4	9	2	5	10	3	6	11	4	7	12	5	8	13	6	9	14	9	10	15	8	11	16	7	12	1	6	13	2	5	14	3	4	15	4	3	16	5	2		
13	1	5	13	2	6	1	3	7	2	4	8	3	5	9	4	6	10	5	7	11	6	8	12	7	9	13	8	10	14	7	11	15	6	12	16	5	13	1	4	14	2	3	15	3	2	16	4	1		

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16 tables 12 rounds –skip move after half the rounds

Round	Table 1			Table 2			Table 3			Table 4			Table 5			Table 6			Table 7			Table 8			Table 9			Table 10			Table 11			Table 12			Table 13			Table 14			Table 15			Table 16							
	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW	Bd	NS	EW
1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	7	10	10	6	11	11	5	12	12	4	13	13	3	14	14	2	15	15	1	16	16	12					
2	1	16	2	2	1	3	3	2	4	4	3	5	5	4	6	6	5	7	7	6	8	8	7	9	9	8	6	10	9	5	11	10	4	12	11	3	13	12	2	14	13	1	15	14	12	16	15	11					
3	1	15	3	2	16	4	3	1	5	4	2	6	5	3	7	6	4	8	7	5	9	8	6	10	9	7	5	10	8	4	11	9	3	12	10	2	13	11	1	14	12	12	15	13	11	16	14	10					
4	1	14	4	2	15	5	3	16	6	4	1	7	5	2	8	6	3	9	7	4	10	8	5	11	9	6	4	10	7	3	11	8	2	12	9	1	13	10	12	14	11	11	15	12	10	16	13	9					
5	1	13	5	2	14	6	3	15	7	4	16	8	5	1	9	6	2	10	7	3	11	8	4	12	9	5	3	10	6	2	11	7	1	12	8	12	13	9	11	14	10	10	15	11	9	16	12	8					
6	1	12	6	2	13	7	3	14	8	4	15	9	5	16	10	6	1	11	7	2	12	8	3	1	9	4	2	10	5	1	11	6	12	12	7	11	13	8	10	14	9	9	15	10	8	16	11	7					
7	1	10	7	2	11	8	3	12	9	4	13	10	5	14	11	6	15	12	7	16	1	8	1	2	9	2	1	10	3	12	11	4	11	12	5	10	13	6	9	14	7	8	15	8	7	16	9	6					
8	1	9	8	2	10	9	3	11	10	4	12	11	5	13	12	6	14	1	7	15	2	8	16	3	9	1	12	10	2	11	11	3	10	12	4	9	13	5	8	14	6	7	15	7	6	16	8	5					
9	1	8	9	2	9	10	3	10	11	4	11	12	5	12	1	6	13	2	7	14	3	8	15	4	9	16	11	10	1	10	11	2	9	12	3	8	13	4	7	14	5	6	15	6	5	16	7	4					
10	1	7	10	2	8	11	3	9	12	4	10	1	5	11	2	6	12	3	7	13	4	8	14	5	9	15	10	10	16	9	11	1	8	12	2	7	13	3	6	14	4	5	15	5	4	16	6	3					
11	1	6	11	2	7	12	3	8	1	4	9	2	5	10	3	6	11	4	7	12	5	8	13	6	9	14	9	10	15	8	11	16	7	12	1	6	13	2	5	14	3	4	15	4	3	16	5	2					
12	1	5	12	2	6	1	3	7	2	4	8	3	5	9	4	6	10	5	7	11	6	8	12	7	9	13	8	10	14	7	11	15	6	12	16	5	13	1	4	14	2	3	15	3	2	16	4	1					

Web Mitchells - examples of a few forms

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5
2	1 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4
3	1 7 3	2 8 4	3 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3
4	1 6 4	2 7 5	3 8 1	4 1 2	5 2 5	6 3 4	7 4 3	8 5 2
5	1 5 5	2 6 1	3 7 2	4 8 3	5 1 4	6 2 3	7 3 2	8 4 1

8 tables 5 rounds - even tables, odd rounds

Boardsets 1-4 on tables 1-4
 Then boardsets 3,2,1,5 on tables 5-8
 Highest table always starts with highest boardset
 Next highest table always start with boardset 1
 Boards in top half of movement played in reverse order

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 6
2	1 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 6	8 7 5
3	1 7 3	2 8 4	3 1 5	4 2 6	5 3 1	6 4 6	7 5 5	8 6 4
4	1 5 4	2 6 5	3 7 6	4 8 1	5 1 6	6 2 5	7 3 4	8 4 3
5	1 4 5	2 5 6	3 6 1	4 7 2	5 8 5	6 1 4	7 2 3	8 3 2
6	1 3 6	2 4 1	3 5 2	4 6 3	5 7 4	6 8 3	7 1 2	8 2 1

8 tables 6 rounds - even tables, even rounds

Boardsets 1-4 on tables 1-4
 Then boardsets 3,2,1,6 on tables 5-8
 Highest table always starts with highest boardset
 Next highest table always start with boardset 1
 Boards in top half of movement played in reverse order
Skip move after half the rounds

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 5	6 6 1	7 7 2	8 8 1	9 9 5
2	1 9 2	2 1 3	3 2 4	4 3 5	5 4 1	6 5 2	7 6 3	8 7 5	9 8 4
3	1 8 3	2 9 4	3 1 5	4 2 1	5 3 2	6 4 3	7 5 4	8 6 4	9 7 3
4	1 7 4	2 8 5	3 9 1	4 1 2	5 2 3	6 3 4	7 4 5	8 5 3	9 6 2
5	1 6 5	2 7 1	3 8 2	4 9 3	5 1 4	6 2 5	7 3 1	8 4 2	9 5 1

9 tables 5 rounds - odd tables, odd rounds

Boardsets 1-5 on tables 1-5
 Tables 6-9 are treated as a mini-Web
 Boardsets 1,2 on tables 6,7 (first half of mini-Web)
 Boardset 5 on highest table, set 1 on next highest
 Boards on tables 1-7 go down in a continuous loop

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Rover
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5	
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4	1
3	1 7 3	2 8 4	9 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3	3
4	1 5 4	2 6 5	3 7 1	4 8 2	5 1 5	9 2 4	7 3 3	8 4 2	6
5	1 4 5	2 5 1	3 6 2	4 7 3	5 8 4	6 1 3	7 2 2	9 3 1	8

8 tables 5 rounds + rover pair 9

Boards and movement as for first example above
 Pair 9 displaces certain NS pairs one at a time
 Can be added in after the event has started

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 5	9 9 3
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 5	8 7 4	1 9 2
3	1 7 3	2 8 4	9 1 5	4 2 1	5 3 1	6 4 5	7 5 4	8 6 3	3 9 5
4	1 5 4	2 6 5	3 7 1	4 8 2	5 1 5	9 2 4	7 3 3	8 4 2	6 9 4
5	1 4 5	2 5 1	3 6 2	4 7 3	5 8 4	6 1 3	7 2 2	9 3 1	8 9 1

9 tables 5 rounds using a "party" table

Boards and movement as for rover above
 When Pair 9 displaces a NS pair, they go to Table 9
 and play against the EW pair there

Round	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9
	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd	NS EW Bd
1	1 1 1	2 2 2	3 3 3	4 4 4	5 5 3	6 6 2	7 7 1	8 8 6	9 9 1
2	9 8 2	2 1 3	3 2 4	4 3 5	5 4 2	6 5 1	7 6 6	8 7 5	1 9 2
3	1 7 3	2 8 4	9 1 5	4 2 6	5 3 1	6 4 6	7 5 5	8 6 4	3 9 5
4	1 5 4	2 6 5	3 7 6	4 8 1	5 1 6	6 2 5	9 3 4	8 4 3	7 9 4
5	1 4 5	9 5 6	3 6 1	4 7 2	5 8 5	6 1 4	7 2 3	8 3 1	2 9 6
6	1 3 6	2 4 1	3 5 2	9 6 3	5 7 4	6 8 3	7 1 2	8 2 1	4 9 3

9 tables 6 rounds using a "party" table

Boards and movement as for party table above
Skip move after half the rounds
 This is the way to deal with an odd number
 of tables and even number of rounds