



## Why We Sometimes Play 24 Boards

### It's Only Fair!

With certain numbers of tables (six, eight or twelve tables, to be specific) the *fairest* movement calls for only 24 boards in play.

For example, with an eight-table game, we have the option to run a skip Mitchell with 32 boards in play (of which you play 28) or a relay Mitchell where you play all 24 boards in play.

With the relay Mitchell, every N-S pair plays every E-W pair and everybody plays the same 24 boards. You must play against all the other pairs. It's a "perfect" duplicate movement.

With the skip Mitchell, you miss four of the boards in the game, as does everyone else, but you miss a different set of boards than everyone else. In other words, there are eight boards out of 28 (over 28%) you don't have in common with other pairs you are competing against. In addition, some pairs get to skip expert opponents while others must skip novices. It may still be bridge, but *it's not exactly duplicate bridge!* And after all, our very name is The Pompano Beach **DUPLICATE** Bridge Club!

Throw in a sit-out and things are even worse. With a relay Mitchell, you will have six boards out of 21 (28%) not in common. In a skip Mitchell, you will have 16 boards out of 24 (over 66%) NOT in common! Not to mention a four-board sit-out as opposed to a three-board sit-out.

As you can see, the relay Mitchell is a MUCH fairer movement. We don't run it to screw you out of four boards or to get home early. There are valid bridge reasons for that choice of movement. We hope this explains why you may play 24 boards when we have six, eight or twelve tables.