Bump movements are for ½ tables and are used with Mitchell movements and hybrid Mitchells. In a straight Mitchell only one direction is bumped, typically N-S, and the movement remains a 2-winner movement.

A hybrid movement such as the H7NoRovr (for 6½ tables), or H8Rover (for 7½ tables) is structured much like a Mitchell with lots of stationary N-S pairs and moving E-W pairs. But, the bumpers bump E-W pairs as well as N-S pairs. Also, there may be arrow switches at all tables in the same round or at a subset of tables in different rounds. Another variation is a N-S pair for about half the rounds switching to an E-W pair for the remainder of the rounds. Bumping both directions and arrow switches convert the movement into a 1-winner movement like a Howell.

But, why use a bump pair? You don’t eliminate the sit-out. You don’t reduce the number of boards in the sit-out. What you do is reduce the number of board sets missed by about half the field and that makes a fairer game for that direction. The reduction in missed sets of boards happens because no boards go to a sit-out table. There’s a sit-out, but no sit-out table with boards on it.

For example, the 12-table Skip Mitchell has 12 tables with 3 boards each for a total of 36 boards in play. Playing 9 rounds means all pairs miss 3 pairs and 3 sets of boards (9 boards). For the direction with a sit-out, at 9 of the tables, 4 sets of boards are missed, and, of course, the phantom pair amounts to a 4th pair not actually played. The 11½ table Bump Mitchell has 11 tables with 3 boards each for a total of 33 boards. Playing 9 rounds means the 12 N-S pairs still miss 3 pairs and 3 sets of boards, and 9 of the 12 have a sit-out when they’re bumped, but the E-W pairs, while also missing 3 pairs, miss only 2 board sets.

The “Ojai” 7-table movement (created by Dick Wagner) uses a pivot table, where at Table 7 E-W plays one round as E-W, pivots at that table to N-S, then pivots back to E-W when moving to Table 1. There is no bump, but this 7-table, 1-winner Expanded Mitchell movement has 8 rounds of 3 boards for a total of 24 boards. It’s a reasonable alternative to the 7-table, 28-board Mitchell.

The straight Mitchell bump movements are in Harris’ Bridge Director’s Companion (BDC) for 7½ through 17½ tables. His movement rationale starts on p II-6.

<table>
<thead>
<tr>
<th>7½ Bump Mitchell</th>
<th>Bumpers = Pr 8, sit-out Round 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bump: R1 R4 R7</td>
<td>-- / 2 / 4 / 6 / 1 / 3 / 5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>8½ Bump Skip Mitchell</th>
<th>Bumpers = Pr 9, sit-out Round 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bump: R1 R4 R7</td>
<td>-- / 2 / 4 / 6 / 3 / 5 / 7</td>
</tr>
</tbody>
</table>

Bumpers = Pr 10, sit-out Round 1
Gruber has Guide cards for EW 6 & EW 9 as well.
Gruber has a template for Table Mats for Tables
2/5/8 to replace the regular Mitchell Table Mats

Other bump movements are covered in the BDC:
10½ on p II-53 (Bumpers = Pr 11). 11½ on p II-57 (Bumpers = Pr 12).

The BDC typically includes the guide card that ACBLscore can print:
*Edit, Edit Movement (EDM), # 3 Print guide cards*