

INSTRUCTIONS FOR A TEAMS MATCH

– Please read completely **BEFORE** starting!

A match is played between two teams of four - eight players in all. Each team consists of two partnerships. During the match, each pair plays against both the pairs from the other team. The same boards are played at both tables so that team mates can compare scores at the end. You need two tables - preferably in separate rooms so that players cannot overhear events at the other table. There is often a break between the 2 rounds for a cup of tea.

Matches will consist of 12 boards. Boards 1-6 are played in the first half of the session (“Round 1”), then in the 2nd half (“Round 2”) you play boards 7-12 against the other pair from your opponents team.

Call the tables 1 and 2 and the teams A and B.

Record the players names on the name slip and put a table card on each table. The table card shows who should be sitting at the table for each round and which boards are to be played.

Round 1:

Team A pair 1 sits N/S at Table 1	Team B pair 1 sits E/W at Table 1
Team A pair 2 sits E/W at Table 2	Team B pair 2 sits N/S at Table 2

Table 1 shuffle and deal boards 1-3, and Table 2 shuffle and deal boards 4-6. These boards are played, then swapped with the other table and played again (WITHOUT re- shuffling!)

Round2:

Team A – both pairs stay.	Team B – E/W move from table 1 to table 2 and become N/S
	N/S move from table 2 to table 1 and become E/W

Table 1 shuffle and deal boards 7-9, and Table 2 shuffle and deal boards 10-12. These boards are played, then swapped with the other table and played again (WITHOUT re- shuffling!)

IMPORTANT (Things that sometimes go wrong!)

- Team mates at the other table **MUST** be sitting in the opposite position (i.e. N/S at table 1 and E/W at table 2, NOT both N/S or both E/W)
- One player from each **PAIR** must compete a scorecard
- Boards 7-12 must be not played by anyone in the first half! (Put them out of the way so they are not accidentally played).

SCORING

Each player should have a scorecard to record the score on each board. The card has a row for each board. See next page for example of a completed scorecard.

At the end of the session, team mates sit together and compare their score cards. For each board the two pairs **ADD TOGETHER** their scores, then convert the total to IMPS. (The IMP conversion table is shown at the bottom of a scorecard).

The winning team is the team with the biggest total IMPS. Note, the final scores when added together should equal **ZERO**. If not, there is an error in the scoring somewhere! e.g. If Team A have 20 IMPS at then end of the session, then Team B should have -20 IMPS.

Look at the example scorecards on the next page. Team A Pair 1 were playing N/S at Table 1 and Team A Pair 2 were playing E/W at Table 2.

Assume we are Team A Pair 1.

BOARD 1

We bid and make 4S. Our team mates opponents bid 4S and made an overtrick.

Add together our score of 420 with our team mates score of $-450 = -30$.

Look at the conversion table: 30 converts to 1 IMP.

So our team's score for this board is -1 IMP.

BOARD 2

We bid 4H but went down one. Our team mates opponents bid 4H making.

That's bad for us!

Add together our score of -100 with our team mates score of $-620 = -720$.

Look at the conversion table: 720 converts to 12 IMPS.

So our team's score for this board is -12 IMPS.

BOARD 3

Our opponents bid 3NT and made 3 overtricks. Our team mates bid 6NT making.

That's good for us!

Add together our score of -690 with our team mates score of $1440 = 750$.

Look at the conversion table: 750 converts to 13 IMPS.

So our team's score for this board is $+13$ IMPS.

BOARD 4

We bid 2H and made an overtrick. Our team mates opponents bid 4H and went down 1.

$140 + 100 = 240$. Convert to IMPS = 6 IMPS. Our team scores $+6$ IMPS.

BOARD 5

We score 600. Our team mates score -600 . This is called a 'flat' board, when the scores added together equal zero.

TEAM 1 PAIR 1 SCORECARD

Hand	Versus	Contract	By	Tricks	Score		Match Points	
					+	-	+	-
1/-	B	4S	S	10	420			1
2/NS	B	4H	N	9		100		12
3/EW	B	3NT	W	12		690	13	
4/ALL	B	2H	N	9	140		6	
5/NS	B	3NT	N	9	600		---	

TEAM 1 PAIR 2 SCORECARD

Hand	Versus	Contract	By	Tricks	Score		Match Points	
					+	-	+	-
1/-	B	4S	S	11		450		1
2/NS	B	4H	N	10		620		12
3/EW	B	6NT	W	12	1440		13	
4/ALL	B	4H	N	9	100		6	
5/NS	B	3NT	N	9		600	---	

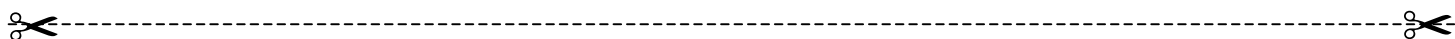
Total IMPS for Team A on boards 1-5 = +6 IMPS (19 – 13)

IMP CONVERSION TABLE

0 - 10	0 IMP	320 - 360	8 IMP	1300 - 1490	16 IMP
20 - 40	1 IMP	370 - 420	9 IMP	1500 - 1740	17 IMP
50 - 80	2 IMP	430 - 490	10 IMP	1750 - 1990	18 IMP
90 - 120	3 IMP	500 - 590	11 IMP	2000 - 2240	19 IMP
130 - 160	4 IMP	600 - 740	12 IMP	2250 - 2490	20 IMP
170 - 210	5 IMP	750 - 890	13 IMP	2500 - 2990	21 IMP
220 - 260	6 IMP	900 - 1090	14 IMP	3000 - 3490	22 IMP
270 - 310	7 IMP	1100 - 1290	15 IMP	3500 - 3990	23 IMP
				4000 or more	24 IMP

Name slip and table cards. Cut up table cards to place on each table.

NAME SLIP	
TEAM A	
Pair	Names
1	
2	
TEAM B	
Pair	Names
1	
2	



1

ROUND	N/S	E/W	BOARDS
1	Team A Pair 1	Team B Pair 1	1-6
2	Team A Pair 1	Team B Pair 2	7-12

At end of Round 1, N/S stay at Table 1 and
E/W go to Table 2 and become N/S



2

ROUND	N/S	E/W	BOARDS
1	Team B Pair 2	Team A Pair 2	1-6
2	Team B Pair 1	Team A Pair 2	7-12

At the end of Round 1, E/W stay at Table 2
and N/S go to Table 1 and become E/W