



Surrey County Bridge Association

Instructions for Running a Team Match

Overview

A match is played between two teams of four - eight players in all. Each team consists of two pairs. During the match, each pair plays against both pairs from the other team. The same boards are played at both tables so that teammates 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 are two 'rounds' of play and there is often a break between the rounds for refreshments.

A match in the Surrey and Novice Leagues will usually consist of 16, 20 or 24 boards. Please check the rules of the competition you are playing in on the SCBA website: <http://www.bridgewebs.com/surrey/> then click on Documents and Rules.

Half of the boards will be played in the first round and the other half in the second. At the end of the match each board will have been played twice, once at each table and every player should have played every board. The following instructions will ensure that all this happens correctly.

Round 1

Each table should have at least 2 scorecards, one for NS and one for EW. Each pair should keep their scorecard for the duration of the whole match. A scorecard is provided if you require one.

Ensure that the following boards are on the tables:

	16 board match	20 board match	24 board match
Table 1	Boards 1-4	Boards 1-5	Boards 1-6
Table 2	Boards 5-8	Boards 6-10	Boards 7-12

The home team captain will identify which seat is N at each table and will ensure that one pair of the home team is sitting NS at one table and EW at the other. The away team will then occupy the empty places at both tables. The away team captain should confirm that the away team is also sitting NS at one table and EW at the other.

With the agreement of both team captains pre-dealt boards may be used but failing that the boards on the table should now be shuffled, dealt and played. Each pair should complete a scorecard (see Scoring later). When all the boards at a table have been played, the NS and EW pairs at that table should check to confirm that their scorecards show the same result for each board. The tables now exchange boards which should then be played. No one should change position at the table and the boards must not be shuffled. On completion of these boards the NS and EW pairs at each table should again check to confirm their scorecards agree.

Round 1 is now complete.

Round 2

Ensure that the following boards are on the tables:

	16 board match	20 board match	24 board match
Table 1	Boards 9-12	Boards 11-15	Boards 13-18
Table 2	Boards 13-16	Boards 16-20	Boards 19-24

One team should occupy the same seats they had in Round 1. The other team pairs should swap tables with their teammates. It is courteous for the away team to be given the option of remaining in the same seats or swapping with their team mates. The team that moved can check that their positions are correct because if a pair was NS in Round 1 they should be EW in Round 2 and vice versa.

The rest is identical to Round 1. Unless pre-dealt boards are being used the boards on the table should be shuffled, dealt and played. Scorecards should be checked, the played boards should then be swapped with the boards on the other table and played again without shuffling and without anyone changing seat. Finally the scorecards should be checked to confirm the results for this last set of boards.

Round 2 is now complete

Scoring

Anyone may keep a scorecard but as a minimum each pair must complete one scorecard for all hands played.

The following instructions assume you are using the Teams Scorecard provided but the same principles apply to any other scorecard you might prefer to use.

At the start of the match record your pair names at the top of the scorecard.

Scoring as the boards are played

To record a score as the boards are played:

- check you are writing the score on the correct line (not everyone will start with board 1)
- record the contract, the declarer and number of tricks made.
- in the column Score/This Table write down the score of your partnership. So for example if you made 9 tricks in 3NT vulnerable you should put +600 on your scorecard and your opponents should put -600 on their scorecard. Similarly if you went one off non-vulnerable you should put -50 and your opponents should put +50.

Note that when confirming your scorecard with your opponents during the match the columns should be identical for every board except that the Score/This Table column should always have the same numbers but with the opposite sign.

Scoring at the end of the match

When all the boards have been played and the scorecards confirmed, each team should get back together, the home team at one table and the away team at the other.

The captain of each team will have one scorecard and the other pair of the team will have another. The captain should record in the column Score/Other Table the scores achieved by the other pair of the team. The Net score should be recorded and then the table at the bottom of the scorecard should be used to obtain an IMPs score which should be recorded in the + or – column as appropriate. Total the + column and the – column separately. Then subtract the total of the – column from the total of the + column and if the result is positive your team has won, if negative your team has lost. The captains should now confirm the IMP scores with the other team.

There are 20 Victory Points (VPs) allocated between the two teams for each match and the allocation depends on the margin by which one team beat the other. The tables below should be used to determine the allocation of VPs to each team.

16 Board Matches (effective from 1 September 2013)

IMPs	0-1	2-4	5-8	9-12	13-17	18-22	23-28	29-35	36-43	44-53	54+
VPs	10-10	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1	20-0

20 Board Matches (effective from 1 September 2013)

IMPs	0-1	2-5	6-9	10-14	15-19	20-25	26-31	32-39	40-48	49-60	61+
VPs	10-10	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1	20-0

24 Board Matches (effective from 1 September 2013)

IMPs	0-1	2-5	6-10	11-15	16-21	22-27	28-34	35-43	44-53	54-65	66+
VPs	10-10	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1	20-0

So for example if a team scored +64 IMPs and -20 IMPs in a 24 board match this is a margin of victory of 44 IMPs so using the above table the winning team will receive 18 VPs and the losing team 2 VPs.

The winning captain (or if it is a draw, the home captain) should either enter the results in the SCBA website at:
<http://www.bridgewebs.com/surrey/> then click on Leagues & Knock Out where you will find a link to enter the results.

If using the Results Form the IMP score for each team should be recorded on the Results Form together with the date, details of each team etc. and the 20 Victory Points (VPs) should be shared between the two teams using the table at the bottom of the form. The form should then be signed by both captains and returned to the competition organiser.

Scoring – Worked Example

Hand 1: 4H making 10 tricks by N at Table 1 and 3H making 10 tricks by N at Table 2.

Hand 2: 4S making 10 tricks by W at Table 1 and 3NT making 10 tricks by E at Table 2.

Hand 3: 6S making 12 tricks by W at Table 1 and 4S making 13 tricks by W at Table 2.

On completion of the final board the scorecards for one team should look as follows:

Team1 Pair 1 (NS at Table 1)

Hand	Contract	By	Tricks	Score			IMPs	
				This Table	Other Table	Net	+	-
N 1/-	4H	N	10	+420				
E 2/NS	4S	W	10	-420				
S 3/EW	6S	W	12	-1430				

Team1 Pair 2 (EW at Table 2)

Hand	Contract	By	Tricks	Score			IMPs	
				This Table	Other Table	Net	+	-
N 1/-	3H	N	10	-170				
E 2/NS	3NT	E	10	+430				
S 3/EW	4S	W	13	+710				

After scoring at the end of the match the first scorecard should look like this:

Team1 Pair 1 (NS at Table 1)

Hand	Contract	By	Tricks	Score			IMPs	
				This Table	Other Table	Net	+	-
N 1/-	4H	N	10	+420	-170	+250	6	
E 2/NS	4S	W	10	-420	+430	+10	0	0
S 3/EW	6S	W	12	-1430	+710	-720		12

So this team lost by 12 IMPs to 6 while the other team won by 12 IMPs to 6 ie a margin of 6 IMPs. Using the table provided above, and on the Results Form, this will result in the VPs being allocated 12 to the winning team and 8 to the losing team.

Other points to consider - Tactics

Although the scoring of each hand is the same as for duplicate pairs, the method for converting the score to IMPs can have a profound effect on the best tactics to use. In duplicate you can have a bad board, but it is only one board. It doesn't matter if you get 10 points less than everyone else, or 1100 points less, it is only one board. At teams the size of the margin on each board can have a major impact on the overall result.

Look at the worked example above. Team 1 beat Team 2 on two out of three boards. At duplicate they would have won but, because the margin by which they lost the last hand was so large, they lost their team match.

Look at board 1. See how important it is to bid game if you have it. Both Norths made 10 tricks but the one that bid game earned 6 IMPs on that one board.

Look at board 2, 10 tricks in 3NT is a top at duplicate if everyone else is in 4 of a major making 10 tricks. This is because of the extra 10 points you get for a NT contract. At teams the extra 10 points scores nothing. It is better to go for a safer major suit contract rather than an unsafe NT contract.

Look at board 3. See how important it is to bid slams if you have them.

Whole books can be written on the tactics for playing team matches but a few key pointers are:

- try to bid game or a small slam if it looks reasonable.
- when defending, if you can put your opponents down then do it. Don't let them make because you were trying to put them down an extra trick.
- as declarer, ensure you make your contract if you can and don't take risks to get an overtrick.

To look at this last point in more detail: If you are in 4S making 11 tricks you score 30 points more than if you make 10 tricks. 30 points converts to 1 IMP. If you only make 9 tricks you score 470 points less than if you made 10 tricks non-vulnerable, 720 points less if you are vulnerable (you score -50 instead of +420, or -100 instead of +620). These convert to 10 IMPs and 12 IMPs respectively. It is not worth taking a risk of giving away 10 or 12 IMPs just to get 1 extra IMP. By all means get as many overtricks as you can, but only if you can get them safely.

Have fun.