

# Teams scoring with I.M.P.s

The main difference between pairs scoring and teams scoring is that in pairs scoring you compare your score with all the other tables in the tournament while at teams scoring you only compare scores with your teammates. Your teammates sit in the other direction to you at the other table.

To see how it works I would suggest you get hold of a personal score card to facilitate the following explanation. Firstly, notice at the bottom of your card is the I.M.P scale, now take a board and imagine you are N/S and teammates are E/W.

Your score is 1NT by North making 8 tricks so that's +120 to you.

Meanwhile your teammates sitting E/W defeat 1NT by north making 6 tricks so get +50.

This means your net score on the board is +170.

Now go to the bottom of the score card and view the imp scale. 170 falls into the 5-imp band so your team wins 5imps on the board.

Next board your opponents bid to 2S and make 2 over tricks that's -170 against you. Meanwhile your teammates bid to 4S and make 11 tricks Vulnerable so score +650. Your net score on this board is +480 which falls into the 10-imp band so that's 10 moreimps to your team.

This continues for all the boards in the match and at the end you take the total sum of the scores to determine an overall result. The IMP result can then be applied to the victory point scale to give a VP result.

Team tactics:

- 1) Because overtricks only attract a small score making your contract is paramount.
- 2) Again game contracts, especially if you are vulnerable, attract a big score. So, it's important to ensure you bid your game contracts.
- 3) Conceding a large penalty is also something to avoid as this too may cause a large loss in IMPs.
- 4) Sacrifice bidding against game contracts can also be a profitable action. For example, if the opponents bid to game and your side bids to a higher level contract, with little or no expectancy of making but merely being defeated by one or two tricks. Thereby achieving a smaller negative score can also gainimps, if teammates bid and make the game.
- 5) If you can see a way to defeat a contract take this course of action, you may not get a second chance.

At the end of the day it is slams, games and penalties that will gain you the bigger imp scores while part scores and overtricks tend to generate the smaller ones.

