

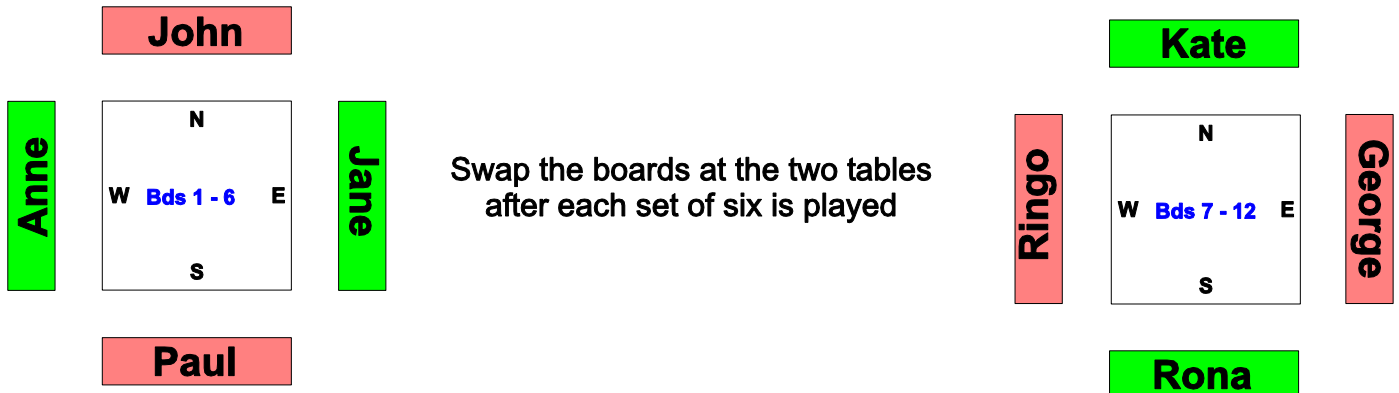
Playing and Scoring 'Teams of Four' Matches

Red team players: John, Paul, George & Ringo

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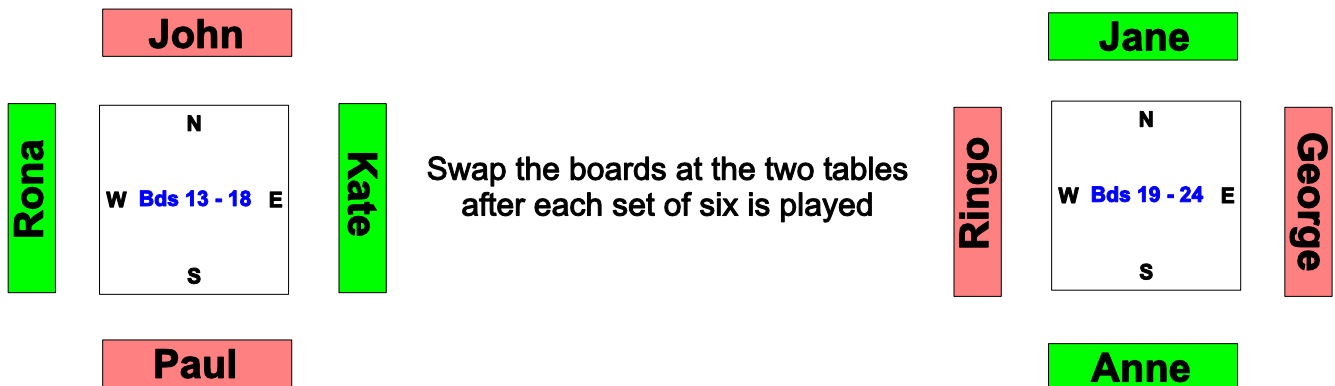
Green team players: Anne, Jane, Kate & Rona

Players and board arrangement for the first half of the match



Players and board arrangement for the second half of the match

Note the Red team stay in their seats and the Green team swap seats



Every player should keep an accurate score card writing down the contracts, the number of tricks and the scores for each hand. If you are unsure of a score the reverse sides of the cards in the bidding box will tell you. Bridgemates will not be in use to tell you the score!

At the end of the first twelve hands players should return to their 'home table' to score up with their teammates. The IMP scale at the bottom of the score cards should be used to convert the difference between their NS scores and their EW scores and then written into the Match Points column.

For example: If John and Paul bid and make 3NT on board 1 with an overtrick they score +430 whilst at the other table, if Kate and Rona only bid 2NT making ten tricks, they score +180. That makes the difference between the two scores 250. So, using the IMP Scale the Red team score +6 IMPs and therefore the Green team score -6 IMPs for that board.

This should be repeated for every hand and a grand total for the first 12 boards obtained. Although you can play all 24 boards before scoring up most teams like to know how they are getting on at the halfway stage and the two teams can agree at that point the IMP scores.

The process is repeated for the second half of the match and a grand total of IMPs for the 24 boards obtained and agreed by the team captains.