**Playing and Scoring at Team events**

**Playing**

A team consists of 4 players, ie 2 pairs. One will sit EW and the other will sit NS. Generally speaking, the EW’s will move and the NS’s will sit still. After playing a set number of boards (eg 4) every EW will move on to play another NS. Ideally, each EW will play every NS - except their own team mates, of course.

ESSENTIAL NOTE: You MUST ensure that the other pair in your team is sitting in the opposite orientation to yourselves.

**Scoring**

There may not be any electronic scoring. Therefore, one player from each Pair must keep a personal scorecard, and must check that they agree the score on each board with their opponents. You need to check this as you record each score, and THEN CHECK AGAIN when all the boards have been played against that pair.

At the end of the evening, the EW’s return to their own NS’s table and compare their Pair’s scores with the other half of their team, board by board and convert each board’s scores into IMPs as per the IMP Table on your scorecard; see Examples below.

Then add up all the positive IMPs and all the Negative IMPs to give a net result for each different Team you’ve played. The total will determine whether you’ve won, lost or drawn against that Team. The Team that accrues the highest net number of IMPs (ie IMPs For minus IMPs Against) is the overall winner.  In the event of a tie, the number of wins, draws and losses  against the other teams can be taken into account.

**Example IMP Scoring:** On Board 1, ‘Pair A’ playing NS bid 4S and made 10 tricks Not Vulnerable whereas ‘Pair B’ playing EW defended a contract of 3S, which made 11 tricks. Pair A’s card shows a score of Plus 420. Pair B’s card shows a score of Minus 200. The net score is thus Plus 220, which converts to 6 IMP. This is a good score, all due to the opposition failing to bid Game, whereas our NS did so.

**Another Example:** On Board 2, ‘Pair A’ playing NS bid 4H and made 9 tricks Vulnerable for a score of Minus 100. Whereas ‘Pair B’ playing EW defended against NS in a contract of 4S, which made 10 tricks Vulnerable. Thus Pair B scored Minus 620. The net score is thus Minus 720, which converts to Minus 12 IMP – obviously a bad score, and due to the opposition’s NS making a Game contract, whereas our NS didn’t.

Note: Which pairs are designated ‘A’ and/or ‘B’ is irrelevant, but I’ve called them that for convenience.

One of the consequences of Teams scoring (as opposed to the normal scoring for Duplicate Pairs) is that a small difference in scores is relatively unimportant. So it doesn’t much matter whether or not you make overtricks, or if you make 4NT instead of 4S. Conversely, in normal Duplicate Pairs, a “bottom” is an 0% irrespective of whether it is a “bottom” by 10 points or 1000 points. However, in Teams the magnitude of the score is crucially important. A difference of 10 points is 0 IMPs but a difference of 1000 points is 14 IMPS, and enough to lose a match.