

## SWISS TEAMS

Checking through our March calendar reveals a Swiss Teams event on Sunday March 9 just at the start of Daylight Savings Time. If you have frequented our Pairs Games then you know about Matchpoint scoring where you earn a matchpoint for scoring better than another pair on a hand. It makes no difference if you better them by 10 points or 1000 points.

Team games are different. First of all, you need to find another pair to be on your team. A pair of your team will sit North-South at one table and play a hand. That hand will then be moved to another table where your other pair will play it sitting East-West. The scores will then be compared. Points are awarded based on the score differential using a scale of International Match Points (imps).

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

You do not need to memorize this chart. It is given on a special score sheet used in team events. So let's say on Hand 1 you bid 4 Hearts not vulnerable making 5 for a score of +450. At the other table, your teammates prevent the overtrick scoring -420 as their opponents bid and make 4 Hearts. You win this hand by  $450 - 420 = 30$  Points. This converts to +1 imp using the chart. The other team gets -1 imps.

If the opponents at the other table only bid 3 Hearts making 4 then your teammates score -170. In that case, you win the hand by  $450 - 170 = 280$  Points. This converts to +7 imps for you and -7 imps for your opponents. Obviously this scoring rewards you for bettering your opponents on a hand but rewards you more for winning big. We all dream of a magic hand where we hit a vulnerable Heart game while our teammates make a vulnerable Spade game on the same hand for a  $620 + 620 = 1240$  bonanza; 15 imps.

Typically a match will involve playing 6 or 7 boards against a pair. The boards will then be interchanged with your teammates and you play another 6 or 7 boards. Then you join your teammates to compare scores, add up your imps. You turn in your imp differential to the Director who converts it to Victory Points using another special table. He then assigns you to your next match. Normally you shuffle the Boards before each Round rather than play with pre-dealt hands.

Your assignments are based on performance. So if you win in your first Round then you will play against another winning team in your next Round.

It sounds a bit complicated at first but it's not. Try it. Don't be afraid to ask for help computing scores.

Strategy is a bit different due to the scoring. Let's sum it up in two obvious rules:

1. Never risk a contract for an overtrick.
2. Don't miss vulnerable games.