## Introduction to Board-A-Match Teams

This document provides an overview of the Board-A-Match Teams format. While the Board-AMatch format is not very common in club events, it is a popular format globally and is used in some of the premier world events (eg the Reisinger). Some consider it to be the purest form of the game.

Board-A-Match is scored with each board considered as a loss, draw or win, and assigned a score accordingly (typically 0,1 or 2 points). This system flattens the impact of both 'good' and 'bad' boards, eliminating the large swings of IMP scoring. Board-A-Match is effectively matchpoint scoring with each board being played twice and resulting in a top, average or bottom.

As in any teams match one pair from a team sits N-S at one table (their home table) while their team mates sit E-W at the other table (the away table). The scores achieved by the two pairs on a board are compared and points awarded ( 0,1 or 2 ). The points are totalled across the boards of a match and the winner of the match is the team with the highest total score. The final score can also be expressed as a percentage based on the total number of points available across the boards ( 2 x the number of boards played). There is no conversion to Victory Points in Board-AMatch scoring.

Examples:

|  | Home (N-S) |  | Away (E-W) |  | Net Score | Result |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Bd | Contract | Score | Contract | Score |  |  |
| 1 | 3NT N = | 400 | $4 \mathrm{SN}=$ | -420 | -20 | 0 (loss) |
| 2 | 3NT N +1 | 630 | $3 \mathrm{NN}=$ | 600 | 30 | 2 (win) |
| 3 | 3CE-1 | 100 | $3 C E-1$ | -100 | 0 | 1 (draw) |
| 4 | $4 \mathrm{SE}=$ | -620 | $3 S E+1$ | 170 | -450 | 0 (loss) |
| 5 | 2NT S = | 120 | $2 \mathrm{H} \mathrm{N}=$ | -110 | 10 | 2 (win) |

If this were the entire match, it would be a draw with 5 points each out of a possible $10(50 \%)$.
As with all matchpoint scoring the ordering of the scores is all important. The size of the difference between the scores is irrelevant. This means that a +10 point difference is worth as much as an +800 point difference, both are wins worth 2 points. Overtricks matter (board 2 above). Making game in a major is better than making 3NT (board 1 above), but 3NT with an overtrick is better than game in a major ( 430 versus 420 , or 630 versus 620 ).

