

Introduction to Teams Scoring

This document provides an introduction to how scoring works in teams competitions.

In a teams competition four players from one team play against four players from another team. Teams can include more than four players but only four play at any one time. One pair from a team plays North-South at one table (the *home table*) while the other pair plays East-West at the other table. The same boards are played at each table, so each team plays each board twice, once in each direction.

The two scores are then compared and converted to a score for the board. Generally the score is expressed in IMPs (International Match Points). The details of IMP scoring are covered in a separate guide, available on the TBA website. Essentially ranges of differences in scores are converted to IMPs according to a fix scale. For example any score difference in the range 130 to 160 points is converted to 4 IMPs.

The key to scoring in teams is the *net score*, ie the sum of the scores made by the team on a board at the two tables. If the same contract is played at both tables with the same result, the team will get a positive score at one table and an equivalent negative score at the other. The net score for the board will be zero (a *flat* board). If the scores from the two tables are significantly different, the team with the positive net score win the board.

The following example shows some possible results at IMPs:



Brd	Vul	Home Table			Other Table			Net Score	IMPs
		Contact	Tricks	Our score	Contact	Tricks	Our score		
1	None	4H N	10	420	4H N	10	-420	0	0
2	NS	3NT N	9	600	4C N	11	-150	450	10
3	EW	4SX S	8	-300	4H W	10	620	320	8
4	All	3H N	9	140	3H N	8	100	240	6
5	NS	3NT E	10	-430	4S W	10	420	-10	0

Board 1 - Both teams bid and make the same contract, a flat board for 0 IMPs.

Board 2 - We bid and make game (3NT) at the home table. Our opponents make a part score at the other table. Even though we get a negative score at the other table the significant difference between game and a part score gives us 10 IMPs.

Board 3 - We play in 4SX going off 2 at the home table, keeping our opponents out of the game contract that our team mates make at the other table. A successful sacrifice for 8 IMPs.

Board 4 - We play in 3H at the home table while our opponents go one off at the other table. We get positive scores at both tables for 6 IMPs.

Board 5 - Our opponents play in 3NT making 10 at the home table. Our team mates play in 4S making 10 at the other table. The net score is -10 due to the extra 10 points from No Trumps, but under IMP scoring the difference has to be 20 or greater to earn any IMPs, so this is a flat board.