

TEAM GAMES EXPLAINED

How do team games work?

In team games, 4-6 people form a team that competes against other teams in a series of matches (often called rounds). For each match, a team provides one North-South pair and one East-West pair. The match takes place at two tables set apart (out of earshot). At one of the tables, the North-South pair from TEAM X plays against the East-West pair from TEAM Y. At the second table, the North-South pair from TEAM Y plays against the East-West pair from TEAM X.

Boards (usually 6-8 per match) are divided so that half of them are played at the first table while the remainder are played at the second table. Once a table has finished its boards, they call for a caddy to exchange boards with the other table. This way, both tables play the exact same boards.

How are team games scored?

Once the boards are all played, each team gathers at their home table to compare scores. The team's North-South pair announces their score on a given board, reporting it as a "plus" score if they earned the points, or a "minus" score if their opponents earned the points. The team's East-West pair does the same. Next, the team adds these scores together to arrive at their combined score for the board. Using the International Master Point (IMP) scale listed on the team score card, the team converts their score into IMPs. If their score is positive, they earn that many IMPs. If it's negative, the opponents earn the IMPs. If it's zero, that's called a "push," and neither team earns points.

After doing this for each board, the team totals their IMPs as well as the opponents' IMPs to determine who won the match and by how much. The winning team's captain checks with the opposing team to make sure both teams agree and then reports the net IMPs won to the Director.

What is the 20 Point Victory Scale?

The Director uses a scale to convert the IMPs into Victory Points (VPs), which are the points used for each team's ultimate score. By using VPs instead of IMPs, the total points that can be earned in each match are limited, which keeps the event more competitive. At our tournament, we are using the 20 Victory Point Scale, which limits the maximum number of points to 20. If the teams tie, they split the 20 points evenly, with each team getting 10 points. If one team earns 28(+) IMPs, they receive all 20 VPs, while the other team gets 0. (This is called a blitz.) If a team wins by fewer than 28 IMPs, each team will score at least *some* victory points. To see how many points each team gets, refer to the score sheet's 20 VP chart under the VP column; winner's points are on the left, loser's on the right.

What are Round Robins?

Most team games involve "head-to-head" matches, where two teams play against each other. When that isn't possible due to the number of teams entered, the Director will set up a Round Robin. In a Round Robin, three teams play against each other over the course of two matches. This differs from head-to-head matches in two important ways: 1) you will not pass boards back and forth in the middle of each match, and 2) you will not shuffle the cards before the start of the second match. If you are put into a Round Robin, rest assured that the director will explain what to do!

Can more than 4 players be on one team?

Yes, you can have up to six players on one team. Each member of the team must play at least half of the matches in a given event. The four players selected for each match cannot change in the middle of that match. In a 4-session knockout, such as a Mini-Soloway, every player on a team must play in at least half of the first two matches, half of the semi-finals, and half of the final.

What are Bracketed Swiss team events?

These are team events that are designed to offer players the opportunity to play against peers with similar master point levels. Teams with lower master point averages are placed into a lower-ranked bracket where they compete only against other teams in that lower bracket. Likewise, teams with higher master point averages are placed into a higher-ranked bracket where they compete only against others in that higher bracket.

How are brackets determined?

Brackets are determined after all participants playing in an event have bought their entries. Starting from the bottom up, the director fills brackets based on each team's master point average; each bracket typically has 7-9 teams in it, with the top bracket having up to 16 teams maximum. Knockouts such as Mini Soloways usually have 9 teams minimum in each bracket.

What is the difference between Bracketed Swiss team games and Stratified Swiss team games?

Bracketed Swiss team events group competing teams into brackets based on the team's average master points, as described above. *Teams only play other teams in their bracket for the duration of the event.*

Stratified Swiss team games don't have brackets; each team can face any other team during the event, regardless of level. Team numbers are randomly assigned by the director. For the first match-up, Team 1 plays Team 2; Team 3 plays 4; and so on.

How do Swiss team games continue after the first match up?

In Stratified Swiss team events, after the first match is played, match-ups are determined by the *cumulative Victory Points* that each team has at the end of the previous match. The two teams who earned the most VPs in the first match play each other in match 2; the next two highest VP earners play each other; and so on down the line. Subsequent match-ups continue to be determined in this way: the leading teams

square off, then the next highest point earners square off, and so on down the line. There is one exception: no team can play the same opponent more than once during a session.

In Bracketed Swiss team events, teams simply play other teams in their bracket, with the order set by the director. Match-ups are not determined by cumulative Victory Points.

How does a Mini-Soloway event work?

Mini-Soloways are bracketed team events that have four sessions. Teams are grouped into brackets of nine or more teams. On Day 1, the teams compete in a 2-session Bracketed Swiss team event. On Day 2, only the top four teams from each bracket advance to play in the third and fourth sessions; the rest of the teams are done ('knocked out'). *

In Day 2's morning session (session #3), the 1st place team from each bracket will play either the 3rd or 4th place team in their bracket (see [Conditions of Contest](#) on Unit 143's website for more detail). For the last (4th) session, the winners from session 3 play each other for 1st/2nd place, while the losers from session 3 play each other for 3rd/4th place.

*For those teams who are knocked out after Day 1, our schedule offers a 2-session Bracketed Swiss team event on Day 2 for those who would like to continue with team games.

How are awards determined in Stratified Team games?

Teams with the most Victory Points in each of the three strats earn awards, with the amount of the award determined both by the number of teams playing as well as the strat level. Small awards are given for winning individual matches.

How are awards determined in a Bracketed Team game?

Players in each bracket earn master points by placing in their bracket. Awards are based on the overall masterpoint average of the teams playing in that bracket. Small awards are given for winning individual matches.

Where can I learn more about team games?

Here is a link to a good description of team games: <https://nebridge.org/pages/149/>

The Unit 143 website also has a good description of team game bidding and playing strategy: [Team Game Strategy](#)