

## **Club Multiple Teams and Suggested Movements**

In a multiple teams event, teams-of-four compete against each other in a series of mini-matches. A NS pair from team A plays a set of boards against the EW pair of team B and, later in the session, the EW pair from team A plays the same set of boards against the NS pair from team B, thus allowing a direct comparison of team scores.

Depending on the number of teams, it may or may not be possible for all teams to play all other teams during a typical club session. For example, with 13 teams it is possible for each team to play 2-board matches against each of the other 12 teams in an event lasting 24 boards.

Multiple teams events used to be very popular, but have frequently been replaced by Swiss Teams (see next section). However, many clubs still retain multiple teams for championships or play teams on a once-a-month basis for a bit of variety to the normal pairs events.

### **Scoring**

Part of the fun in teams events is scoring up with team-mates afterwards when pairs can compare results and discuss what went wrong or right in each match. The scores of both pairs on each board are compared, the resulting plus or minus score is converted into International Match Points (IMPs) using the table found at the bottom of a standard personal scorecard – a positive number of IMPs for a plus score, a negative number of IMPs for a minus score. For each match the IMP scores on each board are added together to give a result for that match. At the end of the evening the team with the highest number of IMPs overall is the winner.

Some clubs may prefer to impose a maximum limit on the number of IMPs which can be won or lost in any given match. The way to do this is to convert IMPs into Victory Points (VPs) according to how many boards were played in the match. Opposing teams always share 20 VPs between them for each match. Thus one team might win its match 20-0 or 13-7, say, or lose it 1-19 or 5-15.

## Victory Point Scales for Teams-of-four Matches

VPs	Number of boards per match			
	4 or fewer	5-6	7-9	10-13
	IMP difference			
10 - 10	0	0	0	0
11 - 9	1	1-2	1-2	1-3
12 - 8	2	3-4	3-4	4-6
13 - 7	3-4	5-6	5-6	7-9
14 - 6	5-6	7-8	7-9	10-12
15 - 5	7-8	9-10	11-12	13-15
16 - 4	9-10	11-12	13-15	16-18
17 - 3	11-13	13-15	16-18	19-22
18 - 2	14-16	16-19	19-23	23-27
19 - 1	17-20	20-24	24-29	28-35
20 - 0	21 or more	25 or more	30 or more	36 or more

Most computer scoring programs these days enable teams scoring. If a club is fortunate enough to possess wireless scoring equipment, that is the easiest way for the Club Scorer. If not, the event can be scored using the program with results entered from travellers in similar fashion to the way pairs events are scored.

Alternatively, each team can be provided with a score slip and VP scale to record the team's score for each match, and the Scorer then enters the match scores onto a results chart. In the latter case, it is not infrequent to find that teams' calculations of their scores do not tally with each other, and they have to go back and consult the other team to agree on the result of a match.

## Movements

### An odd number of teams

The simplest movement is initially to move the EW pairs down two from their home table, and after every round move EW down two and the boards down one until the movement is complete. There are, however, two reasons why you might modify this:

- 1) You may want to take tea at half time, allowing the players to compare scores with their team-mates. The trouble is that, using the movement just described, the NS pairs play the boards in the opposite order to the EW pairs, making this impossible. Therefore, we must change the starting positions so that either the middle two-

quarters are played before tea and the first and last quarters are played afterwards, or *vice versa*.

Let us see how this would work on an eight-round, nine-table movement. You want to start with round 3, and that involves an initial movement of EW up three from their home table. Four rounds are played before tea, and you will note that exactly halfway round this 'half session' the EW pairs will cross their home tables.

In all these movements that is the cast-iron check that the movement will work! After tea, the movement continues as though there had been no interruption, EW down another two and boards down another one. From the home table, that is the same as EW up four. Again, the EW pairs will cross their home table halfway through this 'half session', this time with a skip movement of EW down four and the boards down two.

Note that you could equally have started with EW up four tables, effectively reversing the two halves.

- 2) You may not want to complete the movement. Imagine a 17-table movement but you want to play just 12 rounds, six before tea and six after. Start with an initial movement that ensures the EW pairs cross their home table after three rounds. EW up five will do nicely. After tea, move the boards down one table from where they were and the EW pairs move up six from their home table. Pairs cross their home table at half-time using a skip movement of EW down four and the boards down two. Note that if you move EW up an odd number of tables before tea, you must move them up an even number of tables after tea.

Another way of looking at it is that, if you want six rounds before tea and six after tea, move EW initially up five (one less than six) and, after the interval, up the full six. Rounds 4, 5, 12 and 13 don't get played.

Of course, if you wanted to play 14 rounds, eight before tea and six afterwards, your initial movement would be East/West up seven (odd, one less than eight), then East/West up six (even, the full six) after tea. You cannot arrange it to play seven rounds in each half.

### **An even number of teams**

There is no problem with tea this time as you have to divide it into two movements whether you like it or not. Imagine a 15-round, 16-table,

movement. Each team misses the team exactly halfway round the circle from itself (i.e. 1 will not play 9, 2 will not play 10, etc.). If these matches must be played, the simplest solution is to re-deal the cards at the end of the evening and play straight matches, adding an extra round to the proceedings.

That leaves 14 matches, eight where odd number teams play even numbers and six where odd numbers play odd numbers. Play the first eight before tea, and again the initial movement must enable EW pairs to cross their home tables after four rounds. Therefore, move EW up seven tables (odd). After tea, EW must cross their home tables after three rounds with a skip (EW down four, the boards down two), so move them up six tables (even). Note again that an odd initial movement before tea must imply an even initial movement after tea.

Suppose you only want to play 12 rounds, six before tea and six after. Simply start with East/West up five tables so they cross their home table after three rounds. After tea the movement is unaltered.

The boards never pose a problem. Simply move them down one table each time, except down two tables when there is a skip movement as the EW pairs cross their home tables in the second half.

As a final check, see if you can work out how to play 12 rounds of a 14-table movement with tea at half-time. Initially, EW up five tables, after tea EW up six tables. Check in each case they cross their home table halfway through.

### **The parallel row movement for an even number of teams**

It is possible with an even number of tables to play all the other teams without re-dealing for a single match at the end, but at the cost of sharing boards. You arrange the tables in two parallel rows, as shown below for 12 tables:

<b>Table:</b>	1	2	3	4	5	6
<b>Sharing with table:</b>	7	8	9	10	11	12
<b>Boards:</b>	1-2	3-4	5-6	7-8	9-10	11-12

Thus, tables 1 and 7 share boards 1 and 2 on round 1. The initial movement is EW down one from their home table, with subsequent movements of EW down two tables and the boards down one table.

Six rounds are played before tea, the odd teams playing the even teams. After tea, the boards are re-dealt (or 13-24 used), EW initially move down two from their home table, and subsequent moves are again EW down two tables with the boards down one. There is no skip and five rounds are played, the odd teams playing the other odd teams.

### **Table of initial movements for multiple teams**

Parallel row movements for an even number of teams are not used here.

The number in brackets gives the number of rounds in that 'half'. On the even number of tables the boards must be re-dealt at the end of the evening if teams are to play the team that they miss halfway round the movement.

<b>No. of tables</b>	<b>All play all initial move</b>		<b>No. of tables</b>	<b>All play all initial move</b>	
	<b>1<sup>st</sup> half</b>	<b>2<sup>nd</sup> half</b>		<b>1<sup>st</sup> half</b>	<b>2<sup>nd</sup> half</b>
<b>5/6</b>	Up 1 (2)	Up 2 (2)	<b>11/12</b>	Up 5 (6)	Up 4 (4)
<b>7/8</b>	Up 3 (4)	Up 2 (2)	<b>13/14</b>	Up 5 (6)	Up 6 (6)
<b>9/10</b>	Up 3 (4)	Up 4 (4)	<b>15/16</b>	Up 7 (8)	Up 6 (6)

Between the first and second half the boards move down one table. Halfway through the second half will be a skip movement of EW down four, the boards down two.

If, for any number of tables from 15 up, you wish to play only 12 rounds (24 boards) the initial movement will be the same as for a full 13-team movement, i.e. EW up five tables for the first half and up six tables for the second half. Boards move down one table at half-time. With 16 or more tables, it might be preferable to split into two sections. So, for example, with 18 tables you might split into two nine-table movements, each playing 8 3-board rounds.