

Event Types Described

BAROMETER PAIRS

The Barometer Pairs game is differentiated from other pair games by the method of distributing the boards and by when/how the scores/standings are displayed. In the usual pair event, all or most of the boards are in play every round. The boards are moved from table to table on a predetermined schedule so that eventually all pairs play all or most of the boards at some time during the session. If “travelers” are used, the scores are not entered into the game file until very near the end of the session when the travelers are picked up. Even if “pickup slips” are used and collected after each round, the scores and standings are not presented for the players to see.

In a Barometer game, the boards don’t move from table to table after each round. All pairs play the same boards at the same time throughout the event. The director and his staff will have preduplicated many sets of boards prior to the game. Quite often each table will have its own set of boards. Equally often, two or three tables will share one set of boards. Each set of boards goes out of play after one round.

As a result of this distribution of boards, all scores for a given set of boards are available as soon as the round is over. The director retrieves the score tickets, i.e. the pickup slips, and enters them immediately. Since everyone has played that board, no one will be unduly influenced by revealing each pair’s results. So, quite often the scores and running totals/standings will be posted (on some sort of large display) for inspection by the players after each round. Thus, each pair knows where it stands at all times.

Any given pair’s fortunes will rise and fall as the game goes on—hence the name Barometer.

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### BOARD-A-MATCH (BAM) TEAMS

Board-A-Match (BAM) Teams combines a team (of 4) event with a pairs-style movement and typically with pairs scoring. This will probably be a single session event. In a Mitchell-like movement, one pair of the team is stationary N-S, while the other pair seats E-W. After every 2 or 3 boards, new E-W opponents move to the N-S table and the E-W pair moves to face a different N-S pair.

The movement, however, is set up in such a way that your team always plays any given board against two opposition pairs of the same team. For an odd number of teams, the American Whist League Movement (a skip progression) is used; for an even number, there are a variety of options. The Double Skip movement is often chosen, but a Stagger Movement is another possibility. Interestingly, in these 3 movements, both boards and players move down. The director will give explicit directions; E-W should await those instructions before moving.

At 2 boards per round, you play about 13 teams; at 3 boards per round, you play about 9 teams. A high degree of fairness is achieved in that all teams play the same boards.

A major difference between this type of Team event and others is the method of scoring normally used, namely matchpoints. After play for the session is finished, the teammates compare scores, earning one matchpoint for each board won and half a matchpoint for each board tied. The margin of difference on any board is of no consequence—winning a board by 10 is the same as winning a board by 4000—it's one matchpoint. And each board is a match unto itself rather than being aggregated with all the boards in the round.

If using matchpoint scoring, this event might be better described as *Matchpoint Teams*. As with (normal) pairs events, your (team) standing is based solely upon your matchpoint total. (IMP scoring is also possible, with the standings based on win/lose IMPs or Victory Points.)

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FAST PAIRS

In the Fast Pairs game, the speed of play is increased by a major factor. Instead of the usual seven to eight minutes allowed to play each board, the game is set up so that boards must be completed in five minutes. Sometimes this permits more boards to be played. More often this type of game results in a game finishing at an earlier time. Such a game often is called a Speedball Pairs.

For the Ventura Unit, this fast-paced game will be held one Friday evening per month at the Teloma site, starting at 6:30 P.M. and finishing before 9 P.M. Actually, a trial run is scheduled for April/May/June '09. To ensure the timely completion of the game, the average of 5 min/bd in a round will be strictly enforced, with NO late plays allowed. If there is sufficient interest, the game will continue to be held.

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## **FLIGHTED PAIRS**

In Flighted Pairs, the event is broken down into two or three fields based on masterpoints. Each field competes as a separate event. The flight for which a pair is eligible is determined by the masterpoint holding of the player with more masterpoints. Pairs may opt to play in a higher category but not in a lower one.

Often, but not always, the breakdown is as follows: Flight A—0 to infinity; B—0-750; C—0-300. All pairs are eligible to compete in Flight A. Only pairs with fewer than 750 points (Flight B limit) are eligible to play in Flight B. Only pairs with fewer than 300 points (Flight C limit) are eligible to play in Flight C. Pairs eligible for Flight A may compete in Flight A only.

Masterpoints are awarded based on the number of tables entered in the flight added to the number of tables in all lower flights.

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IMP PAIRS

An IMP Pairs event is played like a regular pair event but is scored in a totally different way. A basic score is set for each board—usually an average of all the scores compiled on that board. Sometimes the top and bottom scores are eliminated before the average is taken so that extreme scores will have less impact on the average. Then your score is algebraically compared with the average and translated into International Matchpoints (IMPs) according to the IMP formula. The IMP scale is printed at the bottom of the back of the ACBL convention card.

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## STRATIFIED PAIRS

The Stratified Pairs game is different from most others because it produces more than one set of winners. The field is divided into two or three strata, each with a predetermined maximum and minimum masterpoint limitation. The tournament directors attempt to seed the field in such a manner that approximately equal numbers of players from each stratum are competing in each direction. During the course of the event, pairs from each strata play pairs from all other strata.

All pairs in the event are ranked when computing the overalls in the top stratum. The pairs in the top stratum are then eliminated, and a second set of rankings is determined for the pairs remaining. Next, the pairs in the second stratum are eliminated, and a third ranking is done for the third stratum. It is possible for pairs in the second and third strata to place in a higher stratum, but pairs in the top stratum are eligible for awards only in the top stratum.

The stratum in which a pair plays is determined by the member of the pair who has the most masterpoints. Unlike flighted events, pairs do not have a choice of strata—they are automatically placed in the lowest stratum for which they are eligible.

The game is run like an ordinary Open Pairs, although the field is carefully seeded so that each Strat A pair plays against all Strat A pairs in the section against which they are competing.

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STRATIFLIGHTED PAIRS

The Stratiflighted Pairs is almost identical to a Stratified Pairs with one major difference — the pairs in the top flight compete in a separate event, totally apart from the other strata. The top flight can be divided into two strata if preferred. The remaining pairs play a stratified game handled exactly like a Stratified Pairs. In other words, there are two games, both of which are run along the lines of an open pairs.