



Board-A-Match is a scoring method mainly used in USA and Canada. You can describe it as a combination between a team contest and a pair contest.

Some say it is the ultimate pair contest since every trick in every contract can be the deciding factor. It also takes certain skills figuring out what is played at the other table and what measures should be taken at this table to win the board.

The normal approach is to play a one-session Mitchell. Every round the pairs are seated so they can compare results with their team-mates. This is achieved through a special Board-A-Match movement.

You only compare with you team-mates. When comparing between the two pairs normal pair scoring is used (2/1/0). The smallest possible difference between the results decide where the scores go.

To make Board-A-Match work you need to do this:

- Specify *Board-A-Match* as scoring type
- Specify that the contest is played in two sections
- Select a special movement for section B
- Activate *Club match* and enter team names

Start the contest

Start a normal pair event. In the first window you change the scoring type to *Board-A-Match*.

It is also possible to combine Board-A-Match with *Multi-session*. Simply start a normal multi-session event and then combine these instructions with the instructions for *Club match* and *Multi-Session*. The rest works automatically.

Seating in the first round

In the first round the tables belong together, meaning that if a pair is seated North-South in one section their team-mates should be East-West at the corresponding table in the other section.

Movement (see also barometer below)

As mentioned above the two pairs in each team plays the same boards against the same team every round at different tables. This is achieved through a normal Mitchell in section A and a Board-A-Match Mirror Mitchell in section B. The available movements are:

- Board-A-Match Mirror Mitchell
- Board-A-Match Skip Mirror Mitchell

Both movements can be curtailed. Relay Mitchell is not an option. Scrambled Mitchells also work.

You are not limited by the above mentioned Mitchells. If you want to use a regular Howell or Reduced Howell you can do that. You however need to follow the Barometer instructions below to set the mirror movement in section B.

For the Mitchells, one pair in each team will be stationary as North-South while the other pair will move as East-West.

The pairs and boards are moved differently in the two sections:

- In section A a perfectly normal Mitchell is played where pairs and boards move as usual.
- In section B a Board-A-Match Mirror Mitchell is played. The East-West pairs move one step down and the boards two steps down. You will see all of this if you print guide cards.

In a Board-A-Match Skip Mirror Mitchell the skip is at the same time as for a normal Mitchell. The movements for the skip is that the East-West pairs move two steps down and the boards three steps down.

Barometer

If you want you can play the contest as barometer. There are two variants:

- Use the above mentioned movements and simply follow those movement instructions. The boards will for natural reasons be the same at all tables.
- Select any movement of your choice, for instance Barometer Howell or normal Howell. You must use the same movement in both sections. For section B you select the movement, click *Advanced*, and select the *Pair* tab (the first one). There you check the *Mirror movement* option. With this option checked both pairs will be at the same table every round but in different directions.



Club match

The detailed instructions for *Club match* is found in a separate document with that particular name.

The easiest way to activate the club match is to close all preparations and then select *Contest menu-Properties-Scoring* and the *Club match* tab.

Use the option called *Use the pairs' average for the respective club* to ensure that the teams scores correspond to normal Board-A-Match scoring.

Team name

To make *Club match* work you need to enter either a club name or a team name.

In a perfect Board-A-Match with exactly two pairs from each participating club you do not have to do anything more if those clubs are entered in the member file. Otherwise you need to enter club or team denomination.

Do like this:

- Go to *Enter names*
- Enter all names

Then there are two ways to go:

- Click *Player* and select *Member number, name and club*. Enter club names for the different players.

or

- Click *Player* and select *Team information*. Enter the team names for the different players. You only have to enter the team name for the first player of each pair.

More sections than two

It is possible to score Board-A-Match over more sections than two. If so you should specify an even number of sections. Groups A and B belong together, C and D, and so on.

Score the contest as a normal pair contest

To make this work you need to change the scoring type to *Matchpoints* and possibly deactivate *Club match*

It is not possible to show the Board-A-Match results at the same time as the results from the normal pair event.