



## STRATIFYING YOUR CLUB GAMES

A club game can have either two or three strats. For example, the club may stratify a Strat A, Strat B, and Strat C game together, or a Strat A and Strat B game. The lowest strat must have at least 5 pairs in order to pay overall awards.

The club should establish the limitations of each strat prior to the game. If your game consists of less than the minimum 5 pairs required in the lowest strat you must increase the level of the strat to the next highest legal strat that includes at least 5 pairs. (Example - an 0-20 game should be increased to an 0-50 game or 0-100.) Or you may choose to eliminate the lowest strat. In limited masterpoint games such as 0-50, 50-100, and 100-300, the lowest strat must be eliminated if the strat contains less than 5 pairs.

There should be approximately the same number of pairs that sit N/S and E/W in each stratum, so that the section awards will be equal.

This event is like a Flighted Pairs except the flights (now called Strats) are intermixed and play against each other as in an open game. When the scoring is completed, there are multiple rankings and any pair in a lower strat has the potential to win the greater awards of an upper strat if they legitimately rank there. A stratified game is advantageous to all strats: 1) Strat A players get ranked on the number of tables in the entire field resulting in additional masterpoints; 2) Strat B players have the advantage of possibly winning points in a higher strat, based on a greater number of tables, which yields more masterpoints; 3) Strat C players are ranked against other Strat C pairs giving them the experience of playing against more skilled players without diminishing their chances of winning. Also Strat C players have the advantage of possibly winning points in the two higher strats, which yields more masterpoints.

### How It Works

Here's an example. You want your game to have three strats, with Strat C players having 0 to 20mps, Strat B players having 20-100mps and Strat A pairs 100mps-infinity. Strat C entries are sold to players who have not accumulated more than 20 masterpoints. Strat-B entries are sold to players with less than 100mps and more than 20mps. Strat A is sold to players with more than 100mps. The Club Management must decide whether to stratify the pairs based on the average masterpoint holdings of the partnership or based on the player with the highest masterpoint holding in the partnership. Pairs from each strat are distributed throughout the section(s) as evenly as possible.

When the event is over, the entire game (field) is ranked as one. After this strat is ranked, the Strat A players with more than 100 mps are eliminated. The Strat B and Strat C fields are now ranked