



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

together. After ranking this strat, eliminate all the players who have obtained more than 20mps. The Strat C field is now ranked separately.

If a pair finds itself ranked in Strat A, Strat B and Strat C, they get the highest valued ranking, based on the masterpoint awards. Thus a Strat C pair could win points from the Strat A field or Strat B field, and a Strat B pair could win points from the Strat A field. The Strat A pairs can win points only in their own field, but even this is a gain. The size of their masterpoint awards are based on the number of tables of the entire game including the Strat B and Strat C players! (Remember players can always qualify to win points in a higher masterpoint category, but they cannot win points from a lower masterpoint category.)

Masterpoints for Stratified Games

Masterpoints are awarded to each group based on the number of tables in that (and all lower) groups. If you have a stratified game with 10 tables in Strat A (includes all the players), 7 tables in Strat B (all players with less than 100mps) and 3 tables in the Strat C (players with less than 20mps) the awards for the Strat A would be based on 10 tables, Strat B would be based on 7 tables and the Strat C on 3 tables.

Selling the Entries

Assign each pair to the correct strat based on their masterpoint holdings and the stratification method selected, i.e. average masterpoints or highest player. Balance the section by having the same number of pairs in each strat sit N-S and E-W. **Players can not choose their own strat.** Each pair must enter the strat for which their masterpoint holdings indicates they are eligible. Each pair is eligible to win in their own strat as well as any higher-rated strat. For example, in a game where Strat A is 100 to infinity mps, Strat B is 20 to 100mps and Strat C is 0 to 20mps, a pair that each has less than 20mps is assigned to Strat C. The pair is eligible for all awards from any of the three strats.

Scoring

Use different color highlighters to designate the players in each strat. Let's assume your game ran 10 tables (Strat A has 3 tables, Strat B has 4 tables and Strat C has 3 tables.) Rank the full game exactly as you always do (10 tables). Shown below are rankings for section places.

Now look at your Strat-B highlighted pairs. Rank them on a 7-table (Strat B's 4 tables and Strat C's 3 tables) game. If a pair placed in both the Strat A and Strat B, they receive the higher number of masterpoints, but not both.

Next, look at your highlighted Strat C pairs. Rank them on a 3-table game scale. If a pair placed in two or three strats, the players each receive only one award - the one that gives the highest number of masterpoints.

Scoring and Ranking for Masterpoints Section Awards Based on a 10-table Open Game

N/S PAIR #	STRAT LEVEL	SCORE	STRAT A RANK	MP AWARDS	STRAT B RANK	MP AWARDS	STRAT C RANK	MP AWARDS
1	C	100						
2	B	116	4	(.35)	2	(.29)		
3	A	84						
4	C	95						
5	C	129	2	(.70)	1	(.42)	1	(.15)
6	B	100.5						
7	A	130	1	(1.00)				
8	A	128.5	3	(.50)				
9	B	90						
10	B	107			3	(.21)		

Club Manager's or Director's Report

You do not need special permission to stratify a game. If you do not use ACBLscore, when you send in your result/report forms, mark clearly that the game was stratified. You **must** list the number of pairs in each strat and **indicate** the strat level for each pair for players to receive the appropriate masterpoint awards.

The game is first scored on the total number of tables in play, and masterpoints are computed from the Open point award chart. Awards for the second stratum include tables in the remainder of the game (all but the top strata) and receive masterpoints from the appropriate chart.

In a Novice stratum (0 to 20 masterpoints) only tables in this stratum receive masterpoints, and they equal 50 percent of those shown on the Open point award chart.

A club who does not use ACBL score issues Club Masterpoint Certificates to each player for the highest valued ranking, based on the masterpoint awards.

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