

Stratification Considerations

- **Two or three strats may be established for a game**
- **Limits may be based on the average masterpoints of a pair or team (preferred), or by the highest ranking player's MP's**
- **The strat limits are flexible – set up the game with the usual strat limits for Flights B and C.**
- **After the game has started and all names are entered, check the strats for compliance with these considerations:**
 - ➔ **Try to “balance” the field with the same number of pairs in each strat.**
 - ➔ **At least 3 pairs must be in the lowest strat
(5 pairs in a Mitchell movement)**
 - ➔ **For games that pay overall awards, such as Club Championships and Fund games, at least 5 pairs must be in the lowest strat**
- **Adjust the stratification limits for Flights B and C according to the guidelines at anytime until the game is over and results are posted.**
- **Masterpoints are usually awarded to the top 40% of the field and are based on the number of pairs or teams in each strat; higher strats include the pairs in the lower ones**
 - For instance with 10 tables with 3 Flt A, 3 Flt B, and 4 Flt C**
 - Top 4 pairs get points in Flt A (40% of 10 = 4.0)**
 - Top 3 pairs get points in Flt B (40% of 7 = 2.8)**
 - Top 2 pairs get points in Flt C (40% of 4 = 1.6)**
- **In open club games, winners get 0.10% mp's x no. of pairs (= 1.00 for 10 pairs in a Howell or in each direction for 10 table Mitchell)**
- **In limited games, winners get 80% of the open game awards (60% for 200 mp limited games)**