

# Matchpoint Scoring

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## Why?

- Despite being in the age of computer scoring, directors must understand double matchpointing.
- Players may ask for an explanation or ask why they obtained a particular score.
- Directors need to be able to recognize computer produced results that look incorrect because, perhaps, wrong data was entered.
- It may even be necessary to manually adjust computer results.

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## The Basis

- Pairs receive 2 matchpoints for each pair they beat on a board and 1 matchpoint for each pair getting the same score.
- The percentage score we see at the end of the session is the total number of matchpoints a contestant earned divided by the total number of matchpoints that were available to them (in other words ... all tops).

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## A simple example and a fair session

- The following exercises are from a 9 table Mitchell Movement playing 3 boards per round.
- Each pair has the opportunity of beating 8 other pairs so a board top is 16 matchpoints. The maximum score possible for a session is Boards 27 x Top 16 = 432 and an average (50%) performance would earn 216.
- When learning to double matchpoint, start with a list of scores that are available to allocate:
- 16 (beats 8 pairs) 14 (beats 7 pairs) 12 10 8 6 4 2 down to 0 (beats no one)
- 72 matchpoints are handed out per board. This is your Check Total.

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First assign scores to the NS Pairs, crossing them from your list as they are allocated.

16 14 12 10 8 6 4 2 0

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9		
2	3NT E 11		660	2	2		
3	2NT E 8		120	3	4		
4	3NT W 7	200		4	6	16	
5	3NT E 9		600	5	8		
6	6C E 11	100		6	1		
7	5C E 10	100		7	3		
8	3SN 9	140		8	5	14	
9	3C E 11		150	9	7		
CHECK TOTALS							

Board 4  
Dealer West  
All Vul

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NS6 and NS7 have the same score. They have each beaten 5 pairs and drawn with one so  $(5 \times 2) + 1 = 11$ . Effectively averaging  $12 + 10$ , the next 2 scores available.

16 14 12 10 8 6 4 2 0

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9		
2	3NT E 11		660	2	2		
3	2NT E 8		120	3	4		
4	3NT W 7	200		4	6	16	
5	3NT E 9		600	5	8		
6	6C E 11	100		6	1	11	
7	5C E 10	100		7	3	11	
8	3SN 9	140		8	5	14	
9	3C E 11		150	9	7		
CHECK TOTALS							

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We are just scoring for the NS pairs at the moment so the next best result for NS is the -120 and the worst score for NS is the -660.      16 14 12 10 8 6 4 2 0

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	6	
2	3NT E 11		660	2	2	0	
3	2NT E 8		120	3	4	8	
4	3NT W 7	200		4	6	16	
5	3NT E 9		600	5	8	2	
6	6C E 11	100		6	1	11	
7	5C E 10	100		7	3	11	
8	3S N 9	140		8	5	14	
9	3C E 11		150	9	7	4	
CHECK TOTALS							

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Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	6	10
2	3NT E 11		660	2	2	0	16
3	2NT E 8		120	3	4	8	8
4	3NT W 7	200		4	6	16	0
5	3NT E 9		600	5	8	2	14
6	6C E 11	100		6	1	11	5
7	5C E 10	100		7	3	11	5
8	3S N 9	140		8	5	14	2
9	3C E 11		150	9	7	4	12
CHECK TOTALS						72	72

We could go through the process again for the EW pairs but it is easier to deduct the NS scores from the top of 16 to find what is left for each EW pair.

Now make sure that you have allocated the right number of matchpoints.

Add up the columns to reach the Check Total mentioned above.

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Setup		Bridgmate Results		Player Names		Print Reports and Web				
Board:	Board 4					Sort by:	NS Pair Number			
NS Pr	EW Pr	Contract	Declarer	Tricks	Score	Points NS	Points EW	Lead	Table	Comments
1	9	3C	East	10	-130	6.00	10.00		0	Manually added
2	2	3NT	East	11	-660	0.00	16.00		0	Manually added
3	4	2NT	East	8	-120	8.00	8.00		0	Manually added
4	6	3NT	West	7	200	16.00	0.00		0	Manually added
5	8	3NT	East	9	-600	2.00	14.00		0	Manually added
6	1	6C	East	11	100	11.00	5.00		0	Manually added
7	3	5C	East	10	100	11.00	5.00		0	Manually added
8	5	3S	North	9	140	14.00	2.00		0	Manually added
9	7	3C	East	11	-150	4.00	12.00		0	Manually added

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## Handling an Avg/Avg score

- In this example 6 vs 1 is awarded Avg/Avg instead of the failed slam.
- An average score for this board is 8. Allocate this first.
- These points have to come off other scores or the board will be worth more than 72 matchpoints.
- Take 1 from each of your available scores. (If two or more average scores have been awarded then subtract 2 or more from every other score.)

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16 14 12 10 8 6 4 2 become 15 13 11 9 7 5 3 1 Allocate these as before.

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	7	
2	3NT E 11		660	2	2	1	
3	2NT E 8		120	3	4	9	
4	3NT W 7	200		4	6	15	
5	3NT E 9		600	5	8	3	
6	6C E 11	50%	50%	6	1	8	
7	5C E 10	100		7	3	11	
8	3S N 9	140		8	5	13	
9	3C E 11		150	9	7	5	
CHECK TOTALS							



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Compare this to the first exercise and you can see that NS4 now get only 15 for their top score and EW2 get 1 instead of zero for their bottom. Computer programmes use one of a number of formulae to lessen this damage or benefit. The Neuberg Formula is commonly used in Australia and is explained elsewhere.



Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	7	9
2	3NT E 11		660	2	2	1	15
3	2NT E 8		120	3	4	9	7
4	3NT W 7	200		4	6	15	1
5	3NT E 9		600	5	8	3	13
6	6C E 11	AVE		6	1	8	8
7	5C E 10	100		7	3	11	5
8	3S N 9	140		8	5	13	3
9	3C E 11		150	9	7	5	11
CHECK TOTALS						72	72

Now put in the complement of 16 for each EW score and get your check totals.



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Setup		Bridgmate Results		Player Names		Print Reports and Web				
Board:	Board 4					Sort by:	NS Pair Number			
NS Pr	EW Pr	Contract	Declarer	Tricks	Score	Points NS	Points EW	Lead	Table	Comments
1	9	3C	East	10	-130	6.88	9.13		0	Manually added
2	2	3NT	East	11	-660	0.13	15.88		0	Manually added
3	4	2NT	East	8	-120	9.13	6.88		0	Manually added
4	6	3NT	West	7	200	15.88	0.13		0	Manually added
5	8	3NT	East	9	-600	2.38	13.63		0	Manually added
6	1					8.00	8.00		0	Manually edited /
7	3	5C	East	10	100	11.38	4.63		0	Manually added
8	5	3S	North	9	140	13.63	2.38		0	Manually added
9	7	3C	East	11	-150	4.63	11.38		0	Manually added

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## Other Artificial Scores

60% 40% - 60% 60% - 40% 40%

- A Top is 16 so 10% is 1.6. Allocate matchpoints as though 50% 50% had been assigned and check total. Then add or subtract 1.6.

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## Arrowswitch

- Occurs when (for example) the NS pair “accidentally” sits in the EW position and plays the EW hands. Their scores on this board are valid if they are compared to all the other EW, so ...
- When a board is played arrowswitched both pairs temporarily become part of the other field.

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⊕ When a board is played arrowswitched both pairs temporarily become part of the other field.

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	6	10
2	3NT E 11		660	2	2	0	16
3	2NT E 8		120	3	4	8	8
4	3NT W 7	200		4	6	16	0
5	3NT E 9		600	5	8	2	14
6	6C E 11	100	A/S	6	1	(11) 5	(5) 11
7	5C E 10	100		7	3	11	5
8	3SN 9	140		8	5	14	2
9	3C E 11		150	9	7	4	12
CHECK TOTALS						72	72

Score the board as per usual and then switch the scores for the NS and EW involved.

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