

# 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 sitting in their direction, 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	3S N 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	3S N 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

C    Import    Add Result    Edit Result    Delete Result    Anomalies    Pair Results    Summary

Close

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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.

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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    Bridgemate 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

C    Import    Add Result    Edit Result    Delete Result    Anomalies    Pair Results    Summary

Close

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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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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.

<u>Tbl</u>	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	60%	40%	6	1	8 9.6	8 6.4
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

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## Fouled Boards

- When a board is played 4+ times in both the correct and the fouled condition it is scored in 2 groups.
- Treat and matchpoint each "group" separately.
  - All boards must be worth the same (72 matchpoints).
  - To each score, add one point for every score in the other group.
  - Put in the complements of 16 for the EW scores. Check Total.

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When a board is played 4+ times in both the correct and the fouled condition it is scored in 2 groups.



Tbl	CONTRACT	NS	EW	NS	E	NS	EW
1	3C E 10		130	1	9	4	
2	3NT E 11		660	2	2	0	
3	2NT E 8		120	3	4	6	
4	3NT S 7		200	4	6	0	
5	3NT N 9	600		5	8	6	
6	6C N 11		100	6	1	3	
7	5C S 10		100	7	3	3	
8	3S N 9	140		8	5	8	
9	3C E 11		150	9	7	2	
CHECK TOTALS						32	

5 scores: 8 6 4 2 0  
available to allocate.

4 scores: 6 4 2 0  
available to allocate.

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## Fouled Boards – less than 4 scores in a section

- Set percentages are assigned when a board is played fewer than 4 times in the fouled condition. [See QBA Regulations].
- One Fouled Score:  
60% to NS and EW. Score as for an average and then add 10% to both.
- Two Fouled Scores:  
65% for the better score NS & EW and 55% to the lesser score NS & EW.
- Three Fouled Scores:  
70% 60% 50% for the best, second best and worst score NS & EW.

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Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	(4+4) <u>8</u>	8
2	3NT E 11		660	2	2	(0+4) <u>4</u>	12
3	2NT E 8		120	3	4	(6+4) 10	6
4	3NT S 7		200	4	6	(0+5) <u>5</u>	11
5	3NT N 9	600		5	8	(6+5) 11	5
6	6C N 11		100	6	1	(3+5) <u>8</u>	8
7	5C S 10		100	7	3	(3+5) <u>8</u>	8
8	3S N 9	140		8	5	(8+4) 12	4
9	3C E 11		150	9	7	(2+4) <u>6</u>	10
CHECK TOTALS						72	72

All boards must be worth the same (72 matchpoints).

To each score, add one point for every score in the other group.

Put in the complements of 16 for the EW scores. Check Total.

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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	3S N 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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## Split Scores

- This is when you have decided to award a different score to NS and to EW.
- When scoring manually score NS and EW separately. Check Total as before.

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When scoring manually score NS and EW separately. Check Total as before.

Tbl	CONTRACT & TRICKS WON	NS	EW	NS	EW	NS	EW
1	3C E 10		130	1	9	8	10
2	3NT E 11		660	2	2	0	16
3	2NT E 8		120	3	4	10	8
4	3NT W 7	200		4	6	16	0
5	3NT E 9		600	5	8	2	14
6		-150	50	6	1	5	6
7	5C E 10	100		7	3	12	4
8	3S N 9	140		8	5	14	2
9	3C E 11		150	9	7	5	12
CHECK TOTALS						72	72

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## Neuberg Explained

- Even though double matchpointing is being used, computer scoring will sometimes produce results with decimal fractions.
- This reflects the use of the Neuberg Formula when an average score has been awarded or perhaps when there's been a fouled board or a split score.

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## Neuberg Explained

- Let's say a normal board has 6 scores. A clear top will be 10 (two for every pair beaten) and an average will be 5. Available scores will be 10, 8, 6, 4, 2, 0 (total 30).
- Now consider what happens when one of those 6 scores is an average. Those 5 points have to come from somewhere so the board will still be worth the same total matchpoints as all the other boards. The "manual" method is to take one from all the available scores. Scores awarded now would be 9, 7, 5, 5, 3, 1 (total still 30).
- Notice the extremes. The best score on this board now only gets 9 while the worst score gets 1.
- On all the normal boards a clear top is 10 and a clear bottom 0.

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## Neuberg Explained

- With Neuberg, scores awarded are 9.8, 7.4, 5, 5, 2.6, 0.2 (total still 30).

For the really keen, the Neuberg formula is |

$$M = N/S(X+1)-1$$

where M = final matchpoint score

N = normal number of results on the board (here 6)

X = score allotted without reference to the other group (here 8, 6, 4, 2 or 0 for one of the 5 good scores)

S = number of results in the group under consideration (here 5)

So,  $9.8 = 6/5(8+1)-1$

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