

Scoring

There are two “phases” of scoring in a session of bridge:

The play of the hand

Hands are scored according to the contract bid, and the number of tricks won. Although the Bridgemates calculate the score, you need to be able to check that what has been calculated is correct.

FULL DUPLICATE SCORING TABLE

Tricks bid and made		UnDbld	Dbld	ReDbld
Clubs & Diamonds	Each trick	20	40	80
Hearts & Spades	Each trick	30	60	120
No trumps	First trick	40	80	160
	Each subsequent trick	30	60	120
Undertricks				
Not vulnerable	First trick	50	100	200
	Second and third trick	50	200	400
	Each subsequent trick	50	300	600
Vulnerable	First	100	200	400
	Second and subsequent trick	100	300	600
Overtricks		Trick value		
Not vulnerable			100	200
Vulnerable			200	400
Bonuses				
Part-score contract bid and made		50		
Game bid and made	not vulnerable	300		
	vulnerable	500		
Small slam bid and made	not vulnerable	500*		
	vulnerable	750*		
Grand slam bid and made	not vulnerable	1000*		
	vulnerable	1500*		
For making doubled contract			50	
For making redoubled contract				100
* Slam bonuses are in addition to game bonuses.				

The relevant scores are also provided on the back of the cards in the bidding boxes.

Comparison with the other competitors

At the end of the round, the scores of each pair who played a hand are compared with those of the other pairs who did. There are several ways in which this occurs.

Match Points

This is the system used in the standard Pairs sessions at the club. Pairs are awarded “Match Points”, 2 points for every pair who scored worse than they did, and 1 point for every pair that equalled their score. Effectively, players get 0 points for every pair that did better than them. (When you look at the Bridgmate at the end of a hand, it shows you the percentage of Match Points **so far awarded** for that hand that were awarded for that play of the hand. So, the first time the hand has been played, the percentages are always 50/50; these may or may not change over the session as more scores enter the comparison)

At the end of the session, the Master points are totalled, and the players ranked. In the “Results” section of the website, the total Match Points are shown, along with the total available to each pair. (Some pairs may have had fewer available if there had been a “Sit Out”). Players are ranked in order of the percentage of match points available that they won.

International Match Points (IMPS)

IMPs is the method of scoring for a Team match, but can be used in Pairs sessions. In Teams, one team sits NS at one table and EW at the other table. Each board is played at both tables and the scores are compared. If one team has a net positive on a board, this is converted to IMPs, using a standard scale. The other team receives the corresponding negative number of IMPs.

In Pairs, the same conversion table is used, with IMPS assigned according purely to the score on the hand.

In general, the higher the difference in points, the more IMPs scored by the winning team, but the scale is not linear. For example, a difference of 30 points converts to 1 IMP, but 150 points is 4 IMP and 750 points is 13 IMP. The full IMP scale is printed on hard-copy scorecards.

The winner of the session is the team or pair scoring the highest total number of IMPs over the whole session.

Victory Points (VPs)

VPs are most frequently used in “Swiss” events, though can be used in Teams. The contest between two Pairs is assessed using IMPS, and then converted into VPs according to another table. This treats the contest as a match for which 20 VPs are

OLICANA BRIDGE CLUB - SCORING

available; in each match, the 20 points are allocated between the two pairs according to the closeness of the match. The overall result comes from totalling the VPs.