

# Matchpoint Scoring



Tom Snow  
(805) 305-5035  
coinerbop@gmail.com

# Time for a Joke

A milkman was taking next week's orders. He knocks on a door, and a lady answers.

'What can I get you for next week, madam?' he asks.

'Do you have ass's milk?' she replies.

'Yes, yes, we can do that. Couple of pints?'

'I've seen a beauty article that recommends bathing in it,' she says.

'Oh, okay, enough to fill a bath. No problem,' says the milkman, jotting the order down with his pencil. 'Three gallons?' he asks.

'I suppose that should do it,' she says.

'Pasteurised?' he asks.

She replies, 'No, just up to me boobs.'

\*\*\*\*

# Matchpoint Scoring



So, overtricks, or just 10 more points for playing in No Trump instead of a major, makes a lot of difference!

Score sheet for just Board #1.

Board #1

N/S Pair	Score	N/S MPoints	Awards
1	450	2	Top Board: 4
2	-100	0	2nd: 3
3	-50	1	3rd: 2
4	460	3	4th: 1
5	800	4	Bottom: 0

Tally Sheet for N/S Pair #1.

N/S Pair 1	Board #	Matchpoints
	1	2
	2	1.5
	3	3
	4	4
	5	0
	6	2.5
	7	1
	8	1
	9	3.5
	10	4
	Total:	22.5

Notice how the score from Board #1 has been transposed onto Pair 1's Tally Sheet.

Note that if a N/S pair gets a top on a board, their E/W opponents get a bottom, etc.

Avg = 20

56.25%

# Learn by Example

EXAMPLE



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1S	Pass
2S	Pass	Pass	

North

♠ J74  
♥ J82  
♦ KJ92  
♣ K872

East

♠  
♥  
♦  
♣

West

♠  
♥  
♦  
♣

South

♠ AKQ62  
♥ A753  
♦ 7  
♣ QJ3

**Partner said he has 6-9 HCPs. If you invite him to game, by whatever method, he will surely accept with his 9 HCPs. You don't have enough compelling factors, like a 6<sup>th</sup> trump or a secondary 5-card suit.**

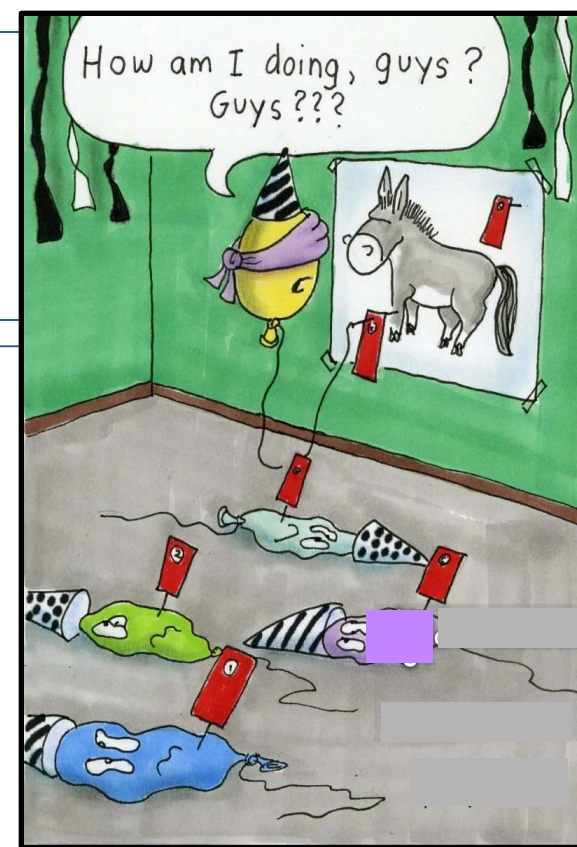
# Matchpoint Strategy

A 60% game will come 1<sup>st</sup> or 2<sup>nd</sup> most of the time. This means you don't need to swing for the bleachers on every hand – just a 6 out of 10. Here's why you don't "play in the middle of the highway" in matchpoints:

Bd 1	55.00%
Bd 2	62.00%
Bd 3	58.00%
Bd 4	59.00%
Bd 5	84.00%
Bd 6	53.00%
Bd 7	49.00%
Bd 8	57.00%
Bd 9	63.00%
9 Board Avg. 60.00%	

Bd 1	55.00%
Bd 2	62.00%
Bd 3	58.00%
Bd 4	59.00%
Bd 5	84.00%
Bd 6	53.00%
Bd 7	49.00%
Bd 8	57.00%
Bd 9	63.00%
Bd 10	0.00%
10 Board Avg. 54.00%	

Bd 1	55.00%
Bd 2	62.00%
Bd 3	58.00%
Bd 4	59.00%
Bd 5	84.00%
Bd 6	53.00%
Bd 7	49.00%
Bd 8	57.00%
Bd 9	63.00%
Bd 10	0.00%
Bd 11	84.00%
Bd 12	84.00%
Bd 13	84.00%
13 Board Avg. 60.92%	



You need about three more great boards to make up for your one bottom board (i.e. to get back to your 60% game).

# IMP Scoring

In rubber bridge, if you bid 4H and make it, you get  $4 \times 30 = 120$  points below the line.



Round #1: Team #1 vs. Team #2

Board #	N/S Score	E/W Score	NET	IMPs
1	+140	-110	+30	+1
2	-500	+170	-330	-8
3	+1430	-680	+750	+13
4	-100	-100	-200	-5
5	+400	-150	+250	+6
6	-1100	+650	-450	-10

Difference in points	IMPs
20-40	1
50-80	2
90-120	3
130-160	4
170-210	5
220-260	6
270-310	7
320-360	8
370-420	9
430-490	10
500-590	11
600-740	12
750-890	13
900-1090	14
1100-1290	15
1300-1490	16
1500-1740	17
1750-1990	18
2000-2240	19
2250-2490	20
2500-2990	21
3000-3490	22
3500-3990	23
4000+	24

-3 Total

Note: It matters how much you win or lose each round by. You can win all your matches and still not win the event.

# Time for Another Joke

A captain notices a light in the distance, on a collision course with his ship. He turns on his signal lamp and sends, "Change your course, 10 degrees west."

The light signals back, "Change yours, 10 degrees east."

The captain gets a little annoyed. He signals, "I'm a US Navy captain. You must change your course, sir."

The light signals back, "I'm a Seaman First Class. You must change your course, sir."

Now the captain is mad. He signals, "I'm an aircraft carrier. I'm not changing my course."

The light signals back a final message: "I'm a lighthouse. Your call."

# Differences in Strategy



## Matchpoints

- Do NOT stretch to games, slams or grands. Making up a bottom board is difficult (you need 3 good boards to get back to a winning game).
- Look for sacrifices more often.
- Don't (usually) let the opponent's play in a partscore at the two level.
- Taking extra tricks, either as declarer or on defense is **CRUCIAL**.

## Rubber Bridge or IMPs

- Stretch to games and small slams if Vul., but NEVER to grand slams. The risk is too high compared to the extra reward.
- Don't sacrifice as often unless you're sure you'll save points.
- Don't be as aggressive when trying to push the opponent's to the next level.
- Taking extra tricks is NOT that important. Make sure you make your contract.
- Be more cautious when entering the bidding and doubling the opponents.



# Reading the Results Sheet

Dir: N **1**  
 Vul: None  
 7  
 8 10  
 15

♠ J 10 3 2  
 ♥ 6 4 2  
 ♦ A Q 10  
 ♣ 8 7 2

♠ 9 7 6 4      ♠ Q 8 5  
 ♥ Q J 5        ♥ 10 8 7 3  
 ♦ K 5 4 3      ♦ J 7 6  
 ♣ Q 4           ♣ A K 5

♠ A K  
 ♥ A K 9  
 ♦ 9 8 2  
 ♣ J 10 9 6 3

[Double Dummy Makes ?](#)

N/S: 2♣ 1♦ 1♥ 1♠ 2NT  
 E/W: 4♣ 6♦ 6♥ 6♠ NT5

[Par Score ?](#)

Par: 120 1NT-NS+1

Board 1

Contract	Result	Score		Matchpoints		Pairs	Replay
		N-S	E-W	N-S	E-W		
2 NT S	+1	150	-150	3.50	2.50	9 - Grossman & Marlow vs 7 - Adcock & Siepiela	<a href="#">Play</a>
1 NT S	+1	120	-120	3.00	3.00	12 - Livingston & Tisdale vs 1 - Dion & Nash	<a href="#">Play</a>
1 NT S	=	90	-90	2.50	3.50	5 - LaFollette & Shabtay vs 2 - Asher & Tuman	<a href="#">Play</a>

Shows all contracts that can be made if all players knew all four hands and bid and played perfectly. A result such as 4♠ means that the contract can be made regardless of direction. A result like 3/4♦ means North (or East) can make 3♦ and South (or West) can make 4♦. Indications highlighted in light blue, such as ♠5, with the number after the denomination, show the number of tricks that can be taken in contracts in which the side can make fewer than 7 tricks.



**Time to Play**