

Keeping a Personal Score

You will find it useful to keep a personal score during your game so you can talk about hands and results at the end with your friends. Issues arise during a game that might require an accurate personal score to resolve. If you don't have a personal score you might end up on the wrong side of those issues.

There 2 common formats. The Pairs scorecard → is inside the convention card. A separate team score sheet for IMP scoring is often available for Swiss and Knockout competitions.

Pairs

The common form for pairs shows:

- 1) Board or hand number
- 2) Dealer and Vulnerability
- 3) Board Number for Team games - *optional*
- 4) Opponent's pair number – *who you played for that hand.*
- 5) Contract & Result – *use shorthand to track results after each hand. See below for a popular example*
- 6) Plus Score – *when your side scores points*
- 7) Minus Score – *when the opponents score points*
- 8) Estimate Points (Matchpoints for pairs or IMPS for Teams) – *Guess whether you have a good final score - optional*
- 9) Actual Points – *record the actual scored result (less useful where scores are posted electronically).*
- 10) International Match Point Scales and Victory Point Scales for scoring team games only.

When attention is called to an irregularity – CALL THE DIRECTOR.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N None								17	N None							
2	E N-S								18	E N-S							
3	S E-W								19	S E-W							
4	W Both								20	W Both							
5	N N-S								21	N N-S							
6	E E-W								22	E E-W							
7	S Both								23	S Both							
8	W None								24	W None							
9	N E-W								25	N E-W							
10	E Both								26	E Both							
11	S None								27	S None							
12	W N-S								28	W N-S							
13	N Both								29	N Both							
14	E None								30	E None							
15	S N-S								31	S N-S							
16	W E-W								32	W E-W							
									33	N None							
									34	E N-S							
									35	S E-W							
									36	W Both							

20-PT. VP SCALE				30-PT. VP SCALE			
IMPs	VPs	IMPs	VPs	IMPs	VPs	IMPs	VPs
0	10-10	14-16	16-4	0	15-1	16-1	1-6
1-2	11-9	17-19	17-3	1	16-1	16-1	1-6
3-4	12-8	20-23	18-2	2	17-1	17-1	1-6
5-7	13-7	24-27	19-1	3	20-30	20-30	1-6
8-10	14-6	28 +	20-0	4	21-9	21-9	1-6
11-13	15-5			5-6	22-8	22-8	1-6
				7-8	23-7	23-7	1-6

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DHL in Pts. IMPs		INTERNATIONAL MATCHPOINT SCALE		DHL in Pts. IMPs	
20-40	1	270-310	7	750-800	13
50-60	2	320-360	8	900-1050	14
90-120	3	370-420	9	1100-1290	15
130-160	4	430-490	10	1300-1490	16
170-210	5	500-590	11	1500-1740	17
220-260	6	600-740	12	1750-1990	18
				2000-2240	19
				2250-2490	20
				2500-2990	21
				3000-3490	22
				3500-3990	23
				4000 and up	24

1	2	3	4	5	6	7	8	9
BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N None		1	2SN +3	140			4.5
2	E N-S		1	4HxE-1	100			8
3	S E-W		10	6SW+7		1460		2.5
4	W Both		10	2HxxN+2	840			9
5	N N-S		9	Passed Out	0	0		3

- Board 1: 2 spades by North making 3 for plus 140 our way
 Board 2: 4 Hearts Doubled by East Down 1 for plus 100 our way (Their minus is our plus)
 Board 3: 6 Spades by West Making 7 for minus 1460 (Their plus is our minus)
 Board 4: 2 Hearts Redoubled by North making 2 for plus 840
 Board 5: Passed Out. Each side gets zero points.

Team Games

In team games your team of 4-6 players will sit at opposite directions, one pair North-South, one pair East West. When you compare scores at the end of the round you calculate the net score for each board and check the IMP table to calculate the hand score. You then sum up the IMP scores (positive and negative) across all the boards for that round to determine your net score. In Swiss Teams you will often play some number of boards between 6 and 10. In compact knockouts you will likely play 12 boards. In extended knockouts the number of boards you play per session can range from 24 to 30 or more depending on the conditions of contest.

Our Scorecard				What we calculate together		Our Partner's Scorecard			
Bd	CONTRACT & DECLARER	PLUS	MINUS	Plus IMPs	Minus IMPs	Bd	CONTRACT & DECLARER	PLUS	MINUS
1	2SN +3	140			1	1	2SN +4		170
2	4H ^x E-1	100		11		2	4HE+4	420	
3	6SW+7		1460		13	3	4SW+7	710	
4	2H ^x N+2	840		12		4	2HN+2	110	
5	Passed Out	0	0	2		5	1SW+1	80	
TOTAL				25	14				

Board 1: Plus 140 minus 170 is minus 30 for -1 IMP (See IMP Table Below)

Board 2: Plus 100 plus 420 is plus 520 for +11 Imps

Board 3: Minus 1460 plus 710 is minus 750 for -13 IMPs

Board 4: Plus 840 minus 110 is plus 730 net for +12 IMPs

Board 5: Zero plus 80 is net 80 for +4 Imps

Total: We won 25 IMPs to their 14 IMPs for a net +11 IMPs. Report this difference.

Then you can calculate the victory points your team just earned toward your final standing. Victory points depend on the scale (20 or 30 VP Maximum) and the number of boards you played against the other team.

IMP Table

Point Difference		IMPs	Point Difference		IMPs	Point Difference		IMPs	Point Difference		IMPs	Point Difference		IMPs
From	To		From	To		From	To		From	To		From	To	
0	10	0	170	210	5	430	490	10	1100	1290	15	2250	2490	20
20	40	1	220	260	6	500	590	11	1300	1490	16	2500	2990	21
50	80	2	270	310	7	600	740	12	1500	1740	17	3000	3490	22
90	120	3	320	360	8	750	890	13	1750	1990	18	3500	3990	23
130	160	4	370	420	9	900	1090	14	2000	2240	19	4000	+	24

See the below for the Victory Point Scales

TIPS:

- 1) Keep an accurate personal score. Use your favorite shorthand.
- 2) If you are on lead, lead first, then record the contract.
- 3) Write down the contract at the start of play.
- 4) If you are responsible for scoring the hand (usually North), score the hand first then attend to your private score.

- 5) Write down the result at the end of play.
- 6) Mark hands you want to discuss with partner after the session is over.
- 7) Score estimates might help you keep track of your game. Estimation is an inexact science.
- 8) Note opening leads where they might help you in your post game analysis.
- 9) Record results from the press recap or the electronic results page. You might find the postmortems more enjoyable when you know how well you did!

Attachment

VICTORY POINT SCALE						
30 VPS						
INTERNATIONAL MATCHPOINTS (IMP) TO VICTORY POINTS						
VPS	-8 Bds	9-11Bds	12-15 Bds	16-20 Bds	21-27 Bds	28-36 Bds
15-15	0	0	0	0- 1	0- 2	0- 2
18-12	1	1	1- 2	2- 3	3- 5	3- 6
19-11	2	2	3- 4	4- 6	6- 8	7-10
20-10	3	3- 4	5- 6	7- 9	9-12	11-15
21- 9	4	5- 6	7- 8	10-12	13-16	16-20
22- 8	5- 6	7- 8	9-11	13-16	17-21	21-26
23- 7	7- 8	9-11	12-14	17-20	22-26	27-33
24- 6	9-10	12-14	15-18	21-24	27-31	34-41
25- 5	11-13	15-17	19-22	25-29	32-37	42-50
26- 4	14-16	18-21	23-26	30-34	38-44	51-60
27- 3	17-19	22-25	27-31	35-40	45-52	61-71
28- 2	20-23	26-30	32-36	41-47	53-61	72-83
29- 1	24-27	31-35	37-41	48-55	62-71	84-95
30- 0	28+	36+	42+	56+	72+	96+
20 VPS						
INTERNATIONAL MATCHPOINTS (IMP) TO VICTORY POINTS						
VPS	-8 Bds	9-11Bds	12-15 Bds	16-20 Bds	21-27 Bds	28-36 Bds
10-10	0	0	0	0- 1	0- 2	0- 3
11- 9	1- 2	1- 2	1- 3	2- 4	3- 6	4- 8
12- 8	3- 4	3- 5	4- 6	5- 8	7-11	9-14
13- 7	5- 7	6- 9	7-10	9-13	12-17	15-21
14- 6	8-10	10-13	11-14	14-18	18-24	22-29
15- 5	11-13	14-17	15-19	19-24	25-32	30-38
16- 4	14-16	18-21	20-24	25-31	33-41	39-48
17- 3	17-19	22-25	25-29	32-38	42-50	49-59
18- 2	20-23	26-30	30-35	39-46	51-60	60-71
19- 1	24-27	31-35	36-41	47-55	61-71	72-84
20- 0	28+	36+	42+	56+	72+	85+

REV. 1/95