

How to Read Duplicate Scoring Results at the GBC (Excluding Team Games)

At the Guelph Bridge Club Matchpoint scoring is used for all games except the Team League.

MATCHPOINTS: (See ****PAIRS**** below)

“At the end of each session, each pair is awarded one ‘matchpoint’ for each pair who scored worse than them on a board and a half ‘matchpoint’ for each pair who scored equally.” (ACBL)

In the example below, on Board #1:

- NS #1 had the highest score (+110) and were awarded 4 matchpoints,
- NS #2 had the 2nd highest score (+50) and were awarded 3 matchpoints,
- NS #4 had the 3rd highest score (-50) and were awarded 2 matchpoints,
- NS #5 had the 4th highest score (-100) and were awarded 1 matchpoint, and
- NS #3 had the lowest score (-110) and were awarded 0 matchpoints.

On Board #2:

- Because Pairs #1 and #3 tied for 3rd highest score, both were awarded 1.5 matchpoints. (The computer software prints the ‘-’ symbol to indicate 0.5).

SCORE: (Column 3)

The sum of the matchpoints, over all of the boards played by each pair (Column 1), is their Score for the match.

PERCENTAGE: (Column 2)

The Percentage (Pct) is obtained by dividing the pair’s Score by the theoretical maximum score (which is the score a pair would be awarded if they had the highest score on each board and no other pair even tied them on one board).

In our example, with 25 boards played by 5 pairs, the highest matchpoint score theoretically possible is $25 \times 4 = 100$. Thus, the percentage for Pair #2 is $52.76 / 100 = 52.76\%$.

Note: The highest possible matchpoint score depends on the number of boards played per round and the number of pairs. For example, with 7 boards per round the highest score on a board is 6. If 27 boards are played, the theoretical maximum is $6 \times 27 = 162$. Each pair’s score would be divided by 162 to calculate their percentage.

EXAMPLE: SAMPLE RESULTS from ACBLscore (the scoring software)

Scores after 25 boards Average: 50.0 Section A North-South

Column

1 Pair	2 Pct	3 Score	4 Rank	5 HNDCP	6 Total	7 Rank	8
2	52.76	52.76	2	17.79	70.55	1	Tim France - Barbara Wynneck
4	54.39	54.39	1	15.88	70.27	2	Elizabeth McKinnon - Nancy Coates
1	50.76	50.76		12.37	63.13		Bob Ellis - Jishun Chang
5	45.14	45.14		17.97	63.11		Sharron Valeriotte - Kate Francuz
3	47.01	47.01		13.80	60.81		Aline Plevka - Jean White

****PAIRS****

BOARD	1	2	3	4	5	
1>	4	3	0	2	1	(matchpoints awarded)
	110	50	-110	-50	-100	(score on the traveler)
2>	1-	0	1-	3	4	(matchpoints awarded)
	-400	-430	-400	-110	100	(score on the traveler)
(the rest of the 25 boards omitted)						

- Column 4 shows the rank order of finish for the un-handicapped Scores.
- When we handicap a game (more on handicapping below), the ACBLscore software adds each pair's Handicap Match Points (Column 5) to their un-handicapped Score (Column 3) to calculate their 'Total' score (Column 6).
- Column 7 shows the results printed in rank order according to Total (handicapped).
- Column 8 shows the Pair Names for the rank order of finish for the handicapped Scores.
- Columns 4 and 7 show the rank order of finish, only for the top 2 to 5 ranks, depending on the number of pairs.
- Column 8 shows the pair names in rank order of finish (handicapped).
- ACBLscore presents the results in this format and we are unable to change it.

Thus in the example:

- Pair #4 had the highest un-handicapped percentage and Score (Columns 2 & 3), but were 2nd on the handicapped rank list (Columns 6 & 7).
- Pair #2's handicapped Total placed them at the top in Columns 6 & 7.

Where do those handicap MATCH POINTS come from? HANDICAPPING

Handicapping is employed in most sports and competitions where there are wide differences in the abilities and experience of the competitors. Handicapping evens the playing field, especially when good players always team together against beginners and less experienced players.

There are two methods of handicapping available within the ACBLscore software.

1. **Strata Handicapping** - The game director uses the players accumulated Masterpoints to assign pairs into only 2 or 3 Strata A, B, C. It cannot average the skills of the two players in a pair. It requires subjective decisions by the game director for each pair, when accumulated MPs are not available or especially when the two players in a pair have unequal skill levels. The director has to choose which MP levels to use for each Strata category. Strata Handicapping is commonly used at tournaments where all competitors are ACBL members with MP records, and players in each pair are usually at the same skill level.
2. **Recent Percentage Handicapping.**

This method is much more accurate, and only requires subjective decisions by a game director only when a player has not previously played in a game at our club, and has no previous percentage record. It relies on the current skill levels of each pair.

ACBLscore sets a 65% game score as the standard of comparison (Col 2). Averaging a pair's percentage scores over a number of sessions, the computer calculates their PERCENTAGE handicap as the difference between their average percentage game score and 65%. At GBC we average the percentage over the last ten games played at a particular event. For example, if a pair has an average game percentage of 50% over their last ten plays at the Tuesday night game, then their Handicap MATCH POINTS (Col 5) will be their Percentage Handicap X (times) their Match Point Score (Col 2) added to their Match Point score (Col 2) to arrive at their Total handicapped matchpoint score for the game (Col 7).

In the example above, based on their average percentage scores over the last ten Wednesday games played, Pair #2 was awarded a handicap of 17.79 MATCHPOINTS, while Pair #4 had a lower handicap of 15.88 MATCHPOINTS. Pair #5 also had a larger handicap than Pair #3 which gave them the 4th place handicapped.

IMPORTANT- Col 5, HNDCP, is not the pair's *percentage handicap* – it is the result of using their average percentage handicap to calculate the number of match points to add to their score.

IMPORTANT: Since the total available Match Points depends on the number of tables, and the number boards played in each game, the amount of the HANDICAP MATCH POINTS, awarded will vary between games, even if your Percentage Handicap remains about the same.

Since we average the percentages over the last ten games played, your handicap decreases when you do better and achieve higher un-handicapped Scores.

QUESTIONS? COMMENTS?

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