# Manual Scoring – The Basics

Despite being in the age of computer scoring, directors must understand the basics of 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 manually to adjust results compiled by computer.

Pairs receive 2 matchpoints for every pair they beat on a board and 1 matchpoint for every pair getting the same score.

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 so a top is 16 matchpoints per board. The maximum possible for a session is Boards 27 (Boards) x 16 (Top) = 432 and an average performance would earn 216 matchpoints.

**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.

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**

| Double Matchpointing | | | | | | Brd 4 Dlr West All Vul | |
|---|---|---|---|---|---|---|---|
| Tbl | Contract & Tricks Won | NS Score | EW Score | NS | EW | NS MPs | EW MPs |
| 1 | 3CE 10 | | 130 | 1 | 9 | | |
| 2 | 3NTE 11 | | 660 | 2 | 2 | | |
| 3 | 2NTE 8 | | 120 | 3 | 4 | | |
| 4 | 3NTW 7 | 200 | | 4 | 6 | 16 | |
| 5 | 3NTE 9 | | 600 | 5 | 8 | | |
| 6 | 6CE 11 | 100 | | 6 | 1 | | |
| 7 | 5CE 10 | 100 | | 7 | 3 | | |
| 8 | 3SN 9 | 140 | | 8 | 5 | 14 | |
| 9 | 3CE 11 | | 150 | 9 | 7 | | |
| | | | | | CHECK SUM | 72 | 72 |

NS6 and NS7 have the same score.

They have each beaten 5 pairs and drawn with one so get (5 x 2) + 1 = 11 matchpoints. Effectively they get the average of 12 and 10, the next two scores available.

| Double Matchpointing | | | | | | | Brd 4 Dlr West All Vul |
|---|---|---|---|---|---|---|---|
| Tbl | Contract & Tricks Won | NS Score | EW Score | NS | EW | NS MPs | EW MPs |
| 1 | 3CE 10 | | 130 | 1 | 9 | | |
| 2 | 3NTE 11 | | 660 | 2 | 2 | | |
| 3 | 2NTE 8 | | 120 | 3 | 4 | | |
| 4 | 3NTW 7 | 200 | | 4 | 6 | 16 | |
| 5 | 3NTE 9 | | 600 | 5 | 8 | | |
| 6 | 6CE 11 | 100 | | 6 | 1 | 11 | |
| 7 | 5CE 10 | 100 | | 7 | 3 | 11 | |
| 8 | 3SN 9 | 140 | | 8 | 5 | 14 | |
| 9 | 3CE 11 | | 150 | 9 | 7 | | |
| | | | | | CHECK SUM | 72 | 72 |

Don't forget we are just scoring for the NS pairs so the next best result for NS is the -120 and the worst score for NS is the -660.

| Double Matchpointing | | | | | | | Brd 4 Dlr West All Vul |
|---|---|---|---|---|---|---|---|
| Tbl | Contract & Tricks Won | NS Score | EW Score | NS | EW | NS MPs | EW MPs |
| 1 | 3CE 10 | | 130 | 1 | 9 | 6 | |
| 2 | 3NTE 11 | | 660 | 2 | 2 | 0 | |
| 3 | 2NTE 8 | | 120 | 3 | 4 | 8 | |
| 4 | 3NTW 7 | 200 | | 4 | 6 | 16 | |
| 5 | 3NTE 9 | | 600 | 5 | 8 | 2 | |
| 6 | 6CE 11 | 100 | | 6 | 1 | 11 | |
| 7 | 5CE 10 | 100 | | 7 | 3 | 11 | |
| 8 | 3SN 9 | 140 | | 8 | 5 | 14 | |
| 9 | 3CE 11 | | 150 | 9 | 7 | 4 | |
| | | | | | CHECK SUM | 72 | 72 |

We could go through the same process for the EW pairs but it is easier to deduct the NS scores from the top of 16 to find what is left for the EW pair.

| Double Matchpointing | | | | | | Brd 4 Dlr West All Vul | |
|---|---|---|---|---|---|---|---|
| Tbl | Contract & Tricks Won | NS Score | EW Score | NS | EW | NS MPs | EW MPs |
| 1 | 3CE 10 | | 130 | 1 | 9 | 6 | 10 |
| 2 | 3NTE 11 | | 660 | 2 | 2 | 0 | 16 |
| 3 | 2NTE 8 | | 120 | 3 | 4 | 8 | 8 |
| 4 | 3NTW 7 | 200 | | 4 | 6 | 16 | 0 |
| 5 | 3NTE 9 | | 600 | 5 | 8 | 2 | 14 |
| 6 | 6CE 11 | 100 | | 6 | 1 | 11 | 5 |
| 7 | 5CE 10 | 100 | | 7 | 3 | 11 | 5 |
| 8 | 3SN 9 | 140 | | 8 | 5 | 14 | 2 |
| 9 | 3CE 11 | | 150 | 9 | 7 | 4 | 12 |
| | | | | | CHECK SUM | 72 | 72 |