

A Guide to Pairs Scoring (MPs vs IMPs)

Matchpoints Scoring (MPs)

The scoring system at a regular duplicate a club is almost always called “Pairs” or “Matchpoints”.

It is a slightly strange scoring method because the size of the score isn't important, how many pairs you beat is important.

How Does that differ to IMP scoring?

Normally the best and worst scores are removed, and the average is calculated, and then rounded (down I believe).

So, on the first 3 boards we remove the best & worst, and get the average.

Then we compare the difference for all scores to the average, and [look at the IMP table](#) to see the result.

In IMPs, the size of the score does matter, as this affects it's distance from the average. The relative placement of the score is effectively irrelevant.

In both methods, a good board is still a good board, and a bad board is a still a bad board, but in MPs, it is the relative placement, in IMPs it is the distance from the average.

Remember the 4 things when playing IMP based scoring?

- Declarer's top priority is making the Contract
- Play the Safest Contract
- Bid Your Games
- Defender's top priority is to defeat the contract rather than simply try to limit the overtricks

PLUS, after looking through the scores,

DON'T DOUBLE unless you are confident taking off the contract, but if confident the contract is going down, then DOUBLE (bigger distance from the average)

Be confident in your sacrifices but don't give away big scores.

If you know your scoring, then these can be good sacrifices vs a game contact (but terrible vs a part score game)

1 down VUL vs NV (300 vs 420)

Or 2 down VUL vs VUL (500 vs 620)

Or 3 down NV vs VUL (500 vs 620)

If the opposition sacrifice, you should double.