

Scoring bridge for two pairs

I am sure you too have been in this situation, sitting at home with three other players playing a game of bridge.

Unfortunately this is not all that satisfying, for if you have good cards you win, and if you have bad cards you lose. There is no way you can measure your rate of success or failure on a deal.

Example 1

Some players in Kharkov, Ukraine, felt the same and thought about it: "How can you eliminate the element of luck when deals are only played at one table ?"

They came up with an idea which was further developed by players in Moscow, who ran thousands of deals through a computer.

They calculated the **scoring expectations** with a given number of **High Card Points** in the Partnership hands.

The results are shown on the adjacent Table.

With the use of this Table players can measure at the end of a deal whether they have met, fallen short of or surpassed expectations. In other words you are playing against the average result of thousands of deals with the same strength.

1. Add up the **HCPs** of Declarer and Dummy's hand
2. Select the appropriate average score from the Compensation Table
3. Subtract the Compensation score from the actual score achieved

eg

- NS are in 2NT making 3 for a score of 150, with 24 HCP non Vul = $150 - 200 = -50$, therefore EW get the score of 50
- NS are in 3NT making 3, with 24 HCP non Vul = $400 - 200 = +200$, so NS obviously get that score !
- NS are in 4♥ going 1 light, with 26 HCP = $-100 - 350 = -450$. EW get 450

HCP	COMPENSATION	
	Not Vul.	Vul.
20	0	0
21	50	50
22	70	70
23	110	110
24	200	290
25	300	440
26	350	520
27	400	610
28	430	630
29	460	660
30	490	690
31	600	900
32	700	1050
33	900	1350
34	1000	1500
35	1100	1650
36	1200	1800
37+	1300	1950

A variation

The computer analyses only **High Card Points (HCP)**. It is therefore debatable whether shortage should be included in the actual compensation table.

A **void** or **singleton** can have on the strength of a hand and on its boost in trick taking potential consider adding the following to the HCP when in a suit

3 Points for a singleton **5 Points** for a void

If you wish to do this, agree to it **before** the start of play !

[illegible]

Board (Dealer)	Vul	Contract	By	Lead	Made	Score	Compensation (from table)	Compensated score		IMPs	
								Us	Them	Us	Them
26 (E)	ALL										
27 (S)	NIL										
28 (W)	NS										
29 (N)	ALL										
30 (E)	NIL										
31 (S)	NS										
32 (W)	EW										

Difference	IMPS
0 - 10	0
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