

A DUPLICATE COMPETITION

When you play at a club, the cards are placed in a *board* so that the same hand can be played many times. When a table has finished playing a hand the North player fills in the score on the traveling score sheet (*traveller*) that accompanies the board. If you are sitting N/S you are hoping to get a higher score than the other North/Souths who have played the same board. If you are sitting E/W you are hoping to beat the other E/W scores.

Below is a sample traveller for Board 1 in a seven table competition (fourteen pairs). At the end of the competition the director (or scorer) awards *match points* (the figures in red) for each board as follows:

A pair gets 2 points for each pair (**playing in the same direction**) that they beat and 1 point for each pair with whom they equal.

In this example N/S Pair 4 got the best score by playing in 3NT and making two overtricks. They beat all the other N/S scores (six other pairs) and so score 12 match points (This shows the importance of overtricks!)

E/W pair 14 got the best E/W score as they were the only E/W pair to defeat the N/S contract.

Pair No		Board No. 1						
N/S	E/W	Contract	By	Tricks	N/S Score	E/W Score	N/S MPs	E/W MPs
1	8	3NT	N	10	430		6	6
2	9	3NT	S	10	430		6	6
3	10	4S	N	10	420		2	10
4	11	3NT	N	11	460		12	0
5	12	3NT	S	10	430		6	6
6	13	4S	S	11	450		10	2
7	14	3NT	S	8		50	0	12

When the match points have been calculated for each board they are then transferred to a result sheet or 'recap sheet' and the total match points for each pair are calculated for the session.

		← Board Numbers →															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	Tot	Position
↑ P a i r N u m b e r s ↓	1	6	7	0	1	6	6	6	4	3	6	7	0	1	6	59	14
	2	6	7	4	9	1	6	6	12	8	6	7	4	9	1	86	7
	3	2	4	6	4	8	10	10	7	11	2	4	6	4	8	86	7
	4	12	11	5	6	5	0	0	2	2	12	11	5	6	5	82	9
	5	6	6	12	3	5	6	6	8	10	6	6	12	3	5	94	4
	6	10	6	10	10	6	2	2	6	9	10	6	10	10	6	103	1 st
	7	0	6	8	2	6	12	12	0	6	0	6	8	2	6	74	11
	8	6	6	4	3	7	6	6	0	1	6	6	4	3	7	65	13
	9	6	1	12	8	7	6	6	4	9	6	1	12	8	7	93	6
	10	10	8	7	11	4	2	2	6	4	10	8	7	11	4	94	4
	11	0	5	2	2	11	12	12	5	6	0	5	2	2	11	75	10
	12	6	5	8	10	6	6	6	12	3	6	5	8	10	6	97	3 rd
	13	2	6	6	9	6	10	10	10	10	2	6	6	9	6	98	2 nd
	14	12	6	0	6	6	0	0	8	2	12	6	0	6	6	70	12
		84	84	84	84	84	84	84	84	84	84	84	84	84	84		

For the final results sheet, the match point scores are converted to a percentage. The percentage is the actual match points scored out of the possible maximum match points.

In this seven table competition the maximum match points on a single board is 12 (6 x 2). So the maximum match points possible is 12 x 14 boards = 168.

Position	Pair	MPs/Max	Score
1	Pair 6	103/168	61.30%
2	Pair 13	98/168	58.33%
3	Pair 12	97/168	57.73%
4	Pair 5	94/168	55.95%
etc			

DUPLICATE SCORING

THE TRAVELLER

It is North's job to write the score on the traveller. When the traveller has the N/S pair number pre-printed it is very important to make sure the score is entered on the right line. North always writes the score on the line that is his or her pair number. When North has finished entering the score, North should show the traveller to East. East is responsible for checking that all the score details are correct.

MOVEMENTS

MITCHELL MOVEMENT

The most common movement you will encounter is the Mitchell movement. In this movement all the North/Souths stay seated and the East/Wests move up one table. Usually there are two winners, a North/South winner and an East/West winner. Sometimes the director will ask for an Arrow Switch on the last round to enable there to be just one winner.

HOWELL MOVEMENT

When there is only a small number of tables (especially if there is a half table) the director may play a Howell movement. In this movement almost all of the pairs move at the end of each round. There will be a movement card on each table showing which table and which direction (N/S or E/W) each pair needs to move to at the end of the round.

It also shows which pairs should be at the table for the current round and which boards should be played. It is North's responsibility to check that the right pairs and the right boards are at the table (though it is a good idea for everyone to check). If a pair play at the wrong table or the wrong boards are played this causes serious disruption!

A useful tip is to look at who is seated at the position you are going to move to next... you normally follow this same pair on each round.

ARROW SWITCHING

Sometimes the director will ask for an Arrow Switch on the last round of a Mitchell movement to enable there to be just one winner. (The correct number of boards to switch is one eighth of the total boards).