

# One-Table Duplicate-Style Par Scoring Tally Sheet

Par Table<sup>1</sup>

IMPs

Major fit							Minor fit							No Fit		
8-card		9-card		10+ card			8-card		9-card		10+ card			HCP	NV	V
HCP	NV	V	NV	V	NV	V	HCP	NV	V	NV	V	NV	V	HCP	NV	V
20	30	10	90	70	120	120	20	-20	-40	-40	-60	-60	-70	20	20	-10
21	60	30	140	130	160	240	21	30	0	20	-10	40	40	21	40	20
22	100	100	170	200	230	310	22	60	50	60	70	70	100	22	60	50
23	140	180	260	330	280	380	23	80	80	90	110	160	260	23	90	80
24	190	310	330	450	370	510	24	160	180	170	200	260	320	24	160	150
25	270	410	390	550	400	570	25	190	270	260	400	320	450	25	220	290
26	350	500	430	630	440	640	26	320	440	340	500	420	560	26	310	480
27	400	580	470	690	510	730	27	360	490	410	590	480	680	27	390	580
28	420	630	540	750	640	920	28	390	580	470	680	590	870	28	420	600
29	450	660	600	860	720	1050	29	420	640	530	770	670	1000	29	440	630
30	550	770	730	1050	920	1320	30	490	740	670	990	850	1250	30	470	660
31	620	900	890	1280	1020	1470	31	560	840	820	1210	950	1400	31	510	710
32	770	1120	970	1400	1070	1550	32	710	1060	900	1330	1000	1480	32	640	900
33	910	1310	1010	1460	1110	1610	33	840	1240	940	1390	1040	1540	33	820	1170
34	1010	1460	1110	1610	1210	1760	34	940	1390	1040	1540	1140	1690	34	920	1320
35	1110	1610	1210	1760	1310	1910	35	1040	1540	1140	1690	1240	1840	35	1020	1470
36	1210	1760	1310	1910	1410	2060	36	1140	1690	1240	1840	1340	1990	36	1120	1620
37	1310	1910	1410	2060	1510	2210	37	1240	1840	1340	1990	1440	2140	37	1220	1770
38	1410	2060	1510	2210	1610	2360	38	1340	1990	1440	2140	1540	2290	38	1320	1920
39	1510	2210	1610	2360	1710	2510	39	1440	2140	1540	2290	1640	2440	39	1420	2070
40	1610	2360	1710	2510	1810	2660	40	1540	2290	1640	2440	1740	2590	40	1520	2220

Up To	IMPs
10	0
40	1
80	2
120	3
160	4
210	5
260	6
310	7
360	8
420	9
490	10
590	11
740	12
890	13
1090	14
1290	15
1490	16
1740	17
1990	18
2240	19
2490	20
2990	21
3490	22
3990	23
∞	24

1. The Par Table is based average scores from over 60,000 results (30,000 boards) at world class tournaments ([www.compensationtable.com](http://www.compensationtable.com)).

NS: \_\_\_\_\_ EW: \_\_\_\_\_

#	Hand		Contract			Decl'r Score	HCP		Scoring Line			Score		(SL) Diff	IMPs		Total IMPs	
	Dlr	Vul	Bid	By	Md		NS	EW	Pair	Fit	±	SL	Par		NS	EW	NS	EW
1	N	None																
2	E	NS																
3	S	EW																
4	W	Both																
5	N	NS																
6	E	EW																
7	S	Both																
8	W	None																
9	N	EW																
10	E	Both																
11	S	None																
12	W	NS																
13	N	Both																
14	E	None																
15	S	NS																
16	W	EW																

## Instructions

Choose pairs and assign table positions (NS & EW).

### Deal & Play

1. **Deal.** Rotate the dealer according to the *Dlr* column. The dealer and vulnerability combinations complete a cycle after 16 boards. Each player will see all 16 combinations of table positions and vulnerability.
2. **Auction.** Bid the hand taking the vulnerability from *Vul* column in the table.
  - a. **Note:** Do not re-deal passed-out hands. Score like any other hand, awarding zero points.
3. **Contract.** After the auction, fill in the *Contract* field. “X” = doubled. “XX” = redoubled.
4. **By.** Fill in the declarer position in the *By* column. It is highlighted in yellow as are the Pair & ± columns.
5. **Play.** Play the hand as in duplicate, keeping the cards in front of each player.

### Rubber Scoring

6. **Result.** After the hand is played, fill in the *Made* field. If the contract was 4S making 4, enter “4”. If they made 5, enter “5”. Do not enter “+5” or “+1”. If the contract was defeated by 2 tricks, enter “-2”.
7. **Rubber Bridge Score.** Enter the standard rubber score in the *Decl’r* column. Use a negative number for defeated contracts (-100). Do not award honor points. It is highlighted in green as is the *SL Score* column.

### Par Scoring

8. **High Card Points (HCP).** Turn over all of the cards. Add up the high card points for each pair. Enter the values in the *NS* & *EW* columns. Make sure that NS + EW = 40.
  - a. **Vulnerability.** Notice that the vulnerability is highlighted in red.
9. **Scoring Line (SL).** These three columns determine the *scoring line*.
  - a. **Pair.** The SL side is the pair with the most high card points. If both sides have 20 points, the SL pair is the pair with the dealer. This is the pair that will usually make a positive rubber score.
  - b. **Fit.** Find the longest suit fit for the SL pair. Enter the length of the fit plus the suit. For example, if the SL pair has a 9-card heart fit, enter “9H”. If they do not have at least an 8-card fit, enter “NF” or “none”. If they have a two-suit fit of the same length, enter the higher ranking suit.
  - c. **± Column.** If the other two yellow columns are the same side (SL Pair = Declarer), write a “+”. Otherwise, write a “-”. This will determine whether the SL score must be made negative.
10. **Score.** These two columns will be used to calculate the *Diff* which will determine the IMPs.
  - a. **SL.** Copy the *Decl’r* score (other green column) to the *SL Score* column. If the ± column has a “-”, change the sign (+ or -).
  - b. **Par.** Enter the Par score from the Par Table.
11. **Diff.** Calculate the  $Diff = SL - Par$ .

### IMPs

12. **IMPs.** If the *Diff* score is positive, put the IMPs in the column for the SL pair. Otherwise, put them in the other column. Write a zero in the other column.
13. **Total IMPs.** Add the new IMPs to the previous total to get a running total.

## Example

Here are some example hands with the scoring filled in. The first 13 hands were actually played. The last three are made up for illustration purposes.

Hand			Contract			Decl'r Score	HCP		Scoring Line			Score		(SL) Diff	IMPs		Total IMPs	
#	Dlr	Vul	Bid	By	Md		NS	EW	Pair	Fit	±	SL	Par		NS	EW	NS	EW
1	N	None	2S	N	-1	-50	19	21	EW	8C	-	50	30	20	0	1	0	1
2	E	NS	4H	S	5	650	24	16	NS	10S	+	650	510	140	4	0	4	1
3	S	EW	2S	S	4	170	18	22	EW	11C	-	-170	100	-270	7	0	11	1
4	W	Both	5D	N	5	600	26	14	NS	11D	+	600	560	40	1	0	12	1
5	N	NS	2NT	W	-2	-100	18	22	EW	8D	+	-100	60	-160	4	0	16	1
6	E	EW	2NT	S	4	180	19	21	EW	NF	-	-180	20	-200	5	0	21	1
7	S	Both	2D	W	5	150	20	20	EW	10D	+	150	-70	220	0	6	21	7
8	W	None	3H	N	-1	-50	21	19	NS	8D	+	-50	30	-80	0	2	21	9
9	N	EW	3S	E	4	170	16	24	EW	8S	+	170	310	-140	4	0	25	9
10	E	Both	3NT	N	3	600	28	12	NS	NF	+	600	600	0	0	0	25	9
11	S	None	4H	N	5	450	24	16	NS	10H	+	450	370	80	2	0	27	9
12	W	NS	2D	W	-1	-50	23	17	NS	10H	-	50	380	-330	0	8	27	17
13	N	Both	3NT	S	-1	-100	26	14	NS	NF	+	-100	480	-580	0	11	27	28
14	E	None	6NT	W	7	1020	4	36	EW	NF	+	1020	1120	-100	3	0	30	28
15	S	NS	5NT	W	7	520	4	36	EW	NF	+	520	1120	-600	12	0	42	28
16	W	EW	4S-X	N	-3	-500	9	31	EW	8H	-	500	900	-400	9	0	45	28

### Notes:

#	Comments
1	The points are almost equal. N may have over bid or she may have prevented EW from a part score, which would almost certainly have been more than 1 IMP.
2	S seems to have made the most of 24 HCPs and was rewarded with 4 IMPs.
3	This was a distributional hand. NS seems to have stolen the contract from EW with their 11-card club fit. With only 22 HCP, they might not have had game, but probably did have enough for at least 3C. That cost them 7 IMPs. Even going down 1 at 3-4C would have been better.
4	Looks like good bidding. Doing what you are expected to do gets a small reward, but prevents a large penalty.
7	With the HCPs split 20-20, I chose to make declarer the scoring line, rather than dealer.
10	N bid exactly what was expected, so the IMPs were 0-0.
12	W stole this contract for 8 IMPs.
13	S either got a bad break or misplayed it for a penalty of 11 IMPs.
14	E stopped at 6 and lost 3 IMPs. If she had continued to 7, it would have been +400 for 9 MP. 36 HCPs is tough because some of them make 7, but most don't.
15	Same hand, but this time she stopped at 5 for a penalty of 12 IMPs.
16	N stole this hand at favorable vulnerability for 9 IMPs. EW is in a tough spot. Par is +900. Slam may be unlikely. If they bid and make 5H, they only get +650 for -6 IMPs, but that's better than the -9 they did get.