

IMP Scoring For Swiss Team Events

In a Swiss Team Event, there are no Bridge-Mates. Teams keep paper scores on a score sheet called an "ACBL Team Private Score." You will need to have this scorecard in front of you for what follows.

Each Swiss team has four players. Your team plays a series of one-on-one matches against other teams in the tournament. Each match is scored separately and your tournament score is the total of your individual match scores. The team with the highest total score wins.

Look at the scorecard. On the left side is a conversion scale converting raw point score to International Matchpoints (IMPs). Below that scale is a VP conversion scale converting IMPs to Victory Points (VPs). For each match, the players convert the raw score to IMPs and record that conversion on their scorecard. The Director then converts the IMP score to VP score.

Let's play a sample match to see how this scoring works. For this match, you are team #1 and you are playing team #2. At Table 1, two members of your team sit as NS and two members of team #2 sit as EW. At table 2, the other two members of your team sit as EW and the other two members of team #2 sit as NS.

In this match, you will play Boards 1-6. At table 1, you will start with Boards 1-3 and at table 2, they will start with Boards 4-6. After each table plays its 3 boards, you will exchange boards so that all 6 Boards will be played at both tables.

First fill in on your team number at the top of the scorecard, and then the number of the match, the team number of your opponent and the numbers of the boards that you are playing. You will then fill in the scores after each board is played.

On Board #1, at table 1, your NS bid 3S, and made 4, for a score of +170. Enter that score in the (+) column for Board #1.

On Board #2, your NS bid 3NT and made 4 (vulnerable) for a score of +630. Enter 630 in your (+) column for Board #2.

On Board #3, team #2's EW bid 5D (vulnerable) and made 6. Your score is minus 620 and you enter that score in your (-) column for Board #3.

On Board #4, your NS bid 3D but went off one (vulnerable). Your score is minus 100 and you enter that score in your (-) column for Board #4.

On Board #5, team #2's EW bid and made 1NT. Your score is minus 90 and you enter that score in your (-) column for Board #5.

On Board #6, your NS bid 5D, was doubled and went off 2 (not vulnerable). Your score is minus 300 and you enter that score in your (-) column for Board #6.

Now that you have played and scored all six boards, the next step is compare table 1's scores with the scores from table 2. Your NS stays at its table and your EW comes over to join them. Your EW reports its scores as follows:

On Board #1 at table 2, team #2's NS bid 4S and made 4 (non-vulnerable), for a score of 420. Therefore, your team at table 2 had a score of (-) 420. At table 1, your team had a plus 170. You net out these results. The net result for your team on Board #1 is (-) 250.

Although minus 250 is the "raw score", it is not the IMP score. Look at the IMP conversion scale. A raw score of 250 is within the 220-260 raw point score bracket, and therefore converts to 6 IMPs. Your team's score for Board #1 is (-) 6 IMPs, which you record in the "IMP" column.

For Board #2, your NS had a (+) score of 630 for bidding and making 3NT with an overtrick. At table 2, team #2's' NS bid and made 4S, for a score of 620, giving your team a (-)620. The net result is a plus 10 for your team. However, the first bracket for IMP conversion is 20-40. A differential of only 10 points does not result in any IMP scoring. This hand is a tie. Neither team gets any IMPs. A tie is called a "push" in Swiss Team parlance.

For Board #3, your NS had a (-) 620 because the opponents bid and made 5D with an overtrick. However, your excellent teammates playing EW at the other table found the slam. They bid 6D and made 6D, for a score of (+) 1370. Therefore, you have a net score of (1370-520) (+) 750. 750 is in the 750-890 bracket, so you get (+) 13 IMPs.

We will skip the scoring of boards 4, 5 and 6. Suffice it to say, your team ended up with (+) 8 IMPs for the match. What you must now do is compare your calculations with the calculations of your opponent to make sure that you agree on the (+) 8 IMPs score for your team. Once the score is agreed to, it is written on a piece of paper, the paper is initialed and it is handed to the Director.

There is one final step that is taken by the Director. Below the IMP scale is a "20 VPs" scale. This scale converts the IMP score into "Victory Points". In each match, a total of 20 Victory Points are awarded. Because your match was 6 boards, you refer to the "6-8 Bds" column (on the left) and see that 8 IMPs is in the 8-10 bracket and converts to 14 Victory points for your team and 6 Victory points for your opponents. The Director makes this conversion and then credits each team with the proper number of Victory Points from this match.

Your VP total is the cumulative total for all of your matches. The winner of the event is the team with the highest total number of Victory Points.

