

Lansdown Club Bridge Nights

We aim to play 14-16 boards in an evening - please arrive by 18:45 in time to start promptly at 7pm and we should finish by 9.45pm. We have [Howell movement cards](#) for rotational play from 2 tables (4 pairs) up to 5 tables, in half-table increments. If we have half tables, there is a sit out for each pair.

Scoring Guide

The personal Scoresheet we use can be found in [the same link](#) as our Table Movement Cards

You should use this scoresheet (which will be printed & given to each pair on the night) to record your score for each board of pre-dealt cards.

There should also be a printed scoresheet slipped into the space on the board - this is called a 'traveller'. This should be completed by the player in North position and verified as correct by the player in the East position after the game is finished.

The same information should be recorded on the traveller as on your own scoresheet, but with some slight differences, as below. The aim is to end up with a record both of what all pairs did on each board.

The Traveller:

1. The board number should be written at the top and ideally also on the back so shows once folded into board - this is important identification in case traveller gets separated from board, please add if not already there
2. Write score against **N/S pair number** - not against the Board number
Your pair number is allocated from your position at your first playing Table - look on the Movement Card on the table. If you are N/S, write score against your own pair number, otherwise find your opposition pair's number to write score against and add your pair number as E/W. You can do this for all boards you will be playing before you start. Once bidding finished, write down the contract (e.g. 3NT), who bid contract (ie who first mentioned suit that game ended up in - NSEW) and what card was led (e.g. 5H for 5 of Hearts). At the end, complete with how many tricks made and the points (in NS column if they either won or got EW down, or EW if they won/NS went down) - see "Scoring" below
3. Only add Game score if you bid it, same for Slam
e.g. 3H with 1 overtrick does not get the same score as 4H Game, just score for 3H plus 1 overtrick
4. Only score as Vulnerable if your pair marked out with orange stickers on that board
white stickers = non-vulnerable. If you are vulnerable the penalty for not making your contract doubles (100 per trick instead of 50) but the bonus for making Game or Slam goes up

Own score sheet - same as Traveller except:

1. Write your Pair number at top, together with your names
2. Write score against **Board number**

Scoring

Scores can be found on the back of the appropriate Bidding Box card. Check back of Pass card for undertricks, i.e. score given to opposition where contract goes down

Or see calculator in

<https://www.funbridge.com/counting-bridge>

(consider saving on smartphone for ease of access)

Traveller examples

With some mistakes - can you spot them? Answers below!

The Board 5 traveller is mostly completed correctly - everyone bid the game but some pairs did not make it (vulnerable scoring)

Section		Board Number 5						
Pair No.	Contract	By	Lead	Tricks	NS +	EW +	Match Points	
1	5 4S	S	7C	10	620			
2								
3								
4	2 4S	N	2C	8		200		
5	6 4S	N	2H	10	620			
6								
7								
8	3 4S	N	AD	9		100		
9								

Section		Board Number 12						
Pair No.	Contract	By	Lead	Tricks	NS +	EW +	Match Points	
1								
2								
3	2 4H	E	5C	11		450		
4								
5								
6								
7	5 3H	E	5D	11		730	72	
8	6 4H	W	5C	11		450		
9								
10								
11								
12	4 4H	W	5C	11		450		
13								
14								
15							should be 250	
16								
17								
18								

Scoresheet example

This is from the same night as the Traveller examples above - compare completion of boards 5 & 12. Note how it is easy to make a mistake when allocating score to you vs them!

Board No.	NS Pair No.	EW Pair No.	Contract	By	Card led	Tricks made	Your Score	Their Score
1	8	1	2C	N	4S	10	130	-
2	8	1	2S	N	AD	5	-	300
3	8	2	1NT	S	JS	6	-	50
4	8	2	1H	E	3S	8	-	110
5	8	3	4C	N	AD	9		100
6	8	3	4S	W	5C	7	300	-
7	8	4	3NT	W	6H	4	500	-
8	8	4	2NT	S	3H	7	-	50
9	8	5	2H	E	2C	7	100	100
10	8	5	3NT	S	2D	10	630	
11	8	6	1S	W	10D	5	100	
12	8	6	4H	W	5C	11	-	450
13	8	7	3D	S	6C	8	-	100
14	8	7	1NT	E	9S	5	100	
15								
16								
Your Total Score							1030	+ 830

Mistake on Board 5 Traveller:

- One pair has scored in line 5 (the board number) rather than N/S pair number (no entry for pair 7 - pair 7 must have played pair 6 so score should have been recorded in line 6 or 7, whichever was N/S)

Board 12 Traveller issues

- One pair has scored again number 12 (board number) rather than N/S pair number (no entry for pair 1 - pair 1 must have played pair 4 so score should have been recorded in line 1 or 4, whichever was N/S)
- In Line 7, game (4H) was not bid so game score cannot be claimed. Had game been bid, it was not vulnerable (according to all other pairs) 4H+1 is 450 or 650 if vulnerable. 3H+2 is 200 points whether vulnerable or not - you can check this in <https://www.funbridge.com/counting-bridge>

Last updated 6/2/26

International Match Point (IMP) Scoring - notes from Jim Geraghty October 2024

Three score sheet examples from a 3 table session (limited number of pairs makes scoring quite crude but easier to see how the scoring works).

For each traveller, every NS pair gets assessed against the other NS pairs. Likewise every EW pair. Basically, a pair gets two points for each pair in their orientation that they outperform, and one point for each pair with which they tie.

First is a board that had several ties. Two EWs tied, so got a point each. Then they both beat the third pair, so got another two points each. The beaten pair got nil. Pair 4 was the only NS to win, so took four points. Each other NS tied with each other, but beat nobody, so got 1.

Section		Board Number 13							
Pair No.		Contract	By	Lead	Tricks	NS +	EW +	Match Points	
NS	EW								
1									
2	3	4S N	10C	8	-200	200	1	3	
3									
4	1	2NT S	2C	10	180	-180	4	0	
5									
6	5	4S N	AC	8	-200	200	1	3	
7									

In the next board all games achieved the same score - all declarers got the same score, so performed as well as each other. But all defenders achieved the same as each other too. So everyone shared the points, two each:

Section		Board Number 9							
Pair No.		Contract	By	Lead	Tricks	NS +	EW +	Match Points	
NS	EW								
1	2	2S	W	QD	7	100	-100	2	2
2									
3									
4	5	2S	W	QD	7	100	-100	2	2
5									
6	3	2S	W	4D	7	100	-100	2	2
7									

The third board show clear winners and losers. Pair 1 was the only NS to make a contract. Pairs 4 and 6 went down, but 4 more so than 6, so 4 got no points at all.

Section		Board Number 8							
Pair No.		Contract	By	Lead	Tricks	NS +	EW +	Match Points	
NS	EW								
1	2	2H	N	KD	11	200	-200	4	0
2									
3									
4	5	3NTS	S	4S	7	-100	100	0	4
5									
6	3	3NTS	S	6S	8	-50	50	2	2
7									

You will notice that with only six pairs there are only two pairs to compete with for each orientation (north/south or east/west). So you can score a maximum of four points per board - beating two pairs. You can score 4,3,2,1 or 0. Whatever you get, your opposing pair will get the balance from four.

With four tables the points for each board would total six; for five they would total eight. For more than that you start to need [Bridgemates](#) to keep track.