

# IMP Pairs Scoring Program

## Beta Version

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Thanks to Patricia Haden for helpful suggestions concerning the documentation and user interface.

This program and documentation may be duplicated and used without charge. Use it at your own risk. I believe it to be correct, but cannot guarantee its accuracy.

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## 1 Introduction

This program is designed to be used for running an IMP pairs bridge event. It runs on IBM-PC compatible computers under the Windows operating system. The program can handle events in either a Swiss format or a round-robin format.

The program generates the draw for each round, either randomly or using a Swissing procedure based on the results of a previous round. After the round has been played, you must enter the north-south raw score for each board at each table (e.g., +110, -650). From those numbers, the program automatically computes the datum for each board, computes an IMP score against the datum for each pair/board, and computes each pair's total IMPs and victory points (VPs) for that round. Across rounds, it keeps track of total VPs for each pair to determine the winner (and for purposes of Swissing).

This document describes how to use this program. I assume that you are already familiar with (a) the basic ideas of an IMP pair event, and (b) using mouse-based Windows programs. If not, you may need to line up an expert assistant to help you through the first time.

You may copy and use this program and documentation freely as long as you do not alter either one. I would appreciate it if you would let me know if you use the program by emailing me at [miller@psy.otago.ac.nz](mailto:miller@psy.otago.ac.nz). It will be rewarding for me to know that my programming efforts have been useful to the bridge community. Of course you can also send me bug reports and suggestions of additional features needed.

## 2 Installing and Starting the Program

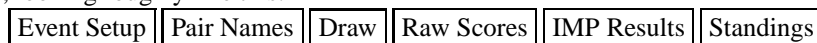
The program is a file called IMPPairs.exe, and this documentation file is called IMP-Pairs.pdf. They come together in a file called IMPPairs.zip. To install the software, just unzip the two files into a directory of your choice. To start the program, simply double click on the IMPPairs.exe application within that directory.

## 3 Planning the Event

An important limitation of this program is that it will work correctly *only if you have an even number of pairs* (i.e., no half tables). When organizing the event, make sure you find a reserve pair that will play or not as needed to make an even number of pairs on the day.

## 4 Using the Program—Step by Step

When you start the program, you will see a main screen with “Description of the Event” in big letters across the top and some other text and fields on it. Actually, though, the most important thing to notice about this screen is that there is a set of tabs across the top, looking roughly like this:



Each one of these tabs corresponds to a different page of information within the program. As you use the program, you can switch back and forth between these pages whenever you want, simply by clicking on the appropriate tab. You normally use the tabs in order from left to right, and that is how we will describe them in the following sections.

## 4.1 Starting the Event

To use the program, you must first give it some basic information about the event, and you do this on the [Event Setup](#) page.

You can type anything you want into the *Name of Event* and *Date of Event* fields. These are just for identification, but it is probably a good idea to set them to something sensible because they appear on all of the printouts.

*Number of Pairs:* Obviously, here you just enter the number of pairs who will be playing in the event. It has to be an even number (see section 3).

*Number of Rounds:* Here, you enter the number of rounds that the event will last. If you aren't sure how many rounds you will want to play, enter the maximum.

*Number of Boards per Round:* How many boards will be played in each round? This number is fixed—the program does not allow changing the number of boards in later rounds.

*Have set of boards 1 through:* You should enter here the highest board number in your set of boards. For example, if you have a set of boards numbered 1 to 32, you would enter 32 here. The program uses this number to figure out which boards should be played in each round. Specifically, it assumes that you will play boards 1–8 in round one (say you are playing 8-board matches), then 9–16 in round two, etc. If you have only 16 boards in your set, it will then start over with 1–8 in round three, but if you have 24 or more boards it will continue on with boards 17–24 in round three. And so on.

## 4.2 Entering Pair Names

You can enter pairnames on the [Pair Names](#) page. Just click on the right column and enter the names for any given pair.

Entering pair names is optional. If you enter the pair names, they will appear on many of the display screens and printouts, and many people will find it easier to read these. If you don't enter pair names, the pairs are simply referred to by number.

You don't need to enter the pair names at the beginning. For example, you can start round one (see next section) and then come back to this page to enter pair names while round one is being played. You also don't need to enter all the pair names at the same time. You can enter some, leave this page, and later come back and enter some more.

## 4.3 The Procedure for Each Round

The procedure is more or less the same for each round, and it involves these four pages:

<a href="#">Draw</a>	<a href="#">Raw Scores</a>	<a href="#">IMP Results</a>	<a href="#">Standings</a>
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### 4.3.1 Setting up the Draw

Before you can start the round, you have to set up the draw using the **Draw** page. When you first go to this page, you will see an empty chart with the table numbers down the left side and columns for NS and EW pair numbers.

Click on the **Set up the Draw** button to generate the first-round draw automatically (it will be a random draw).

Alternatively, you can type in the NS and EW pair *numbers* for a predetermined draw if you have one (names cannot be used here). If you do enter your own predetermined draw, it is a good idea to click on the **Check the Draw** button to get the program to check the draw for you. Among other things, it will catch errors in which you have the same pair playing at two different tables, or (in later rounds) if two opposing pairs have already played each other.

After you have generated the draw, you can print it. You can also view and print the draw using pair names instead of pair numbers, if the pair names have already been entered. Printing the draw with names instead of numbers increases the likelihood that people will sit where they are supposed to!

In later rounds (i.e., after one or more early rounds have been scored), you will be given a choice when you click the **Set up the Draw** button. Specifically, you will be asked whether you want to set up the draw randomly or based on the standings from one of the earlier rounds. If you are running a round-robin event, you can just always select the random option. If you are running a Swiss event, you can use the standings from an earlier round (generally, the most recent one that is scored) in order to determine the draw. That way, the highest-rated pairs that haven't already played each other will be paired up.

### 4.3.2 Entering the Results

After you have all of the scores for the round, you enter them on the **Raw Scores** page. The chart on this page is organized by table and board, and you should *enter the NS score* into the appropriate location. Be sure to use the minus sign as needed.

After all of the scores have been entered, you can click on the **Compute Datums** button to get the program to fill in the datums. All of the IMPs and VPs are also computed automatically when you click this button. (In fact, all of this is computed automatically when you move to another page, so you don't actually ever need to click the **Compute Datums** button.)

### 4.3.3 Computing the Scores

The last two pages are used to view the results. The **IMP Results** page shows the IMPs for each pair and for each board. The **Standings** page shows the VPs for each pair, round by round and totaled to the current round. On this page, the pairs are listed in order by their VP totals.

#### 4.3.4 Saving the Results

It is a good idea to save the results frequently to guard against disaster (e.g., power failure). A good time to do this is at the end of each round, after checking the standings.

To save the results to a file, click on “File” in the upper left corner of the window. This click will reveal a short menu with the three options “Open”, “Save”, and “Quit”. Select “Save”. The program will ask you to specify the name of a file in which the results are to be saved, and you can give any file name you like. I recommend using a different name after each round, such as Swiss001, Swiss002, Swiss003, etc.

#### 4.3.5 Printing

Almost every page has a print button that you can use to get a printout of the information on that page, assuming that you have a suitable printer connected to the computer and that it is configured appropriately by Windows.

#### 4.3.6 Changing to the Next Round

When the program starts, it is set to process round one. After you are done with round one, simply click on the Next Round button to proceed to round two.

If for any reason you need to go back to an earlier round, you can do that by clicking on the Previous Round button.

In fact, you can navigate back and forth across rounds as much as you like with these buttons.

### 4.4 At the End of the Event

After the all rounds have been played, all scores entered, and the final standings have been computed and printed, you should do a final save (see section 4.3.4). Then you can go back to the “File” menu and choose “Quit”.

## 5 Advanced Techniques

### 5.1 Retrieving Saved Results

To retrieve saved the results from a file, click on “File” in the upper left corner of the window. This click will reveal a short menu with the three options “Open”, “Save”, and “Quit”. Select “Open”. The program will ask you to specify the name of a file in which the results were saved, and you need to specify the previously saved file that you want to load in.

### 5.2 Changing the Draw

It may be necessary to change the draw by hand, possibly even after the scores for the round have been entered. For example, suppose the NS and EW pairs sat in the wrong direction for a round and that this was not discovered until the end of play for that

round. No problem. Simply return to the **Draw** page for the appropriate round, view the draw in terms of numbers, and then you can edit the incorrect numbers and put in the correct one. After you have done that, go next to the **Raw Scores** page for that same round—you should now see the corrected pair numbers on that page. When you next view the **IMP Results** or **Standings** pages for that round, these should reflect the corrected draw.

### 5.3 Correcting Scores

Sometimes you will need to correct a score after the results for a round have already been computed and/or printed. For example, players may tell you that a score had been misentered (possibly because it was misreported in the first place). No problem. Simply return to the **Raw Scores** page for the appropriate round and correct the erroneous score. When you then view the **IMP Results** page or the **Standings** page, these will reflect the correction.

## 6 Technical Information

The datum is computed by throwing out the top and bottom scores and averaging the rest.

IMPs are computed from the difference between a pair's score and the datum, using the following standard table:

Conversion of Score Difference to IMPs			
Score Difference	IMPs	Score Difference	IMPs
20–40	1	750–890	13
50–80	2	900–1090	14
90–120	3	1100–1290	15
130–160	4	1300–1490	16
170–210	5	1500–1740	17
220–260	6	1750–1990	18
270–310	7	2000–2240	19
320–360	8	2250–2490	20
370–420	9	2500–2990	21
430–490	10	3000–3490	22
500–590	11	3500–3990	23
600–740	12	4000+	24

Victory points are computed from a pair's total IMP score, summed across all boards for the round, using the following table. The VPs for the winning and losing pairs are shown in the leftmost column.

VPs	Conversion of Total IMPs to VPs							
	Number of Boards:							
	1-9	10-13	14-15	16-18	19-22	23-26	27-30	31+
15:15	0-1	0-1	0-2	0-2	0-2	0-3	0-3	0-3
16:14	2-5	2-6	3-7	3-7	3-8	4-9	4-10	4-10
17:13	6-8	7-9	8-10	8-11	9-12	10-14	11-15	11-16
18:12	9-11	10-12	11-14	12-15	13-16	15-19	16-20	17-22
19:11	12-14	13-16	16-18	16-19	17-21	20-24	21-25	23-28
20:10	15-17	17-20	19-22	20-23	22-26	25-29	26-31	29-34
21:9	18-20	21-24	23-26	24-27	27-31	30-34	32-37	35-40
22:8	21-23	25-28	27-30	28-31	32-36	35-39	38-43	41-46
23:7	24-26	29-32	31-34	32-36	37-41	40-45	44-49	47-52
24:6	27-29	33-36	35-38	37-41	42-47	46-51	50-55	53-58
25:5	30-33	37-40	39-43	42-46	48-53	52-57	56-61	59-65
25:4	34-37	41-45	44-48	47-52	54-59	58-64	62-68	66-73
25:3	38-41	46-50	49-54	53-58	60-65	65-71	69-76	74-82
25:2	42-45	51-55	55-60	59-64	66-72	72-79	77-85	83-91
25:1	46-50	56-61	61-66	65-71	73-79	80-87	86-94	92-100
25:0	51+	62+	67+	72+	80+	88+	95+	101+

The program has some limitations:

- There must be an even number of pairs (i.e., no half tables; see section 3).
- The program can handle a maximum of 1,000 pairs, 100 rounds, and 64 boards per round.

The program is written in Borland Delphi (personal edition).

## 7 Author Information

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