## ACBL Live - Misleading Presentation of Results

The ACBL Live presentation of results can be misleading when there are two or more sections in a game.

## Board with an Adjusted Score

When there is an adjusted score (Avg, Avg+ or Avg-), the total score shown is wrong while the percentage result is correct. The pairs are listed in order of total score so the rankings may appear incorrect, but the percentage result is correctly used in awarding masterpoints.

In the board-by-board display, the score shown for "AVG" is the correct average score for matchpointing in just that section. The formula is \{Number of tables minus 1 \} divided by 2; so 4 for a 9 table section. This score is included in the total score shown in the summary listing.

To get the percentage result for a pair in the game, the Total score is divided by the maximum available score. The maximum available score is \{Number of tables minus 1 \} times \{number of boards played\}. So for an 18 table game playing 21 boards, $17 * 21=357$.

If you have had an adjusted score, the arithmetic won't work to give you the percentage score shown. By increasing the score on the board to the average for the number of tables in the game (\{Number of tables minus 1$\}$ divided by 2 ; so 8.5 for an 18 table game) which increases the total score by the same amount, and then dividing the corrected Total Score by the maximum available score, you should you get the correct percentage result.

This should match exactly with the tournament results shown in the History function under BBO. If you look at the board in that history, you'll also see that "AVG/AVG" has been translated to $50 \%$ for each pair.

When there is an irregularity in the play of a board, the director may award and adjusted score. If the adjusted score was AVG minus or AVG plus, use $80 \%$ or $120 \%$ of the average score instead.

The BBO scoring system uses "AVG/AVG" to record a "No Play". This will happen when a table does not get far enough in the play of the final board to determine a probable result.

## Masterpoint Awards Listing

Many players may not know (or care?) how masterpoint awards are calculated, once you get past the one-section game. There is an MPBOOK on the ACBL website that details it; but it is very dense reading. See MPBOOK.

There is a more readable web page AWARDS that covers the calculation for games at the club-level.

The awards calculation for a multi-section Mitchell movement involves two steps:

1. calculate section awards in each section and each direction (this will be the final award for most pairs)

- Strat A ranks all pairs
- Strat B ranks all B \& C pairs
- Strat C ranks only Strat C pairs
- if a pair places in more than one strat (i.e., strat C pair places third in A, second in B and first in C) they receive the largest (not the total) of the calculated awards

2. calculate overall awards

- same stratification process for overalls
- ranks all pairs (both directions and all sections) in the game by the percentage score
- calculates awards for the first few places (depends on number of pairs in the strat)
- a pair receives the larger of their overall award and section award, not the total.

The Thursday morning game is also slightly complicated by the 0-50 concurrent game. The Overall and Strat A awards are increased by those tables. That makes the difference between the Strat A and other Strat awards significantly more pronounced than usual.

ACBL Live lists the N/S pairs from all sections in order of Total score, then E/W pair from all sections. The final masterpoint award shown is the better of the section award and overall award.

In these lists, you may notice two pairs with similar percentage scores but significantly different point awards. Looking more closely, you will likely find that they were in different sections, so it's their relative placement in their section that determined their awards.

If you are trying to reproduce the numbers from the masterpoint charts on the ACBL website, remember that currently ACBL is awarding $150 \%$ for online games to encourage players to support their clubs during pandemic shutdowns. Special Events sometimes increase that to 200\%.

