



There are many types of rulings. 60%/40% is one. Split score is another. All rulings can be entered directly in the result entry window.

First enter North-South's result, then a slash, and then East-West's result. In certain cases you can omit the slash (see the examples).

To your right you find a number of examples (upper- or lower-case letters make no difference).

### Decimals at rulings

When you enter rulings there will be less normal results. When this happens the scoring will usually result in the awarded points having decimals. Read about Neuberger's formula at this webpage:

<http://www.brenning.se/mcscneuberger.asp>

### Fouled board or misduplication

In case of misduplication parts of the field has played a board with a different layout than the normal. For instance the 5 and Q of diamonds may have changed places.

The first you have to do is decide which version is the main version. We call the other version "a". When you enter results from the main version you enter it in a normal way while the others are entered with ">a" after the result, i.e. enter "-420>a" and press *Enter* for a non-vulnerable game for East-West. You can also do this through *Result menu-Ruling-Ruling* and *Fouled version*.

Magic Contest can handle multiple fouled versions on the same board. Versions a through i are available.

A fouled board during play usually remains fouled until the end of the session. There is a shortcut to changing all results starting in a specific round:

- Click *Board* and select *Ordered by round*
- Click the first fouled result
- Enter >a and press *Enter*

This seemingly overwrites the result, but when you press *Enter* this result and all results in later rounds change to the fouled version in question.

If the board was later corrected you can enter the first correct result and just enter > and press *Enter*. This restores the following results to the normal version.

<u>Entry</u>	<u>Ruling</u>
A+A-	This is the classic 60/40 ruling. A stands for Average.  All combinations of A+, A= and A- works, i.e. A+A-, A-A+, A=A=, and so on.  A+ and A- awards temporary scores, i.e. 60% and 40% respectively when printing round scores but <u>at least</u> 60% and <u>at most</u> 40% when printing final scores.  A= always awards <u>exactly</u> 50%.
6040	This is a faster way of entering A+/A-. All combinations of 60, 50 and 40 works, i.e. 6040, 4060, 5050, and so on.
60/40	Yet another way.
60%/40%	This is another type of percentage, namely exact percentage. Exact percentages are never adjusted when printing the final scores. Of course 95%/12% works equally well.
60%40% 60p40p p60p40	The same as 60%/40% above.
170/590	This is a split score where different results have been ruled for North-South and East-West. In this example North-South gained 170 while East-West gave away 590.
=10/=20	This is how to award an exact score for the board.
=10=20 S10S20	The same as =10/=20 above.
420/M- =10/590 M+/p60	You can combine the rulings in any way you like.
420>a	Fouled board entry (see separate section to your left).
There is a special case when you enter contracts, i.e. when you have checked the <i>Enter contract</i> checkbox. For split scores you must enter <i>r</i> (as in <i>result</i> ) before normal results, e.g. one of the following:	
r170/590	r420/M-      =10/r590



**Weighted score (Law 12C1c)**

Law 12C1c (formerly known as 12C1c) can not be described in simple words so you need to know it to understand this section.

Through *Result menu-Ruling-Weighted score (Law 12C1c)* you can now enter such scores. You enter a number of results as well as their probability (=Chance). It does not matter if the entry is using percentage or number of results.

Enter the results and the chance. Example:

2 420  
3 -50

You also enter it this way:

40 420  
60 -50

If you want you can enter results directly in the result entry window. Then you have to use the following format:

12c1c:2/420/3/-50

There is a page on the internet that describes 12C1c more in detail. There you can also find some examples:

<http://www.brenning.se/mcsclaw12c3.asp>

Here is an extract from that page written by Dutchman Ton Kooijman:

A weighted score exists when more than one result on a board is awarded to a pair, the scores being related with at probability of occurrence. When the TD deems the chance to defeat 3N as too small to award a full 3N minus one but still considers it a real possibility to defeat it he could decide to award 2/5 of -100 and 3/5 of 400. And it could become more complicated. Due to an infraction a pair doesn't reach a game, the denomination not being obvious. And in 3N, with a chance of 30% to be reached, there will always be 9 tricks, and in 4S taking care for another 30% there is only a chance of 1/3 to make it. In the remaining 40% the TD supposes the pair to double the contract reached by the opponents. To convert these scores to a result in matchpoints we add these scores to the frequency table one by one and calculate the matchpoints for each of these results. Then we multiply with the expectancy as estimated. The questions what to do with the scores of all the other participants is hardly touched. It is worse, I suspect that quite often those matchpoints are calculated with a score less, the weighted score. It would be an improvement to use the Neuberger formula but there is a much better solution.

Let me show what should be done. To keep it easy we assume a frequency table with only two scores: 2 times +600 for 3N just made and 5 times -100 for 3N minus 1. There are 8 tables and for the missing one the TD assigns a weighted score based on 40% making 3N and 60% going one off.

What we have to do now is to add these frequencies: 0.4 times 620 and 0.6 times -100 to the frequency table, giving the layout of the first score table to your right.

The matchpoints are calculated by adding 5.6 to -1 giving 4.6 and adding 2.4 and 5.6 to 4.6 giving 12.6. This is the basic method for calculating the matchpoints of any frequency table.

The matchpoints for the weighted score are calculated by taking 0.4 times 12.6 (5.04) and 0.6 times 4.6 (2.76) giving 7.8 (see the second score table to your right). This is of course the same result as adding both scores one by one to the frequency table for the seven scores: 3 scores of 600 give 0.4 times 12 = 4.8 and 6 scores of -100 give 0.6 times 5 = 3, which adds up to the same 7.8.

I am interested to know which software programme will be the first to calculate results this way. And for future EBL (WBF) events I consider it mandatory to do the calculation like this.