Power Ratings

You probably know [where you stand at the Club](#), but what about the rest of the Bridge-playing world?

Suppose there was a big Bridge game with all the reasonably active Bridge players in North America in it (say 40,000). Yes, this game would go past 9:30pm.

What percentage do you think you'd get? Read on and I'll tell you how to find out.

We all know what Masterpoints™ are. Anyone who ever does well at an ACBL-sanctioned tournament, club, or online play earns them. They accumulate and never disappear. However, if you are not an ACBL member, they don't get 'registered', and only exist on the local computer of the club/tournament.

My electronic records for Hart House only go back to late 2015, yet there are non-ACBL players who've been playing at Hart House for decades, hence their Masterpoint total doesn't reflect their playing ability.

Furthermore, a very strong player may not have much time to attend games, and thus accumulate points slowly, while a weaker player might play several times a week and have a higher Masterpoint total. Also, a weaker player (e.g. me) might have a stronger partner (Mike) and earn lots of Masterpoints without being that good.

While Masterpoints definitely have some relation to strength, they are best thought of as awards (a 'trophy case') rather than current playing strength rating.

Contrast that with Chess, which has ELO ratings. These ratings rise and fall depending on whether you win and lose, and the strength of your opponents.

It has come to my attention that there is a similar system for Bridge, and I have submitted our data (Hart House and Rosedale Glen, last 2 years) to them. It's called [Power Ratings](#), and it can potentially provide each player

and each pairing with a 'Power Rating' based on the last two years of (participating) club and (all) tournament play.

Simply put, a *pair's* Power Rating is its average percentage corrected by the degree of difficulty for the games in which they got those percentages. You will get a different *pair* Power Rating for each different partner you played with—so you can see with which partnership you play in is the strongest.

A player's *personal* Power Rating is her average percentage, adjusted for the degree of difficulty and the strength of her partner.

Pair Power Rating is not merely the average of the 2 player's personal Power Ratings.

Your pair gets a *pair* Power Rating once you've played in at least 11 Matchpoint games together in the past 24 months, and you get a *personal* Power Rating once you've played with each of two rated partners in at least 11 Matchpoint games in the last 24 months. So unless you regularly play with more than one partner, you likely will have only a *pair* Power Rating, not a *personal* one (because it's not possible to separate the performance of the 2 players in the partnership).

The thinking is, if you play always with one person, and always get 50%, who can say if you're a 40% person and your partner is 60% person? How can you rate each person separately? Only if you have more data points (you playing with other partners) can your own personal strength be deduced.

Power Ratings are only based on the previous 24 months of play, updated each month. So your rating may rise or fall month by month. Your performance from more than 2 years ago drops off and is replaced by more current data each month.

The way I look at it is if there was a big Bridge game with all the active Bridge players in North America, from Meckstroth/Rodwell to Learners, your *pair* Power Rating is about the percentage you'd be expected to get. Another way of saying it, is if you played at a game with "average" club/tournament Bridge players, and you had yourself as a partner, your *personal* Power Rating is the predicted percentage you'd get.

As the inventor puts it,

> "A PR of 50 is dead average of all players in the Power Ratings universe. Only games that I know about are the universe.

> "A player that plays in one game that I know about and 10 games that I do not know about is in the universe, but only that game. If the other games are great or lousy, they have no effect on what the average player is."

Remember that many good players (e.g. Jeff Meckstroth) are not going to appear on this list because they don't have a *personal* Power Rating, only a *pair* Power Rating, because they don't play enough with other people than their usual partner.

You can see the current top 5000 monthly rating list here (hint: press control-F and type in "166" to highlight those in Unit 166 (Ontario).

You can click here to see the top 5000 rated partnerships.

You can see the most improved players over selected periods of time. The most underrated players. Overall or by Unit. You can see various stats specific to Ontario here.

Want to look yourself up? https://www.bridgepowerratings.com/q/bpr/ You can type in your name or your ACBL number (it also lists non-ACBL members, although your mileage may vary). It will tell you your Power Ranking and link to list on which you and/or your partnership(s) appear. You can also see the list of games from whence you get your rating(s).

If you don't have a rating yet, check back from time to time as the site accumulates more data.

There is a 'Masterpoint to Power Rating Conversion Chart'. Averages, of course. Privacy Policy. Main page.

The system was started about 20 years ago by Chris Champion in Colorado Springs, but was not supported by the ACBL, and has grown slowly since. On the new ACBL Live for Clubs service there is a check box to

automatically submit results to Power Ratings, so hopefully more clubs will start using it. In any case, at any given club there are normally plenty of players who compete in tournaments (which are all captured), so the data should already be relatively valid. The ACBL could probably send all data from all clubs with the press of a button if they wanted to, so if you like the concept you should encourage them to do so.

This may help us better stratify our games.