# SPEED SCORING
## for Mitchell Movement Games

In Speed Scoring (California style), North-South pairs' scores are match-pointed as usual. Afterward, the East-West pairs are awarded the **same number of matchpoints** as their North-South opponents.

**Example**:
If North-South receives 8 points on a board, East-West also receives 8 points for that same board.

- **High Score wins North-South**
- **Low Score wins East-West**

**Important Note**:
- This scoring method can only be used in a **straight Mitchell movement**.
- It **cannot** be used in a scrambled Mitchell or Howell movement.

## WALDMAN MODIFICATION

This modification is used for games with an **odd number** of tables and a **straight Mitchell movement** only. In this variation, the East-West pairs will be listed in **numerical order** on the traveling score.

- **North-South pairs** remain at their usual table number.
- **East-West pairs** are assigned numbers starting at Table 1, as follows:

**East-West Pair Assignments by Table Number**

- **5 tables:** 1-4-2-5-3
- **7 tables:** 1-5-2-6-3-7-4
- **9 tables:** 1-6-2-7-3-8-4-9-5
- **11 tables:** 1-7-2-8-3-9-4-10-5-11-6
- **13 tables:** 1-8-2-9-3-10-4-11-5-12-6-13-7
- **15 tables:** 1-9-2-10-3-11-4-12-5-13-6-14-7-15-8

**Key Reminder**:
- **High Score** wins for **North-South**
- **Low Score** wins for **East-West**

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