

Mec26 Rounded Match Equity Table

(based on 26% gammon rate, rounded to nearest %)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	PC
1	50	69	75	82	84	89	91	94	95	96	97	98	98	99	99	50
2	31	50	60	66	74	80	84	87	90	92	94	95	96	97	98	49
3	25	40	50	57	65	71	76	80	84	87	89	91	93	94	95	32
4	18	34	43	50	57	64	69	74	78	82	85	87	89	91	93	30
5	16	26	35	43	50	57	62	67	72	76	80	83	85	88	90	19
6	11	20	29	36	43	50	56	61	66	71	75	78	81	84	86	18
7	9	16	24	31	38	44	50	55	61	65	69	74	77	80	82	11
8	6	13	20	26	33	39	45	50	55	60	65	69	72	76	79	10
9	5	10	16	22	28	34	39	45	50	55	60	64	68	71	75	7
10	4	8	13	18	24	29	35	40	45	50	55	59	63	67	70	6
11	3	6	11	15	20	25	31	35	40	45	50	54	59	62	66	4
12	2	5	9	13	17	22	27	31	36	41	46	50	54	58	62	4
13	2	4	7	11	15	19	23	28	32	37	41	46	50	54	58	2
14	1	3	6	9	12	16	20	24	29	33	38	42	46	50	54	2
15	1	2	5	7	10	14	18	21	25	30	34	38	42	46	50	1
PC	50	51	68	70	81	82	89	90	93	94	96	96	98	98	99	

Take point formula:

DP = ME if dropped

TL = ME if take and lose

TW = ME if take and win

$$\text{Take point} = (DP - TL) / (TW - TL)$$

Minimum Doubling point formula:

NL = ME if no double and lose

DL = ME if double and lose

NW = ME if no double and win

DW = ME if double and win

$$\text{Double point} = (NL - DL) / ((NL - DL) + (DW - NW))$$

Turner Formula

$$((24 / T + 3) * D) + 50$$

(Use to derive leader's match equity, T=trailer's points to go, D=difference in scores)

(This doesn't work for the 1-away and 2-away scores, memorize those.)