

## DUPLICATE BRIDGE SCORING

	Points Per Trick	Tricks per Game	Game Contract	HCPs needed for Game
♣ and ♦	20	11	5♣/5♦	27
♥ and ♠	30	10	4♥/4♠	25
No Trumps	40 for 1 <sup>st</sup> trick 30 thereafter	9	3NT	25

The declaring side only scores points if they win the number of tricks they bid (or more). No points are won for the first six tricks. A **game** contract is the number of tricks required to score 100 points. Your aim is to bid and make a **game**. This scores a bonus of **300** points (or **500** if vulnerable).

If you bid a contract that scores less than 100 points, this is called a **Part Score**. If you make a Part Score you score a bonus of **50** points.

If you fail to make your contract your opponents score **50** points (or **100** if vulnerable) for every trick you fail by (called **undertricks**).

Notice from the table above that you need less tricks to make game in ♥ and ♠ (**major suits**) or in No Trumps than you do in ♣ and ♦ (**minor suits**). You also need less High Card Points (**HCPs**) to make game in the major suits or in No Trumps than you do in the minor suits. This is why we aim to play in major suits or No Trumps if at all possible.

### VULNERABILITY

When a pair is **vulnerable** it changes the game and slam bonuses and undertrick scores. See page 45 for how being vulnerable affects these scores. Part scores are not affected. In duplicate bridge the vulnerability changes on each board, the pair that are vulnerable are shown in red.

### DOUBLING AND REDOUBLING

If you think the opponents have bid too high and will fail to make their contract you can **double for penalties**. This will affect the number of points you will score for each trick they go down by. But it will also double the points they will score if they make the contract! If your side has been doubled and you are certain you will make the contract, you can **redouble**. See next page for how redoubling affects the score.

## FULL DUPLICATE SCORING TABLE

Tricks bid and made		UnDbld	Dbld	ReDbld
♣ & ♦	- Each trick	20	40	80
♥ & ♠	- Each trick	30	60	120
No trumps	- First trick	40	80	160
	- Each subsequent trick	30	60	120
<b>Undertricks</b>				
Not vulnerable	- First trick	50	100	200
	- Second and third trick	50	200	400
	- Each subsequent trick	50	300	600
Vulnerable	- First	100	200	400
	- Second and subsequent trick	100	300	600
<b>Bonuses</b>				
Part-score contract bid and made			50	
Game bid and made	- not vulnerable		300	
	- vulnerable		500	
Small slam bid and made	- not vulnerable		500*	
	- vulnerable		750*	
Grand slam bid and made	- not vulnerable		1000*	
	- vulnerable		1500*	
For making doubled contract			50	
For making redoubled contract			100	

\* Slam bonuses are in addition to game bonuses.

### Overtricks

Undoubled - Trick value

Doubled - 100 each if not vulnerable, 200 each if vulnerable

Redoubled - 200 each if not vulnerable, 400 each if vulnerable

## DUPLICATE SCORING EXAMPLES:

The contract is for 10 tricks by North. North makes 11. 30 points for spades x 5 (no score for the first 6 tricks) = 150. Plus game bonus of 300 = 450.

Cont.	By	Tricks Made	Score	
			N/S	E/W
4♠	N	11	450	-450

The contract is for 7 tricks by West. West only made 5 tricks so has failed by 2 tricks. N/S score 50 per trick that E/W failed by, so N/S score 100.

Cont.	By	Tricks Made	Score	
			N/S	E/W
1♥	W	5	100	-100

The contract is for 9 tricks by East. East makes 9 tricks. 40 points for the first trick in NT and 30 for subsequent tricks. 40+30+30 (no score for the first 6 tricks) = 100. Plus game bonus of 300 = 400

Cont.	By	Tricks Made	Score	
			N/S	E/W
3NT	E	9	-400	400

The contract is 7 tricks by South. South makes 8 tricks. 20 points for Diamonds x 2 (no score for the first 6 tricks) = 40. Plus part score bonus of 50 = 90.

Cont.	By	Tricks Made	Score	
			N/S	E/W
1♦	S	8	90	-90

The contract is for 9 tricks in hearts by South. South makes 10 tricks. 30 points for Hearts x 4 (no score for the first 6 tricks) = 120. Plus part score bonus of 50 = 170. Note that South did **not** score the game bonus of 300 because he did not **bid** game (4♥).

Cont.	By	Tricks Made	Score	
			N/S	E/W
3♥	S	10	170	-170