

## VULNERABILITY IN DUPLICATE BRIDGE

This handout is an introduction to vulnerability in Duplicate Bridge. This handout assumes you are already familiar with basic scoring. For recap see [‘Duplicate Bridge Scoring’](#).

The terms ‘vulnerable’ and ‘non-vulnerable’ originated from Rubber bridge where a pair becomes ‘vulnerable’ after they have won one ‘game’. The penalties for going down in a contract are higher when a pair is vulnerable hence the term ‘vulnerable’. See [‘Rubber Bridge Scoring’](#) for more details.

Each hand at [duplicate bridge](#) is considered to be a separate entity, so there is no concept of ‘having already won a game’.

In duplicate bridge vulnerability changes on each board. There is a set pattern of dealer and vulnerability that rotates every 16 boards. On each board, the pair that are vulnerable are shown in red and the pair that are non-vulnerable are shown in green. In the example on the right (board number 6) the dealer is East. North-South are non-vulnerable and East-West are vulnerable.



When a pair is **vulnerable** it changes the game and slam bonuses and undertrick scores. Part scores are not affected unless there are doubled or redoubled overtricks (see [‘Duplicate Bridge Scoring’](#)).

### GAME AND SLAM BONUSSES

|                | Game | Small Slam | Grand Slam |
|----------------|------|------------|------------|
| Non-vulnerable | 300  | 500*       | 1000*      |
| Vulnerable     | 500  | 750*       | 1500*      |

\* Slam bonuses are in addition to game bonuses

### VULNERABLE UNDERTRICKS

|                |                                           | Not Doubled | Doubled | Redoubled |
|----------------|-------------------------------------------|-------------|---------|-----------|
| Non-vulnerable | 1st trick                                 | 50          | 100     | 200       |
|                | 2 <sup>nd</sup> and 3 <sup>rd</sup> trick | 50          | 200     | 400       |
|                | Each subsequent trick                     | 50          | 300     | 600       |
| Vulnerable     | 1st trick                                 | 100         | 200     | 400       |
|                | 2 <sup>nd</sup> and subsequent trick      | 100         | 300     | 600       |

While this handout is not a discussion of [duplicate bridge tactics](#) it is worth noting the cumulative penalty for doubled vulnerable undertricks can mount up very quickly!

| Tricks down | Doubled Vulnerable          | Worse Than Opponent's Contract |
|-------------|-----------------------------|--------------------------------|
| 1           | <b>200</b>                  | Part Score                     |
| 2           | <b>500</b><br>(200+300)     | Non-Vulnerable Game            |
| 3           | <b>800</b><br>(200+300+300) | Vulnerable Game                |