Bridge Scoring

Bridge is played in **rubbers**. A rubber is completed – and the rubber bonus
score is added -- when one side scores **two games**.
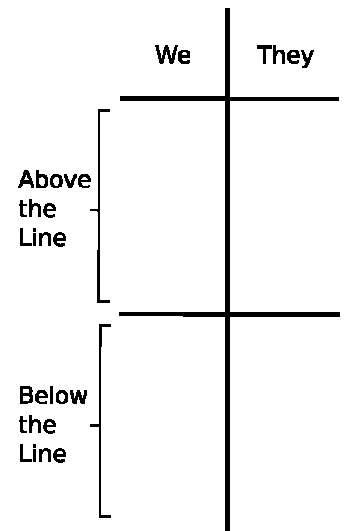
A **game** is a trick score of 100 points. There are two ways to score a game:

1) On <u>one deal</u>, by bidding and making a contract whose trick score
is 100 points or more -- 3NT, 4H, 4S, 5C or 5D or higher.

2) On <u>two or more deals</u>, by bidding and making partscores whose trick scores
add up to 100 points or more.
Example: You make 2S (60 points), then make 1NT (40 points).
But, if your opponents bid and make a game, you cannot add on to
a previous partscore to get credit for a game.

Your side is **vulnerable** if you have bid and made a game in the current rubber.
When vulnerable, penalties for not making a contract (undertricks) are greater.

On the scorepad grid:

❑ **Trick scores** for contracts bid and made are entered <u>below the line</u>.
These are the scores that must add to 100 points to get credit for a game.

❑ All other scores – **overtricks, undertricks, honors & bonuses --** are entered <u>above the line</u>.

	Notrump	Major Suit (♠ or ♥)	Minor Suit (♦ or ♣)
Trick scores for contracts bid and made	40 (1st trick) 30 (others)	30	20
If doubled, multiply trick score by 2. If redoubled, multiply trick score by 4.			

BONUSES			
Rubber bonus for bidding 2 games	If opponents did not make a game: 700 If opponents made a game: 500		
Honors in one hand (AKQJ10)	Four honors in the trump suit: 100 Five honors in the trump suit: 150 Four aces at notrump: 150		

Slam bonuses	Not vulnerable	Vulnerable
Small slam (bid of 6)	500	750
Grand slam (bid of 7)	1000	1500

OVERTRICKS	Not Vulnerable		Vulnerable	
Undoubled	Trick value (20 or 30)		Trick value (20 or 30)	
Doubled	100		200	
Redoubled	200		400	
UNDERTRICKS	**Not Vulnerable**		**Vulnerable**	
	First trick	*Others*	*First trick*	*Others*
Undoubled	50	50	100	100
Doubled	100	200	200	300
Redoubled	200	400	400	600

We | They

Above the Line

Below the Line