

Contract Made = Points to Declaring Pair

1. Trickscore PLUS
2. Bonuses PLUS
3. Overtricks

Doubled (X)

1: Trickscore

For each trick bid & made:

♣ or ♦	20
♥ or ♠	30
NT	40 first + 30 for others

2: Bonuses

Trickscore less than 100:	50
Trickscore 100 or more:	
Non-vulnerable	300
Vulnerable	500

3: Overtricks

For each trick:

♣ or ♦	20
♥ or ♠	30
NT	30

1: Trickscore

For each trick bid & made:

♣ or ♦	40
♥ or ♠	60
NT	80 first + 60 for others

2: Bonuses

Trickscore less than 100:	50
Trickscore 100 or more:	
Non-vulnerable	300
Vulnerable	500
Making doubled contract:	50

3: Overtricks

For each trick:

Non-vulnerable	100
Vulnerable	200

Undertricks

Contract Made = Points to Defending Pair Doubled (X)

1: Non-vulnerable

For each trick below "target":

Defence scores 50

2: Vulnerable

For each trick below "target":

Defence scores 100

1: Non-vulnerable

For 1 trick below "target": 100

For 2 tricks below "target" 300

For 3 tricks below "target" 500

For 4 tricks below "target" 800

2: Vulnerable

For 1 trick below "target": 200

For 2 tricks below "target" 500

For 3 tricks below "target" 800

For 4 tricks below "target" 1100