Contract Made = Points to Declaring Pair

Doubled (X)

- 1. Trickscore PLUS
- 2. Bonuses PLUS
- 3. Overtricks

Trickscore	1: Trickscor

For each trick bid & made:

For each trick bid & made:

 ♣ or ♦
 20
 ♣ or ♦
 40

 ♥ or ♠
 30
 ♥ or ♠
 60

 ♥ or ♠
 30
 ♥ or ♠
 00

 NT
 40 first +
 NT
 80 first +

T 40 first + IN I 60 first + 60 for others

<u>2: Bonuses</u>

2: Bonuses
Trickscore less than 100: 50
Trickscore less than 100: 50
Trickscore less than 100: 50

Trickscore less than 100: 50 Trickscore 100 or more:

CKScore 100 or more: Non-vulnerable 300

Non-vulnerable 300 Vulnerable 500

Vulnerable 500 Making doubled contract: 50

3: Overtricks

For each trick:

3: Overtricks
For each trick:

♣ or ♦
Non-vulnerable
100

♥ or ♠ 30 Vulnerable 200 NT 30

Reference © Nicky Bainbridge May-22 www.bridgeforpleasure.co.uk





Contract Made = Points to Defending Pair

Undertricks

Doubled (X)

1: Non-vulnerable		1: Non-vulnerable	
1. Non-vuinerable	For 1 trick below "target":	100	
For each trick below "target":	For 2 tricks below "target"	300	
Defence scores	50	For 3 tricks below "target"	500
2: Vulnerable For each trick below "target": Defence scores 100	For 4 tricks below "target" 2: Vulnerable	800	
	For 1 trick below "target":	200	
	For 2 tricks below "target"	500	
	100	For 3 tricks below "target"	800
		For 4 tricks below "target"	1100

