

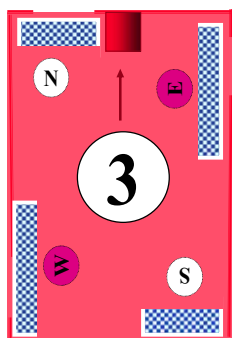


## The Board

The board tells you three things:

1. Which hand is North, South etc. (there's usually an arrow pointing North).
2. Who is "dealer".
3. Whether each pair is vulnerable or not. "Hot" colours, like red or orange, are used in the background of vulnerable pairs; "Cool" colours, like white or green, are used for non-vulnerable pairs.

## Vulnerability



Each pair is vulnerable or non-vulnerable.

On each board vulnerability is assigned by the laws of bridge. E.g. on Board 3, North South are non-vulnerable, and East West are vulnerable.

Vulnerability affects some aspects of scoring.

<p><u>Vulnerability does not affect:</u></p> <ul style="list-style-type: none"><li>♣ Trick score</li><li>♣ Part score premium</li><li>♣ Overtricks</li></ul>	<p><u>Vulnerability DOES affect:</u></p> <ul style="list-style-type: none"><li>♣ Game Premium (300 becomes 500)</li><li>♣ Small Slam Premium (500 becomes 750)</li><li>♣ Grand Slam Premium (1000 becomes 1500)</li><li>♣ Undertricks (50 becomes 100)</li></ul>
--	--



After any bid by the opposition your side may use the Double call.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	Pass	1♠	X
Pass	Pass	Pass	



If the Double is followed by three passes, then the contract is doubled. There will be a bigger score if declarer makes his contract or a bigger score to the defence if they defeat the contract.

If any player bids, the double is left on the table, but it's effect is cancelled.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	Pass	1♠	X
2♠	Pass	Pass	Pass



The 2♠ contract is not doubled and scores normally.

You cannot double your partner's bid.



After a double by the opposition your side may use the Re-double call.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	Pass	1♠	X
XX	Pass	Pass	Pass



If the Re-double is followed by three passes, then the contract is re-doubled. There will be an even bigger score if declarer makes his contract or an even bigger score to the defence if they defeat the contract.

If any player bids, the re-double is left on the table, but the effect is cancelled.

<u>Result</u>	<u>Non Vulnerable</u>			<u>Vulnerable</u>		
	Not Doubled	Doubled	Redoubled	Not Doubled	Doubled	Re-doubled
-1	50	100	200	100	200	400
-2	100	300	600	200	500	1000
-3	150	500	1000	300	800	1600
-4	200	800	1600	400	1100	2200



## Sacrifices

It is useful to understand these scores when considering competing in the auction.

### Part Score Squabbles

Sometimes the HCPs are divided evenly between the two pairs, but each of them has an attractive fit.

N	E	S	W
1♦	1♠	2♦	2♠
3♦	Pass	Pass	Pass

### Before you act, consider vulnerability

Let's say that each side can make eight tricks in their suit. North/South are already one down in 3♦. If North/South are not vulnerable, they have given 50 scoring points to East/West. If North/South had passed 2♠ by East/West, East/West would have scored 110 scoring points. Two down, at 100 scoring points given away, is still "profitable".

If North/South had been vulnerable, one down would give 100 scoring points to East/West, still better than letting them play in the contract, but two down would give away 200, a worse result. Always be careful of two down, vulnerable, in a part score, it's often a poor result.

Competing against a certain game

Sometimes it is clear that your opponents can make a game score in one suit, but you think your side could make a part score in another suit.

N	E	S	W
1♥	1♠	3♥	3♠
4♥	4♠	X	All Pass

Before you act, consider vulnerability and doubling

If opponents are vulnerable, and have bid 4 Hearts, they would get a score of 620 for the game.

If you and partner are not vulnerable, and could make 8 tricks in Spades, even if you were doubled, you would only give away 300 points in 4 Spades.

North/South vulnerable and East/West not vulnerable....

<u>N/S</u>	<u>E/W</u>	<u>Contract</u>	<u>By</u>	<u>Tricks</u>	+	-
1	8	4♠X	E	8	300	
2	9	4♥	N	10	620	

Non vulnerable opponents get a score of 420 for the 4♥ game.

If you and partner are not vulnerable, and could make 8 tricks in Spades, if doubled, you would give away 500 points in 4 Spades.

North/South not vulnerable and East/West vulnerable....



<u>N/S</u>	<u>E/W</u>	<u>Contract</u>	<u>By</u>	<u>Tricks</u>	<u>+</u>	<u>-</u>
1	8	4♠X	E	8	500	
2	9	4♥	N	10	420	

Opponents may hesitate but it's best to assume they will double.

## Summarising Vulnerability

Most of the time your bidding is not affected by the vulnerability. Sometimes your decision is not obvious because the values in your hand are close to the edge of a partnership agreement.

When vulnerable, take a little more care not to get into marginal contracts. However, you do want that larger game bonus!

In each hand you play, either

- ♣ No one is vulnerable, and either side may choose to take risks; or
- ♣ You are not vulnerable, but the opposition is, in which case you may be more competitive in the auction. Failing to make a contract doesn't cost you so much, but letting them make a game does; or
- ♣ You are vulnerable, and opposition is not, be cautious, look out for opponents trying to push you higher; or
- ♣ Both sides are vulnerable, and all may be a little cautious, but want the extra premiums if they are really there!