

We Can't All Sit East-West!

Your team just scored a touchdown in the game's final second. The conversion is the only play left. You're the coach. What do you do? Unfortunately, coach or not, you never learned how the game is scored! You make the wrong call, your team loses the game, and you lose your job.

Your job isn't on the line in a bridge game, but if you don't know how the game is scored, you may not win very often. There's no mystery to filling out a traveler or a pick-up slip, so become a little adventurous and sit North-South for a change.

Filling Out the Pick-up Slip

The pick-up slips, collected by the director after each round, are the official scores in our EZ Game. The official scorekeeper at each table is the North player, so filling out this slip is North's responsibility.

N - S PAIR		ALL DEALS PLAYED THIS ROUND WILL BE SCORED ON THIS CARD. CIRCLE DIRECTION OF DECLARER.				E - W PAIR		
8		E-W OK O				5		
N - S SCORE	MADE	DOWN	N - S CONTRACT	BOARD NUMBER	E - W CONTRACT	MADE	DOWN	E - W SCORE
590	4	N	4SX	1	E W			
50		N	S	2	E W	3H	I	
		N	3DX	3	E W			500

- ♣ First, enter the N-S pair number and the E-W pair number in the correct box.
- ♣ Next, enter the board numbers that will be played that round.
- ♣ When the bidding is complete, enter the contract in the appropriate column. In the example, the contract for Board one is 4 Spades *doubled*. Use an X or an asterisk (*) to indicate a doubled contract.
- ♣ Circle the declarer's direction. In Board one, that declarer is the North player.

- ♣ Did declarer make the contract, or was that contract set? If they made the contract, write down the number of tricks *over book* that the declarer took. On Board one, declarer made four tricks over book, just making their contract.
- ♣ Uh-oh! North made a doubled contract. What's the score? Of course, you can learn to calculate the result, but you have two "cheat sheets" available at the table. Turn over the table card, and *voila*, there is a complete table of scores for you: nonvulnerable and vulnerable; undoubled, doubled, and redoubled. Scores are also available on the back of each card in the bid box. For contracts that were made, look on the back of the contract card - on Board one of our example, that's the 4S card. First, look at the row that represents 4S making with no overtricks. Next, find the columns showing the correct vulnerability, and select the doubled column. Your score is located at the intersection of that row and column.

- ♣ Where should you write this score? It's a plus score for the N-S pair, so it's written under the column labeled "N-S Score." Now, go on to the next board.
- ♣ When you've finished the round, one of the E-W players should okay your scores. Have them initial or mark the box labeled "E-W OK." Attention, E-W players! **Look at the scores before you okay them.**

Filling Out the Traveler

In the EZ Game, the traveler is no longer the official score. It's used for your entertainment only. Filling it out is now the responsibility of the South player.

- ♣ **Do not open the traveler until the bidding and play of the hand is completed.** Before opening it, make sure you have the correct traveler. The board number should be clearly labeled on the outside of the traveler, as well as the inside. If you examine the wrong traveler, you won't be able to play a board, and you will be penalized.

- ♣ Your scores will always be written on the same line. In our example, look at the scores for N-S pair 8. Their scores will always be written on line 8.

- ♣ Scoring is easier for the South player. Your partner has already done the work on the pickup slip. You simply fill in the appropriate columns.

- ♣ Look at the comment circled at the top of the traveler. What happens if pairs 8 and 5 look at the traveler and start talking about the scores?

Bid, play and score this board without comment and proceed immediately to the next.

NORTH PLAYER only keeps score.

Enter number of E-W pair. Board No. **1**

N-S Pair	CONTRACT	BY	MADE	DOWN	FINAL SCORE		E-W Pair	Match Points
					N-S	E-W		
1	4H	E	4			420	1	
2								
3								
4								
5								
6								
7								
8	4SX	N	4		590		5	
9	4SX	N	1			100	7	
10	4H	E	1		50		9	
11								
12								
13								
14								
15								
16								
17								
18								

- ♣ N-S got a great score, and their happy comments may be perceived as gloating, a violation of bridge's *Active Ethics*.
- ♣ Other players may overhear the comments and be unable to play this board. The director should penalize pairs 8 and 5 for this violation of proprieties.
- ♣ Discussing each hand immediately after playing it is one of the main causes of slow play, every director's pet peeve. If you and your tablemates want to discuss this hand, circle it on your personal score and discuss it after the game.