

How to score

Will help you make decisions
when the bidding is competitive

History

- We used to fill in paper score sheets that travelled with the boards. North had the job of scoring.
- So everyone had to know how to score
- Now we use Bridgemes. We enter the contract and the number of tricks. Then the Bridgemate works out the score!

Scoring for bidding and making a contract

- For making contracts:
 - ♠ or ♥ - 30 points per trick above 6
 - ♣ or ♦ - 20 points per trick above 6
 - No trumps – 40 points for the first trick above 6 then 30 points for each extra trick
- Bonuses
 - Part score (less than game ie less than 100 points) – 50 points
 - Non-vulnerable game – 300 points
 - Vulnerable game – 500 points
- Bid and make 2♠ is $(2 \text{ trick} \times 30 + 50 \text{ for the partscore}) = 110$
- Bid 2♠ and make 3 $(3 \text{ tricks} \times 30 + 50 \text{ for the partscore}) = 140$
- Bid 4♠ not vulnerable and make 4 $(4 \text{ tricks} \times 30 + 300 \text{ for vulnerable game}) = 420$
- Bid 4♠ vulnerable and make 4 $(4 \text{ tricks} \times 30 + 500 \text{ for vulnerable game}) = 620$

Score table - example

Fulfilled Contracts

Not Vulnerable

Vulnerable

2♥/♠	2	110	470	640	110	670	840
	3	140	570	840	140	870	1240
	4	170	670	1040	170	1070	1640
	5	200	770	1240	200	1270	2040
	6	230	870	1440	230	1470	2440
	7	260	970	1640	260	1670	2840

4♥/♠	4	420	590	880	620	790	1080
	5	450	690	1080	650	990	1480
	6	480	790	1280	680	1190	1880
	7	510	890	1480	710	1390	2280

Scoring if we don't make the contract

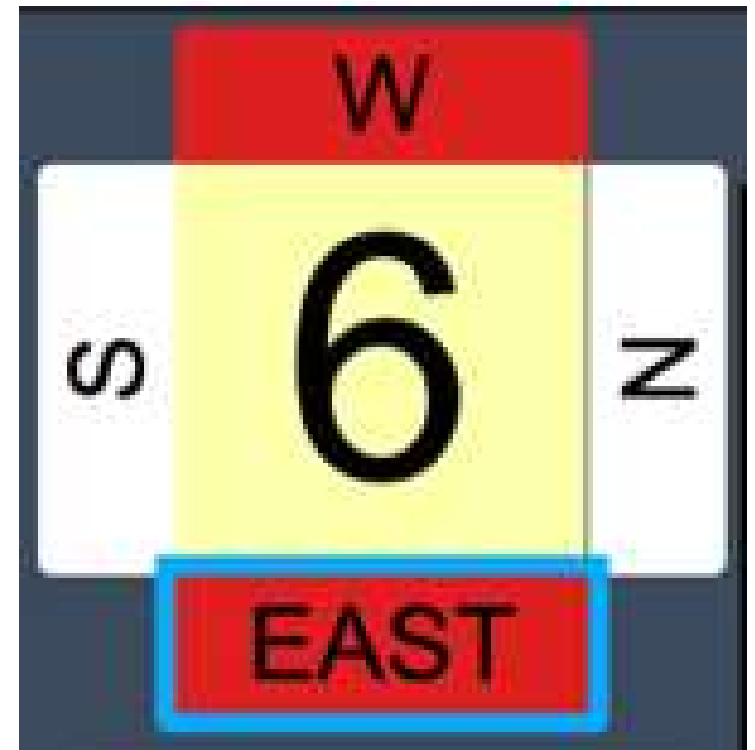
- If not-vulnerable – the opposition gets 50 points for each trick the contract is short
- If vulnerable – the opposition gets 100 points for each trick the contract is short
- If the contract is doubled, these penalties increase
 - Not vulnerable – 100, 300, 500 (for 1, 2 or 3 tricks down)
 - Vulnerable – 200, 500, 800 (for 1, 2 or 3 tricks down)

Score table - example

Defeated Contracts						
Down	Not Vulnerable			Vulnerable		
	—	X	XX	—	X	XX
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
5	250	1100	2200	500	1400	2800
6	300	1400	2800	600	1700	3400
7	350	1700	3400	700	2000	4000
8	400	2000	4000	800	2300	4600
9	450	2300	4600	900	2600	5200
10	500	2600	5200	1000	2900	5800
11	550	2900	5800	1100	3200	6400
12	600	3200	6400	1200	3500	7000
13	650	3500	7000	1300	3800	7600

Am I vulnerable?

- If playing physically with boards – the vulnerability will be marked on the Board
- In RealBridge the vulnerability is shown by red bands on the Board at the top of the screen. White bands indicate not vulnerable.
- For Board 6, North-South are not vulnerable, East-West are vulnerable.
- East is the dealer – shown by the blue box around the label.



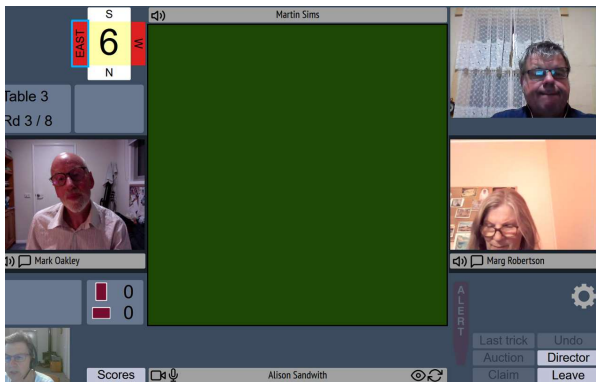
Vulnerability and direction changes.

- Playing at the club we might move from North-South at one table, to East-West at the next table. Every bridge club decides where “North” is. There is usually a sign on the wall.
- The vulnerability of each board also changes.
- In Real Bridge, we use a computer so it isn't as easy to work out which direction you are sitting.
- In Real Bridge you are always shown at the bottom of the screen, your partner is at the top. This does not mean that you are South and your partner is North
- To find which direction you are look at the 6 o'clock position on the table diagram
- We are East on this board. We are also the dealer

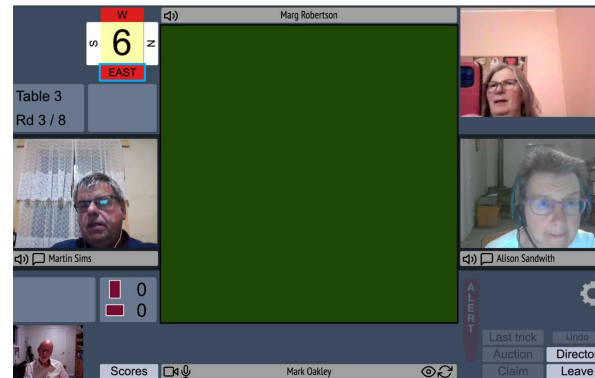


What each player sees is different

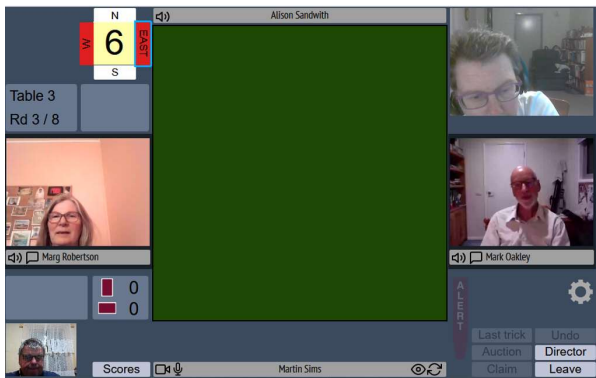
- Alison sees she is North



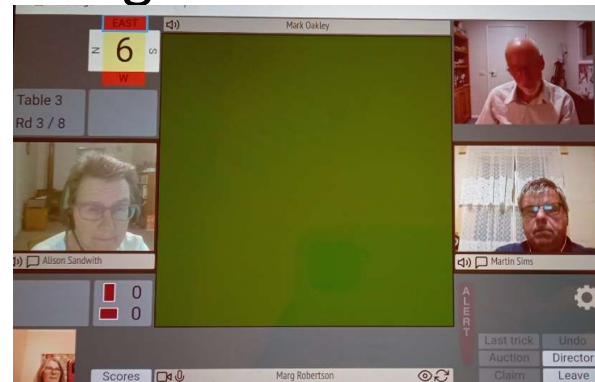
- Mark sees he is East



- Martin sees he is South



- Marg sees she is West



To find the scores in RealBridge

- When the round is finished, the ranking list will appear
- Click on a board number to see the scores for the board

Tuesday Night 21 Sept					
Pos	No	Pair	Average	MP	Bds
1	9	ELIZABETH MAXTED & Chris Maxted	72.50%	116 / 160	20
2	7	Eric Myers & Tom Gorman	66.25%	106 / 160	20
3	6	Rob Robilliard & Paul Corbett	54.06%	86.5 / 160	20
4	5	Suzanne Simon & Pat McRae	53.75%	86 / 160	20
5	12	Alison Sandwith & Debra Turner	53.28%	85.3 / 160	20
6	3	Helen Hallett & Yvonne Mak	53.13%	85 / 160	20
7	8	marg Roberts & kathleen jennings	50.78%	81.3 / 160	20
8	10	Helen Hallett &		0 / 0	0
9	4	Marg Robertson & Mark Oakley	40.63%	65 / 160	20
10	1	Geoff Metzler & Philippa Metzler	40.00%	64 / 160	20
11	2	Merren Ward & Dave Steer	35.47%	56.8 / 160	20
12	11	Jann McNeil & Damien Naughton	30.16%	48.3 / 160	20

Boards												
1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22				

After clicking on the board number on a computer.
It may look different on a tablet/Mac

These arrows will move to
the next or previous board

Clicking on this
box will take
you back to
the rankings

Board 8

Dealer W

None Vul

♠ A1032

♥ 853

♦ K83

♣ A73

♠ J96

♥ K104

♦ 742

♣ J1052

♠ KQ5

♥ Q96

♦ QJ109

♣ 964

♠ 874

♥ AJ72

♦ A65

♣ KQ8

makeable contracts

NT ♠ ♥ ♦ ♣

N 8 8 8 7 7

S 8 8 8 7 7

E 5 5 5 6 6

W 5 5 5 6 6

Optimal bidding from both sides

Par +120 1NT+1 NS

NS	EW	Contract	Lead	Score	MP
Alison Sandwith & Yvonne Mak	Tom Gorman & pip marshman	2NT+1 N	♣2	150	8
Jann McNeil & Rhonda Jones	Rob Robilliard & Paul Corbett	1NT+1 S	♦Q	120	5
Marg Robertson & Mark Oakley	Suzanne Simon & Pat McRae	2NT= N	♣2	120	5
marcella hayward & Deb Turner	kathleen jennings & marg Roberts	2♥= S	♦9	110	2
Merren Ward & Dave Steer	Chris Maxted & Elizabeth Maxted	1NT= S	♦Q	90	0

Match points - example

- You get 2 match points for every pair you beat.
- You get 1 match point for each pair that has the same score
- For each board, available matchpoints are $(\text{number of pairs} - 1) \times 2$ eg 5 pairs, total match points are $5 - 1 = 4 \times 2 = 8$
- For this example, the North-South pair that bid and made 2NT get 5 match points because they beat two pairs and equalled another. The East-West opponents score 3 match points (being 8 less 5)

Contract	Lead	Score	MP	
2NT+1 N	♣2	150	8	0
1NT+1 S	♦Q	120	5	3
2NT= N	♣2	120	5	3
2♥= S	♦9	110	2	6
1NT= S	♦Q	90	0	8

Why you need to bid game

- The bonus are so great for bidding and making game
- Pair 3 made the same number of tricks as pairs 1 and 2, however, they didn't bid game.
- This is why we have focused on bidding to game
- Pair 5 didn't make the contract so they gave the opposition 50 points

4♠+1 N	♦A	450		7	1
4♠+1 N	♥2	450		7	1
2♠+3 N	♣5	200		4	4
2♠+2 N	♦A	170		2	6
4♠-1 N	♣A		50	0	8

Competing

- This board shows the result for competing.
- On this board, 2 South pairs bid to 3♥ making, 3 East pairs bid diamonds or clubs making 5.
- The East sides that didn't bid over the 3♥ got 1 MP so got a bottom board

Contract	Lead	Score		MP	
3♥ = S	♣ 7	140		7	1
3♥ = S	♠ 10	140		7	1
3♦ +2 E	♥ 5		150	4	4
5♦ = E	♥ 5		400	2	6
5♣ +2 W	♦ 7		440	0	8

Going down (sacrificing) can give you a good result!!!

- East can make 3♥ but not 4♥
- North in pair 2 bid 4♠ and went down. They gave the opposition 100 points.
- This was a great move as the opposition can make 3♥. So Pair 2, beat pair 3 and 4 by going down.
- This is why we have focused on competing!
- Perhaps EW should have doubled – then they would have got 200 points as NS are vulnerable

4♥-1 E	♣A	50		6	0
4♠-1 N	♥A		100	4	2
3♥= E	♣7		140	1	5
3♥= E	♣A		140	1	5

Summary

- Practice working out if you are vulnerable or not
- Practice working out the score using the score card sheet
- When competing – if you are not vulnerable and the opposition is vulnerable, you may be more adventurous