



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

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

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:

♣ or ♦	20
♥ or ♠	30
NT	30

3: Overtricks

For each trick:

Non-vulnerable	100
Vulnerable	200



Undertricks

Contract NOT Made = Points to Defending Pair

Doubled (X)

1: Non-vulnerable

For each trick below "target":

Defence scores 50

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 each trick below "target":

Defence scores 100

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





B2 L03 Scoring

NOTES

<https://d.docs.live.net/f66f8dfda5c9a32f/Bridge Teaching/Courses and Lessons/Bridge 2/BFP B2 L03 Vulnerability - Doubling - Scoring/BFP B2 L03 NOTES Scoring.docx>

© Nicky Bainbridge Aug-20

www.bridgeforpleasure.co.uk

Page 3 of 3 Last saved by Rugby Village Bridge Club 28 August 2020