

# **Duplicate Bridge Scoring**

## **Trick scores:**

- Minor suits (clubs or diamonds): 20 points per trick.
- Major suits (hearts or spades): 30 points per trick.
- No trump: 40 points for the first trick; 30 points each subsequent trick.

## **Game:**

A game is made when the trick scores for the tricks bid and made add up to 100 points or more. The game bids are therefore 3NT, 4 of a major or 5 of a minor (or higher).

## **Vulnerability:**

In duplicate bridge, the board number determines/indicates which sides are vulnerable. If a side is vulnerable, the bonuses for slam, game and overtricks are increased. But on the flip side, so are the penalties for undertricks (for failing to make the contract that was bid).

## **Overtricks:**

The declaring side gets points for each overtrick (tricks made beyond the number of tricks bid):

- Not doubled: the trick value
- Doubled: 100 if not vulnerable; 200 if vulnerable.
- Redoubled: 200 if not vulnerable; 400 if vulnerable

## **Undertricks:**

When a contract is defeated, the opponents gets points for each undertrick (tricks short of the bid):

- Not doubled: 50 if not vulnerable; 100 if vulnerable
- Doubled not vulnerable: 100 for 1st undertrick + 200 for 2nd and 3rd undertricks + 300 for additional undertricks.
- Doubled vulnerable: 200 for 1st undertrick + 300 for additional undertricks.
- Redoubled: Twice the doubled values listed above.

## **Bonus Points:**

When one side scores a slam or a game or a part score, that side collects an additional bonus.

- Grand slam (bidding & making 7, all 13 tricks): 1500 if vulnerable, 1000 if not.
- Small slam (bidding & making 6, 12 tricks): 750 if vulnerable, 500 if not.
- Game bonus: 500 if vulnerable, 300 if not.
- Part score bonus: 50
- For making a doubled contract: 50
- For making a redoubled contract: 100

## **Rubber Bridge Scoring**

### **Rubber and Game:**

A rubber is the best out of 3 games. A game is won by the first side to score 100 or more points for contracts bid and made, over as many deals as necessary.

### **Vulnerability:**

A side that has won one game towards the current rubber is said to be vulnerable. A side that has not yet won a game in this rubber is not vulnerable. A side that is vulnerable is subject to higher bonuses and penalties than a side that is not.

### **Score pad:**

The score is kept on paper with two columns headed by WE and THEY, with a horizontal line part way down. Scores for successful contracts are entered below the line and count towards winning a game. All other scores, such as bonuses for overtricks, bonuses for slams and penalties for undertricks are entered above the line and do not count towards winning a game.

A side that accumulates 100 points below the line wins a game. A new line is drawn below the scores. Anything the opponents had below the line does not count towards the next game. The next game starts from zero again for both sides.

### **The score below the line for making the contract:**

For a successful contract, the score below the line for each trick (in excess of 6) **bid** and **made** is:

- If clubs or diamonds were trump: 20 points per trick.
- If hearts or spades were trump: 30 points per trick.
- If no trump: 40 points for the first trick; 30 points each subsequent trick.

If the contract was doubled, the above scores are doubled. If it was doubled and redoubled, the above scores are multiplied by 4.

### **Overtricks:**

The declaring side gets points for each overtrick (tricks made beyond the number of tricks bid):

- Not doubled: the trick value
- Doubled: 100 if not vulnerable; 200 if vulnerable.
- Redoubled: 200 if not vulnerable; 400 if vulnerable

### **Undertricks:**

When a contract is defeated, the opponents gets points for each undertrick (tricks short of the bid):

- Not doubled: 50 if not vulnerable; 100 if vulnerable
- Doubled not vulnerable: 100 for 1st undertrick + 200 for 2nd and 3rd undertricks + 300 for additional undertricks.
- Doubled vulnerable: 200 for 1st undertrick + 300 for additional undertricks.
- Redoubled: Twice the doubled values listed above.

**Honors:**

The top five trumps (A K Q J T) are called honors. If one player holds all five of these cards, that player's side scores a bonus of 150 above the line. Four honors in one hand scores 100. If there is no trump and a player holds all four aces, that player's side scores 150 for honors.

**Bonus Points:**

When one side scores a slam or wins the rubber, that side collects an additional bonus.

- Grand slam (bidding & making 7, all 13 tricks): 1500 if vulnerable, 1000 if not.
- Small slam (bidding & making 6, 12 tricks): 750 if vulnerable, 500 if not.
- Rubber bonus: 700 for winning 2 games to 0; 500 for winning 2 games to 1.
- For making a doubled contract: 50
- For making a redoubled contract: 100

**The Final Score:**

When the rubber is won, both sides' scores are totalled, counting all scores above the line and below the line. The side with the highest total score wins, even if that side did not win the rubber.