

Scoring

Trick score: Major suits (Hearts and Spades) 30 per trick

Minor Suits: (Clubs and Diamonds) 20 per trick

No trump: 40 for the first trick and 3 for each additional trick

Only the trick score for the number of tricks bid and made counts towards a game. A game is 100 points, either in one hand or a combination of more than one hand. The first side to win two games win the rubber. Once one side has won a game they become vulnerable for the rest of the rubber. Once one side wins the rubber (2 games) you start over. Bonus for winning the rubber in 2 games (2 games to 0) is 700 and the bonus for winning the rubber in 3 games (2 games to 1) is 500.

Undertricks: 50 per trick if not vul or 100 per trick if vul (which suit makes no difference).

Undertricks if doubled: not vul 100 (down 1) 300 (down 2) 500 (down 3) 800 (down 4) and each additional undertick adds 300

Undertricks if doubled: vul 200 (down 1) 500 (down 2) 800 (down 3) and each additional undertrick adds 300

Slam bonus: Small slam (bidding 6 and taking 12 tricks) 500 if non vul and 750 if vul

grand slam (bidding 7 and taking 13 tricks) 1000 if non vul and 1500 if vul.

Duplicate scoring: Same as above with bonus for any part score- 50 any game non vul- 300 any game vul-500