

## Scoring

Duplicate scoring is very similar to that of rubber bridge with the main difference being that there is no “above and below the line” or any carry over between hands. Both require 100 points to make a game. The trick score in each is identical, as are the penalties for going set.

Trick score:

NT- 40 for the first trick and 30 for each additional trick

Majors (Spades and Hearts)- 30 per trick

Minors (Diamonds and Clubs)- 20 per trick

Bonus (Duplicate)- Does not matter what suit or NT

Part score- 50

Game Not Vulnerable- 300

Game Vulnerable-500

Undertricks

Not Vulnerable- 50 per trick

Vulnerable 100 per trick

Doubled Not Vulnerable- 100 (-1), 300 (-2), 500 (-3), 800 (-4)

Doubled Vulnerable- 200 (-1), 500 (-2), 800 (-3), 1100 (-4)

Slam Bonus-

Not Vulnerable- 500 (small slam) 1000 (grand slam)

Vulnerable- 750 (small slam) 1500 (grand slam)

