



Scoring Cheat Sheet

You don't need to score to play — someone at the table always can. But knowing roughly what a contract is worth is what makes “should we bid game?” an answerable question.

1 Trick-points — the same in every form of the game

CONTRACT	EACH TRICK BID AND MADE (OVER SIX)
♣ or ♦	20
♥ or ♠	30
No-trumps	40 for the first, 30 each after

Game is 100 trick-points: 3NT (9 tricks, 100) · 4♥ / 4♠ (10 tricks, 120) · 5♣ / 5♦ (11 tricks, 100). A minor needs eleven tricks, which is why the bidding hunts for a major fit or 3NT first.

2 The bonuses — why you bid game

YOU BID AND MAKE...	BONUS
a part-score (below game)	50
game, not vulnerable	300
game, vulnerable	500
a small slam (12 tricks)	500 / 750 vul — on top of game
a grand slam (13 tricks)	1000 / 1500 vul — on top of game
a doubled contract	+50 “for the insult” (+100 redoubled)

The game bonus is paid only if you **bid** the game. Nine tricks in 1NT scores 100 + 50 = **150**; the same nine tricks in 3NT scores 100 + 300 = **400** (600 vulnerable). Same cards, three times the score — that is why 25 points is the number you're always looking for.

Overtricks score their plain trick value — nice, never worth risking the contract for. Doubled, they jump to **100 each (200 vulnerable)**, so doubling a contract that makes is expensive.

3 Going down — the defenders' score

EACH UNDERTRICK	NOT VULNERABLE	VULNERABLE
undoubled	50	100
doubled — first	100	200
doubled — second and third	200 each	300 each
doubled — fourth on	300 each	300 each

Redoubled = double the doubled figures. Two down vulnerable is -200; one down doubled and vulnerable is -200 too.

4 What a contract is worth

MAKING...	NOT VUL	VUL
2♠ (part-score)	110	110
3NT	400	600
4♠	420	620
5♦	400	600
6♠ (small slam)	980	1430
7NT (grand slam)	1520	2220

5 Vulnerability — who sets it

Duplicate (the club game): printed on the board — *None, N-S, E-W or All*. **Rubber bridge**: you become vulnerable by winning a game.

Chicago: deal 1 neither side, deals 2 and 3 the dealer's side, deal 4 both sides. **Boards 1–4 in duplicate**:

BOARD	DEALER	VULNERABLE
1	North	Neither side
2	East	North-South
3	South	East-West
4	West	Both sides

Vulnerable means bigger bonuses and heavier penalties — bid game readily, overbid carefully.

6 Rubber and Chicago — the differences

Duplicate pays every game and slam on the spot; each board stands alone. **Chicago** uses the same figures over a four-deal cycle (a part-score still live after deal 4 scores 100). **Rubber** pays no instant game bonus: part-scores carry forward below the line, and you win the rubber for **700** (two games to none) or **500** (two to one). Rubber and Chicago also pay **honours** — 100 for four of the top five trumps in one hand, 150 for all five or for four aces at no-trumps.

FOUR INSTINCTS FOR THE TABLE

- Game is worth bidding** — with 25 between you, go.
- Slams pay well and fail expensively** — 33 and 37, and be sure.
- Vulnerable penalties bite** — respect the -200 trap.
- A doubled overtrick is a disaster** — double only what you expect to beat.

