



# Introduction to Scoring

## Scoring

After the bidding comes the play, and after the play the score is calculated.

Declarer's side earns points if he makes his contract precisely, or if he makes more tricks (**overtricks**) than he said he would. Say North or South play in 3♠, then NS gain points if declarer makes at least 9 tricks (6+3) If declarer makes fewer tricks than he said he would (**goes down**), then the defending side wins points

### Trick Points

These are won by the declaring side *when they make their contract*. Each trick from the 7th onwards counts:  
 in clubs and diamonds: 20 points for the seventh trick and each subsequent trick won  
 in hearts and spades 30 points for the seventh trick and each subsequent trick won  
 in no-trump: 40 points for the seventh trick, and 30 points for each subsequent trick

eg If declarer makes 9 tricks in a contract of 2♦ (one overtrick) he scores 2x20=40 trick point for his 7th and 8th tricks, and 20 points for the 9th trick (the overtrick counts the same as the rest) - a total of 60 points  
 A contract of 3NT made exactly (9 tricks) scores 40 points for the seventh trick + 2x30 for the 8th and 9th

### Bonus Points

These are awarded in addition to the points scored for tricks. The bonus is decided by the level of the contract, and depends partly on the denomination. Overtricks have no part in calculating the bonus.  
 All contracts fall into one of four categories, each with a bonus. They are:

**Part-scores.** Contracts that, if successful, score less than 100 points for tricks won (not counting overtricks)  
 Part-scores are all contracts from 1♣ to 3♠ inclusive, and also 4♣ and 4♦

**Game** Contracts that will, if successful, score 100 or more points for tricks won, but are not slams  
 Game contracts are 3NT, 4♥, 4♠ and all higher contracts as far as 5NT

**Small Slam** Any contract promising to make 12 tricks (all the tricks but one) ie 6♣, 6♦, 6♥, 6♠ and 6NT

**Grand Slam** Any contract promising to make all thirteen tricks, ie 7♣, 7♦, 7♥, 7♠ 7NT

The size of the game and slam bonuses is determined by whether a pair is **Vulnerable** or **Nonvulnerable**.

Bonus	Contract	Not Vulnerable	Vulnerable
<b>Part-score</b>	1♣ thru 3♠, 4♣, 4♦	50	50
<b>Game</b>	3NT, 4♥ thru 5NT	300	500
<b>Small Slam</b>	6♣ thru 6NT	800	1250
<b>Grand Slam</b>	7♣ thru 7NT	1300	2000

In duplicate bridge vulnerability is determined in advance by Board number

eg Board 1 is Love All (no-one vulnerable) written Love All, Dealer North or N/-  
 Board 2 is only NS Vulnerable NS Vul, Dealer East E/NS  
 Board 4 is Game All (everybody Vulnerable) Game All, Dealer West W/All

Vulnerability is indicated on the Board: usually **Red** = Vulnerable and **Green** = Not Vulnerable

### Undertricks

When declarer does not make his contract the defenders win points. The score depends on the vulnerability.  
 When declarer is not vulnerable he concedes 50 points per **undertrick**: Vulnerable each undertrick costs 100  
 The examples are shown from the declaring side: a minus means the points went to the defenders

Contract	Tricks made	Score	
		Not Vulnerable	Vulnerable
3NT	9	400	600
2NT	9	150	150
3♣	7	-100	-200
4♠	10	420	620
6♥	13	1010	1460
7♣	13	1440	2140