



## Lesson 5

### Teacher's Notes

#### Aims:

- To introduce **scoring**
- The importance of **Vulnerability**
- **Bonuses** – the importance of bidding **games** and **slams**

#### Content:

- 1 The declaring side is expected to take more than half the tricks!  
**The first 6 tricks** won by the declaring side do not count towards the score  
When declarer **makes** a contract, in addition to the points scored for **tricks**, **bonus points** are awarded  
Trick points depend on the **denomination**: the 7th and later tricks count 20 or 30 or 40+30
- 2 The declaring side scores **bonus points** for **making** Part-score, Game, Small Slam or Grand Slam  
The Part-score bonus is always 50 points.  
The other bonuses depend on **Vulnerability**  
(*In duplicate bridge the dealer and vulnerability are as stated on the board.*  
*The score on each board takes no account of what has happened on previous boards*)  
Only the Vulnerability of the **declaring side** is relevant when the score is calculated **Vulnerable**  
bonuses are greater than **non-vulnerable** ones
- 3 If declarer **fails** to make his contract the defending side scores points for **under-tricks**  
These count 50 or 100 apiece, again depending solely on the vulnerability of the declaring side
- 4 The **travelling score slip** and how to fill it up  
This contains details of the **final contract** and **result** for each time a board is played  
It allows scores at different tables to be **compared**.  
All duplicate scoring is based on comparing results at different tables

