



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

