

SCORING – WHO WINS?

Bridge is a competitive game so a winner is usually determined. There are a variety of ways to score a bridge game (Duplicate, Chicago, Rubber). First, let's look at the aspects they have in common. Your score on a single hand depends on whether or not you are the declaring side or the defending side. Declarer's side scores when declarer takes enough tricks to fulfill his contract. In that case, the score is composed of a trick score plus any applicable bonuses. The defending side scores when declarer goes down (doesn't take enough tricks to fulfill his contract.) In that case, the defenders collect a penalty that depends on the number of tricks declarer failed by. Each section below provides a quick reference on how to calculate the applicable scores.

VULNERABILITY is a state that is either assigned to you or earned based on what happened previously. Vulnerability affects penalties and many bonuses. To make it easier to find scores, scoring charts are color coded when vulnerability matters. Green is for non-vulnerable scores and penalties and red is for vulnerable scores and penalties.

TRICK SCORES

When you make your contract, you get a trick score for every trick over book (the first 6 tricks) you took. In most denominations, all tricks are equal, but in notrump the first trick scores 10 points more. Trick scores are shown in the chart below.

Tricks beyond book	Minors (♣ and ♦)	Majors (♥ and ♠)	Notrump (NT)
First trick	20	30	40
Each subsequent trick	20	30	30

GAME: Any contract having a trick score of 100 or more is a *game contract*. In all forms of scoring except Rubber Bridge, game contracts earn a bonus.

PARTSCORES: Any contract with a trick score of less than 100 is called a *partscore contract*. In some forms of scoring, partscore contracts collect a small bonus.

BONUSES FOR MAKING YOUR CONTRACT

In addition to the trick score you get for making your contract, you may score a bonus for bidding and making certain contracts. These bonuses are scored in the column belonging to declarer's side. In Rubber Bridge scoring, there are no game or partscore bonuses, however slam bonuses are scored.

	Not Vulnerable	Vulnerable
Partscore (not at Rubber Bridge)	50	50
Game (not at Rubber Bridge)	300	500
Small slam (6 bid) Add to game bonus if applicable	500	750
Grand slam (7 bid) Add to game bonus if applicable	1000	1500

MAKING A DOUBLED OR REDOUBLED CONTRACT

Scoring is more complex when declarer makes a doubled or redoubled contract. Changes are as follows:

- Game and slam bonuses are given as usual. However, a contract of 2♠ doubled is treated like a 4♠ contract and scores the game bonus if you make it. That is not true for earning a slam bonus. A contract of 3♠ doubled gives you a game bonus, but not a slam bonus. You must actually bid 6 to score a slam bonus.
- Calculate your tricks score in two parts: In a doubled contract, the trick score for the contract you bid and made is double the usual trick score. In a redoubled contract, the trick score is multiplied by 4. For example 3♥ making usually gives you a trick score of 90. 3♥ doubled making gives you a trick score of 180. 3♥ redoubled making gives you a trick score of 360.
- Overtricks are given more than their trick value. The chart below tells you how to score doubled and redoubled overtricks. Notice that vulnerability is an issue in these scores.

	Not vulnerable	Vulnerable
Doubled	100 each	200 each
Redoubled	200 each	400 each

- **INSULT:** You also score a bonus of 50 points for making a doubled contract and 100 points for making a redoubled contract. This is referred to as the insult. (How dare they double you?)

PENALTIES FOR NOT MAKING YOUR CONTRACT

When you fail to make your contract, you pay your opponents a penalty for each *undertrick* (each trick you are short of making your contract). The following table shows the penalties for all forms of scoring. Penalties are scored in the defenders' column on the scoresheet.

Tricks Down	Not Vulnerable		Vulnerable	
	Not Doubled	Doubled	Not Doubled	Doubled
1	50	100	100	200
2	100	300	200	500
3	150	500	300	800
4	200	800	400	1100
Additional Tricks down	200+ 50/trick	800+300/trick	400+100/trick	1100+300/trick

DUPLICATE BRIDGE

Duplicate scoring is used at tournaments and bridge clubs as well as in a variety of groups. All information shown in the above charts applies in duplicate scoring. Follow the instructions to get a single point total for each deal. The same deal is played at each table and your score is compared with everyone else's score on the same hand. The objective is to do better than any other pair holding the same cards as you hold. If you have an unlucky card day and never get many points, you can still win a duplicate game because all people being compared to you have the same bad hands.

CHICAGO 4-DEAL BRIDGE

Four players cut to determine the dealer. The highest card deals. You can also use this cut to determine partners with the two highest cards as one pair and the two lowest cards as the other pair. Some groups might opt for a set partner for the entire session. Two decks are often used. It is proper to offer the deck to the player on your right to cut before dealing. As dealer deals the cards, his partner shuffles the other deck and places it to his right to be ready for the next dealer. Players should not pick up their cards until all 52 cards have been dealt.

Vulnerability is assigned for each round by the sponsoring group, often in the following manner:

Hand 1 – nobody vulnerable

Hands 2 and 3 – dealer's side vulnerable

Hand 4 – both sides vulnerable

If 6 deals per round are played: Deal 5 – nobody vulnerable; Deal 6 – both vulnerable

If a hand is passed out, the same dealer takes the already shuffled pack and deals again.

Score each deal using the charts previously shown in this reference section.

After 4 deals, players often change partners. When only 4 players are present, each player plays 4 hands with each other player. In a larger group, some players will be instructed to change tables. Each player keeps his own total score adding up scores accumulated in each round of 4 hands. At the end of the session, the player with the highest total wins. Some groups contribute to a kitty with money prizes for the winners and perhaps other prizes (such as the first pair to bid and make a slam or a booby prize.)