

PLAY & DEFENCE TIP No. 6

Scoring

There are 2 parts to scoring a successful contract:

- trick value
- bonus

Vulnerability

- **Vulnerable** – your bonus scores increase, as do your penalties if you fail
- **Non-Vulnerable** – your bonus scores for game is less but so are your penalties if you fail

Trick Value

Every time you make a contract, you get a value for each trick you make over 6. This is regardless of how high you bid.

- ♣ / ♦ tricks score 20 points each
- ♥ / ♠ tricks score 30 points each
- NT tricks score 30 points each and add an extra 10 at the end

Bonus

If you don't bid at least as high as Game, you only get a bonus score of 50, regardless of your contract. However, if you do bid Game, you get hundreds!

- partscore = 50
- non vulnerable Game = 300
- Vulnerable Game = 500

Look at the difference					
2♥	non vul	making 4	=	120 + 50	= 170
4♥	vul	making 4	=	120 + 500	= 620
1NT	non vul	making 3	=	100 + 50	= 150
3NT	non vul	making 3	=	100 + 300	= 400
5♣	non vul	making 5	=	100 + 300	= 400
1♠	vul	making 5	=	150 + 50	= 200

Undertricks

If you don't make your contract, you lose points for each undertrick

- 50 per trick not vulnerable
- 100 per trick vulnerable

2♠ (vul) making 6 tricks only = 200 (100 x 2) **to the opposition**
 2♠ (non vul) making 6 tricks only = 100 (50 x 2) **to the opposition**

Doubled contracts

These occur when the opponents believe that they can defeat your contract.

This increases the penalties if you go down, or increases the reward if you succeed.