

# IAP BRIDGE SCORE SHEET

## SCORING

Whatever the contract, the first six tricks (called book) won do not count toward the score. The seventh trick is the first scoring trick, and for each scoring trick, points are won depending on the contract chosen, as follows:

- No trumps contracts 40 for the first scoring trick 30 for each subsequent trick
- Spade or Heart (Majors) contracts 30 for each scoring trick
- Diamond or Club (Minors) contracts 20 for each scoring trick

Example: With C/D as trumps, the trick score for eight tricks is 40 points.

With H/S as trumps, the trick score for 10 tricks is 120 points.

In no trumps, the trick score for nine tricks is 100 points.

## Vulnerability

Vulnerability is not discussed in your books, but is a relatively simple concept that affects much of the strategy in bridge. For each hand there are two states, vulnerable or not vulnerable also referred to as Red and White respectively. This state affects your game bonus and penalties for not making your contract. More below.

## Part Score Bonus

Any contract you make which is not a Game, see below, is called a part score, one will receive a 50 point bonus for making a part score.

Example: A part score contract in hearts, nine tricks are made:

scores 30 for the scoring trick in hearts = 30

plus 60 for the two overtricks @ 30 points each = 90

plus the bonus of 50 = 140

## Game Contracts

Game contracts are those where the trick score totals 100 or more at the level you have bid to.

## Slam Contracts

Contracts at the 6<sup>th</sup> and 7<sup>th</sup> level, where you are committed to take almost or all of the tricks. These are rare, so we do not go into details here. But like Game Bonus, there are slam Bonuses.

**Game in no trumps** requires nine tricks, i.e.,  $40 + (2 \times 30) = 100$  points.

A game bonus of 300 when not vulnerable or 500 when vulnerable is then added.

A non vulnerable NT game making 9 tricks will earn 400, while a vulnerable NT game making 9 tricks earns 600.

If more than nine tricks are won, each overtrick scores an extra 30.

(When calculating the score for a no trump contract, it is often easier to multiply each trick won by 30, then add 10 points at the end.)

**Game in spades or hearts** requires 10 tricks, i.e.,  $30 \times 4 = 120$  points.

A game bonus of 300 for a non vulnerable game is then added, so the total points earned are 420.

If more than 11 tricks are won, each overtrick scores an extra 30.

**Game in diamonds or clubs** requires 11 tricks, i.e.,  $20 \times 5 = 100$  points.

A game bonus of 500 for a vulnerable game is then added, so the total points earned are 600.

If more than 11 tricks are won, each overtrick scores an extra 20.

## Unsuccessful Contracts

If declarer doesn't win the number of tricks required to make the contract, the declaring side gets no score and the defending side earns 50 points when not vulnerable and 100 points when vulnerable for every undertrick. For example, if the contract was in a non vulnerable game in spades and declarer took only eight tricks, the defending side would score 100 points.