

Scoring

Ranking of the suits

No Trumps	NT	
Spades	♠	} Spades and Hearts are known as the Major suits
Hearts	♥	
Diamonds	♦	} Diamonds and Clubs are known as the Minor suits
Clubs	♣	

The minor suits score 20 per trick

The major suits score 30 per trick

No trumps score 40 for the first trick, and 30 thereafter

The aim of Bridge is to obtain a score of at least 100. This is achieved with 3 NT 4♥ 4♠ 5♣ 5♦

If you win the bidding and you make your part-score contract you get a bonus of 50

If you win the bidding and you make a score of at least 100 you get a large bonus depending on **vulnerability**

Vulnerability is an artificial concept designed to make bidding and scoring more competitive. The best example I can think of is women's tennis. In the first match both players are **non-vulnerable**, When one person has won a set (equivalent to a score of at least 100) they become **vulnerable**. If you win a set non-vulnerable you get a bonus of 300. If you win a set vulnerable you get a bonus of 500. In tennis the first person to win two sets wins the match (a similar consideration in Rubber Bridge: the first pair to win two scores of 100 or above below the line wins the Rubber).

The Vulnerability is shown by the colours of North South East and West. **Generally non-vulnerable** names will be **green**, whilst **vulnerable** names will be **red**
The vulnerability changes with each board

Vulnerable - your bonuses increase, as do your penalties if you fail to make your contract

Non Vulnerable - your bonuses are less, as are your penalties if you fail to make your contract

If you win the bidding and you make your vulnerable game you get a bonus of 500

If you win the bidding and you make your non vulnerable game you get a bonus of 300

The same applies to bidding Slams:

If you win the bidding and you make your vulnerable slam you get a bonus of 1250

If you win the bidding and you make your non vulnerable slam you get a bonus of 800

Undertricks

If you don't make your vulnerable contract the opposition get 100 per undertrick

If you don't make your non vulnerable contract the opposition get 50 per undertrick

Doubled contracts

If your contract is doubled because the opponents think they can defeat your contract your rewards if you succeed are greater, however the penalties, if you go down, are far greater

Lesson 10c
Scoring Table

Contract	Made	Non Vulnerable			Vulnerable			Contract	Made	Non Vulnerable			Vulnerable			
		Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled			Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled	
3 ♥/♠	7	260	930	1560	260	1530	2560	7 NT	7	1520	1790	2280	2220	2490	2980	
	6	230	830	1360	230	1330	2160	7 ♥/♠	7	1510	1770	2240	2210	2470	2940	
	5	200	730	1160	200	1130	1760	7 ♣/♦	7	1440	1630	1960	2140	2330	2660	
	4	170	630	960	170	930	1360	6 NT	7	1020	1330	1860	1470	1880	2510	
	3	140	530	760	140	730	960		6	990	1230	1660	1440	1680	2110	
3 ♣/♦	7	190	870	1440	190	1470	2440	6 ♥/♠	7	1010	1310	1820	1460	1860	2470	
	6	170	770	1240	170	1270	2040		6	980	1210	1620	1430	1660	2070	
	5	150	670	1040	150	1070	1640	6 ♣/♦	7	940	1190	1580	1390	1740	2230	
	4	130	570	840	130	870	1240		6	920	1090	1380	1370	1540	1830	
	3	110	470	640	110	670	840		7	520	870	1440	720	1270	2040	
2 NT	7	270	990	1680	270	1690	2880	5 NT	6	490	770	1240	690	1070	1640	
	6	240	890	1480	240	1490	2480		5	460	670	1040	660	870	1240	
	5	210	790	1280	210	1290	2080	5 ♥/♠	7	510	850	1400	710	1250	2000	
	4	180	690	1080	180	1090	1680		6	480	750	1200	680	1050	1600	
	3	150	590	880	150	890	1280		5	450	650	1000	650	850	1200	
2 ♥/♠	7	260	970	1640	260	1670	2840	5 ♣/♦	7	440	750	1200	640	1150	1800	
	6	230	870	1440	230	1470	2440		6	420	750	1000	620	950	1400	
	5	200	770	1240	200	1270	2040	4 NT	5	400	550	800	600	750	1000	
	4	170	670	1040	170	1070	1640		7	520	910	1520	720	1410	2320	
	3	140	570	840	140	870	1240		6	490	810	1320	690	1210	1920	
2 ♣/♦	7	190	680	1160	190	1180	2760	4 ♥/♠	5	460	710	1120	660	1010	1520	
	6	170	580	960	170	980	2360		4	430	610	920	630	810	1120	
	5	150	480	760	150	780	1960		7	510	890	1480	710	1390	2280	
	4	130	380	560	130	580	1560	4 ♣/♦	6	480	790	1280	680	1190	1880	
	3	110	280	440	110	480	1160		5	450	690	1080	650	990	1480	
1 NT	7	270	780	1360	270	1380	3160	4 ♥/♠	4	420	590	880	620	790	1080	
	6	240	680	1160	240	1180	2760		4 ♣/♦	7	190	310	520	190	310	520
	5	210	580	960	210	980	2360			6	170	270	440	170	270	440
	4	180	480	760	180	780	1960	3 NT	5	150	240	400	150	240	400	
	3	150	380	560	150	580	1560		7	520	950	1600	720	1550	2600	
1 ♥/♠	7	260	760	1320	260	1360	3120	6	490	850	1400	690	1350	2200		
	6	230	660	1120	230	1160	2720	5	460	750	1200	660	1150	1800		
	5	200	560	920	200	960	2320	4	430	650	1000	630	950	1400		
	4	170	460	720	170	760	1920	3	400	550	800	600	750			
	3	140	360	520	140	560	1520									
1 ♣/♦	7	190	740	1330	190	1340	2630									
	6	170	640	1130	170	1140	2230									
	5	150	540	930	150	940	1830									
	4	130	440	730	130	740	1430									
	3	110	340	530	110	540	1030									

Defeated Contracts

Down	Non Vulnerable			Vulnerable		
	Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled
13	650	3500	7000	1300	3800	7600
12	600	3200	6400	1200	3500	7000
11	550	2900	5800	1100	3200	6400
10	500	2600	5200	1000	2900	5800
9	450	2300	4600	900	2600	5200
8	400	2000	4000	800	2300	4600
7	350	1700	3400	700	2000	4000
6	300	1400	2800	600	1700	3400
5	250	1100	2200	500	1400	2800
4	200	800	1600	400	1100	2200
3	150	500	1000	300	800	1600
2	100	300	600	200	500	1000
1	50	100	200	100	200	400