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

<table>
<thead>
<tr>
<th>Look at the difference</th>
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<tbody>
<tr>
<td>2♥ non vul making 4 = 120 + 50 = 170</td>
<td></td>
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<tr>
<td>4♥ vul making 4 = 120 + 500 = 620</td>
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<tr>
<td>1NT non vul making 3 = 100 + 50 = 150</td>
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<tr>
<td>3NT non vul making 3 = 100 + 300 = 400</td>
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</tr>
<tr>
<td>5♠ non vul making 5 = 100 + 300 = 400</td>
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<tr>
<td>1♠ vul making 5 = 150 + 50 = 200</td>
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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.