

Scoring

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Last Revised June 2, 2016

<http://watsongallery.ca/bridge/aaGeneral/Scoring.pdf>

Undoubled Contracts

20	minor trick
30	major trick
40	1st notrump trick
30	subsequent notrump tricks

partscore bonus

nvul	50
vul	50

game bonuses

nvul	300
vul	500

slam bonuses

6	6	7
Nvul	500	1000
Vul	750	1500

Examples

Undoubled Contracts

Undoubled and Not Vulnerable

	♣	♦	♥	♠	NT
1	70	70	80	80	90
2	90	90	110	110	120
3	110	110	140	140	400
4	130	130	420	420	430
5	400	400	450	450	460
6	920	920	980	980	990
7	1440	1440	1510	1510	1520

Undoubled and Vulnerable

	♣	♦	♥	♠	NT
1	70	70	80	80	90
2	90	90	110	110	120
3	110	110	140	140	600
4	130	130	620	620	630
5	600	600	650	650	660
6	1370	1370	1430	1430	1440
7	2140	2140	2210	2210	2220

Doubled contracts

50 for insult

Partscore (50), game(300 or 500) and slam (500, 750, 1000,1500) bonuses stay the same except 2♥x, 2♠x, 2NTx, 3♣x, 3♦x and higher get game bonuses.

Overtricks

nvul	100
vul	200

Redoubled contracts

100 for insult

Partscore (50), game(300 or 500) and slam (500, 750, 1000,1500) bonuses stay the same except 1♥xx, 1♠xx, 1NTxx, 2♣xx, 2♦xx and higher get game bonuses.

Overtricks

nvul	200
vul	400

Undertricks

Not Doubled

Down	NVul	Vul
1	-50	-100
2	-100	-200
3	-150	-300
4	-200	-400

Doubled

Down	NVul	Vul
1	-100	-200
2	-300	-500
3	-500	-800
4	-800	-1100

Redoubled

Down	NVul	Vul
1	-200	-400
2	-600	-1000
3	-1000	-1600
4	-1600	-2200

Do I think one will never go down more than four tricks? Unfortunately, no, just continue the arithmetic progression. Redoubled is just the doubled penalty doubled.

Examples

1N _x +2	40x2 + 50 + 50 +100*2 if not vul	380
	40x2 + 50 + 50 +200*2 if vul	580
	tricks + insult 50 + partscore 50 + overtricks	
1 \spadesuit _x +3	30x2 + 50 + 50 +100*3 if not vul	460
	30x2 + 50 + 50 +200*3 if vul	760
2 \spadesuit _x +2	30x4 + 50 + 300 +100x2 if not vul	670
	30x4 + 50 + 500 +200x2 if vul	1070
	tricks + insult 50 + game bonus + overtricks	
1N _{xx} +2	40x4 + 100 + 300 +200*2 if not vul	960
	40x4 + 100 + 500 +400*2 if vul	1560
	tricks + insult 100 + game bonus + overtricks	
6 \heartsuit _x =	30x6x2 + 50 + 300 + 500 if not vul	1210
	30x6x2 + 50 + 500 + 750 if vul	1660
	tricks + insult 50 + game bonus + slam bonus	

Doubled and Redoubled Contracts Revisited

When one is doubled in a partscore higher than 2♦, one does not need to bid game to get the game bonus. One is doubled into it and one gets the game bonus automatically. From 1♥ to 2♦, one must redouble to get the game bonus, including 1NT. Only two contracts redoubled, 1♣xx= and 1♦xx=, do not get a game bonus.

If one is in a partial doubled making the same number of tricks to make game undoubled, one recoups the game bonus from the overtrick bonus without worrying about being in game unless one is in 1NTx. The score from 1NTx+2 is less than 3NT=. Therefore 1NTx must be redoubled.

Does one have to bid slam when one is in a partial or game doubled? One never makes up for the slam bonus if one is in a game or partial doubled but one does if one redoubles.

In a partial or in a game, does one recoup the slam bonuses by redoubling? All of the time for a small slam bonus. For a partial or game making all of the tricks, the grand slam bonus is recouped most of the time except for the highlighted squares in the table below.

Do Double and Redouble Recoup the Game Bonus?								
Not Vulnerable								
♣	Game	1♣x+4	2♣x+3	3♣x+2	4♣x+1	1♣xx=	1♣xx+1	2♣xx=
	400	540	480	670	610	230	430	560
♥	Game	1♥x+3	2♥x+2	3♥x+1	1♥x+2	1♥x+1	2♥x=	3♥x=
	420	460	670	630	360	260	470	530
NT	Game	1Nx+2	2Nx+1		1Nx+3		2Nx=	2Nx+1
	400	380	590		480		490	590
Vulnerable								
♣	Game	1♣x+4	2♣x+3	3♣x+2	4♣x+1	1♣xx=	1♣xx+1	2♣xx=
	600	940	780	1070	910	230	630	760
♥	Game	1♥x+3	2♥x+2	3♥x+1	1♥x+2	1♥x+1	2♥x=	3♥x=
	620	760	1070	930	560	360	670	730
NT	Game	1Nx+2	2Nx+1		1Nx+3		2Nx=	2Nx+1
	600	580	890		780		690	890
Highlighted cases do not recoup the game bonus!								

Does Redouble Recoup the Slam Bonus?													
Not Vulnerable													
	12 tricks						13 tricks						
	Slam	1xx	2xx	3xx	4xx	5xx	Grand	1xx	2xx	3xx	4xx	5xx	6xx
♣	920	1230	1360	1240	1120	1000	1440	1430	1560	1440	1320	1200	1580
♥	980	1520	1440	1360	1280	1200	1510	1720	1640	1560	1480	1400	1820
NT	990	1560	1480	1400	1320	1240	1520	1760	1680	1600	1520	1440	1860
Vulnerable													
	12 tricks						13 tricks						
	Slam	1xx	2xx	3xx	4xx	5xx	Grand	1xx	2xx	3xx	4xx	5xx	6xx
♣	1370	2230	2360	2040	1720	1400	2140	2630	2760	2440	2120	1800	2230
♥	1430	2720	2440	2160	1880	1600	2210	3120	2840	2560	2280	2000	2470
NT	1440	2760	2480	2200	1920	1640	2220	3160	2880	2600	2320	2040	2510
Highlighted cases do not recoup the grand slam bonus!													