

4. Scoring & Quiz 4

♥ Scoring ... 4

There are 2 parts to scoring a making contract, the trick value and the bonus.

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. If, however, you do bid game, you get hundreds!

- 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 = 100 + 50	= 150

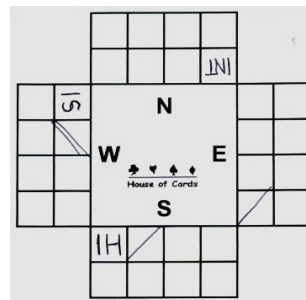
Undertricks

If you don't make your contract, you lose points for each trick you are down by.

- 50 per trick not vulnerable
- 100 per trick vulnerable

2♠ (vul) making 6 tricks only	= 200
(100x2) to the opposition	
2♠ (non vul) making 6 tricks only	= 100
(50x2) to the opposition	

♠ Quiz



- Who is opener?
South
- Who is responder?
North
- Who is overcaller?
West

4. Right-hand opponent bids 1♥. What do you do? Give a reason for your choice.

(a)	(b)	(c)	
♠ AK32	♠ J86543	♠ AQJ632	♠ AQ6
♥ QJT9	♥ 62	♥ 62	♥ AQ72
♦ K72	♦ AQ5	♦ 984	♦ J842
♣ 65	♣ A2	♣ K3	♣ K3
Pass - no	Pass- your	1♠	1NT
5-card suit	suit is poor	good	16 & good
		suit	spades

5. Left-hand opponent bids 1♣. Partner overcalls 1♠. Give a reason for your choice.

(a)	(b)	(c)
♠ AK32	♠ 63	♠ Q52
♥ 432	♥ 62	♥ AJ62
♦ K72	♦ AK653	♦ 9842
♣ 653	♣ 7632	♣ 32
3♠	Pass	2♠

6. What do you score for the following contracts?

2♥ (non vul) making 2	=	110
2NT (vul) making 3	=	150
3♦ (non vul) making 3	=	110
4♠ (vul) making 4	=	620
4♣ (non vul) making 4	=	130
5♣ (vul) making 5	=	600
5♥ (non vul) making 6	=	480
3NT (vul) making 6	=	690
4♠ (vul) down 3	=	-300
5♦ (vul) down 1	=	-100
2♠ (non vul) down 3	=	-150
1NT (vul) down 2	=	-200
2NT (vul) making 3	=	150
3NT (vul) making 3	=	600
2♥ (non vul) making 4	=	170
4♥ (non vul) making 4	=	420