

Bridge Scoring 101



How to Score a Contract

Easy way: check the back of your bidding cards

Formula depends on contract (book = 6 tricks)

- Minors (\clubsuit, \diamondsuit): 50 points for book, +20 per trick
- Majors (\spadesuit, \heartsuit): 50 points for book, +30 per trick
- No Trump: 60 points for book, +30 per trick

Game bonus: +250 points (non-vul), +450 (vul)

Small slam bonus: +500 (non-vul), +750 (vul)

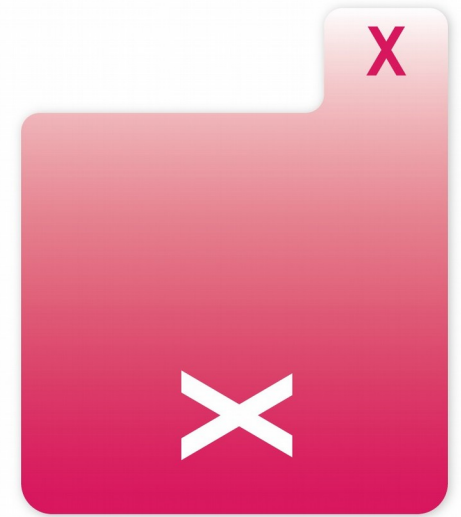
Grand slam bonus: +500 (non-vul), +750 (vul)

Ex: $6\clubsuit$ non-vul = $50 + 6*20 + 250 + 500 = 920$

Doubling

- Contracts worth < 100: (through 2♦)
 - Double score for making
- Else:
 - Double “trick score” (throw out game bonus), then +250 (non-vul) or +450 (vul)
 - Slams: keep game bonus
 - Grand slams: +750 (non-vul), +950 (vul)

Redoubled? It won't be a good score if they make it...



Going Down

- Per undertrick: 50 (non-vul), 100 (vul)
- If doubled: 100 (200) for first trick, 300 (500) for second, 500 (800) for third, then 300 for each additional undertrick
 - Redoubled: double the “doubled” number (-300 doubled → -600 redoubled)

Ex: $4\heartsuit \times -2 = -300$ (non-vul) or -500 (vul)

$6\clubsuit \times -5 = -1100$ (non-vul) or -1400 (vul)

Matchpoints vs IMPs

- **Matchpoints:** rank scores and distribute according to rank and frequency
 - Be more careful bidding games/slams, but take as many tricks as possible
 - Bid highest scoring game (3NT popular)
 - Double more aggressively
- **IMPs:** in head-to-head, take difference of scores and assign IMPs accordingly (more for higher difference)
 - In IMPs, be more aggressive bidding games, marginally more aggressive bidding slams
 - Always try to make contract! (or set it on defense)
 - Bid safest game

<i>Board No 5 N/S Vul Dealer North</i>									
<i>NS</i>	<i>EW</i>	<i>Bid</i>	<i>By</i>	<i>Ld</i>	<i>Tks</i>	<i>+Sc</i>	<i>-Sc</i>	<i>+</i>	<i>-</i>
1	13	5♣	N	♥A	-3		300	0.50	11.50
2	1	3NT	N	♥A	4	630		5.00	7.00
3	3	3NT	N	♥A	5	660		8.50	3.50
5	6	3NT	N	♥9	4	630		5.00	7.00
6	8	3NT	N	♥9	6	690		11.00	1.00
7	10	4♣	S	♣3	-2		200	2.00	10.00
8	12	3NT	N	♥A	5	660		8.50	3.50
9	14	3NT	N	♥K	5	660		8.50	3.50
10	2	4♣	S	♣3	-3		300	0.50	11.50
11	5	4♥*	E	♥10	-4	800		12.00	0.00
12	7	3NT	N	♥A	5	660		8.50	3.50
13	9	3NT	N	♥A	4	630		5.00	7.00
14	11	5♣	S	♦2	6	620		3.00	9.00

A sIMPLE IMPs example

- Let's say you are deciding between 3♥ and 4♥
- If 4♥ makes and you bid 3♥ (making 4):
 - You: +170, Your teammates: -420 (-620 vul), Net: -250 = -6 IMPs (-450 = -10 IMPs)
- If 4♥ doesn't make and you bid 4♥ (down 1):
 - You: -50 (-100 vul), Your teammates: -140, Net: -190 = -5 IMPs (-240 = -6 IMPs)

Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs
20 - 40	1	270 - 310	7	750 - 890	13	2000 - 2240	19
50 - 80	2	320 - 360	8	900 - 1090	14	2250 - 2490	20
90 - 120	3	370 - 420	9	1100 - 1290	15	2500 - 2990	21
130 - 160	4	430 - 490	10	1300 - 1490	16	3000 - 3490	22
170 - 210	5	500 - 590	11	1500 - 1740	17	3500 - 3990	23
220 - 260	6	600 - 740	12	1750 - 1990	18	4000 and up	24

Sacrificing

To sacrifice or not to sacrifice? Depends on how much you think you're going down (and if you think they're going to make it)

Assuming they will make it... (and assuming you are doubled!)

In IMPs, going down an extra trick probably isn't fatal

OVER GAME	You Non-Vul	You Vul
They Non-Vul	Down 2 is good (-300 vs -420)	Down 1 is good (-200 vs -420)
They Vul	Down 3 is good (-500 vs -620)	Down 2 is good (-500 vs -620)

OVER SMALL SLAM	You Non-Vul	You Vul
They Non-Vul	Down 4 is good (-800 vs -980)	Down 3 is good (-800 vs -920)
They Vul	Down 6 is good (-1400 vs -1430)*	Down 5 is good (-1400 vs -1430)*

*Down 5 is good against 6♣/♦

*Down 4 is good against 6♣/♦

Executive Summary

- No Trump > Majors > Minors
- Bid game if possible, esp. at IMPs (and **vul**)
- Sacrifice if you think they will make it AND you think you will go down by only a few tricks
 - Least aggressive: you **vul**, they non-vul
 - Most aggressive: you non-vul, they **vul**