

Bridge scoring – part two

Last time I looked at the basic bridge scoring table without any doubles and redoubles. Whilst doubled contracts are rare and redoubled contracts very rare, it is still important to know how the scores are calculated. Relying on the scores written on the backs of the cards in the bidding box is not a good way of knowing what your score is. Here is complete the scoring table

Trick scores – scored by declarer’s side when the contract is fulfilled	Normal play	Doubled	Redoubled
For each trick above the first six in ♣ and ♦	20	40	80
For each trick above the first six in ♥ and ♠	30	60	120
For the first trick above six in NT	40	80	160
For each additional trick in NT	30	60	120
A trick score of 100 points or more on one board is GAME; A trick score of less than 100 on one board is a PARTSCORE			
Bonus Scores	Not vulnerable	Vulnerable	
For making a PARTSCORE	50	50	
For making a GAME	300	500	
Small slam bid and made	500	750	
Grand slam bid and made	1000	1500	
For making any doubled contract	50	50	
For making any redoubled contract	100	100	
Overtricks			
Normal play undoubled	Trick value	Trick value	
Doubled overtricks	100	200	
Redoubled overtricks	200	400	
Undertricks			
For each undertrick undoubled	50	100	
For the 1 st undertrick doubled	100	200	
For 2 nd and 3 rd undertrick doubled	200	300	
For 4 th and subsequent undertrick doubled	300	300	
For 1 st undertrick redoubled	200	400	
For 2 nd and 3 rd undertrick redoubled	400	600	
For 4 th and subsequent undertrick redoubled	600	600	

You can see how dramatic the effect of doubles and redoubles can be. Suppose you play in 1NT redoubled, vulnerable. 1NT redoubled is worth 160 trick points; since that is over 100 you also get the game bonus of 500 and you get an extra 100 points just for making a redoubled contract. So altogether you get 760. Plain, good old 1NT would have got you only 90.

You might think that 7NT is the highest score you can get for making a contract – a Grand Slam bid and made must be worth a lot. It is. A vulnerable 7NT will score 220 trick points, 500 for the game bonus and 1500 for the grand slam bonus – 2220 altogether. But the largest possible score you can get for making a contract is 3160 – for making 1NT redoubled with six vulnerable overtricks: 160 for 1NT redoubled, 500 game bonus, 100 redouble bonus and 6 lovely overtricks worth 400 each.

Undertricks can be very expensive when you are doubled – more so when redoubled. Four down doubled not vulnerable is $100 + 200 + 200 + 300 = 800$. That sounds dreadful and most of the time it will not be a good score. But suppose your opponents bid to 6♥ not vulnerable. If they make it, it scores $180 + 300 + 500 = 980$. So if you can bid 6♠, be doubled and go down for 800 you will concede less than letting them make 920.

The largest possible score you can concede is for bidding and playing 7 redoubled, vulnerable and not making a single trick: $400 + 12 \times 600 = 7600$.

Knowing that 3NT is 400 or 600 isn't rocket science. Try to learn the scores for the common contracts that you play in week after week. For the less common results, try to work out the scores rather than relying on the bidding box to help. A little effort will reap big rewards and will turn you into a more successful player.