

§7. Full Minibridge scoring and target setting.

We now introduce the idea of setting targets for declarer and how declarer can aim to gain a high score.

In practice, declarer sets himself targets for the number of tricks he is to make and in doing so he will also set targets for his opponents. Henceforth, the opponents of declarer will be known as the **defenders** (or the **defence**).

We still use the table below (repeated for clarity) to calculate scores:

No-trumps	NT		40 points for seven tricks then an extra 30 points for every trick above seven.
Spades	♠	}	30 points for every trick taken above six .
Hearts	♥		
Diamonds	♦	}	20 points for every trick taken above six .
Clubs	♣		

So far we have looked at *bonuses* of 50 available to declarer (and his partner). So, for example, making eight tricks in Spades would be worth 110 points, made up from 60 points for tricks (2×30) and a bonus of 50.

Now we add a twist to the game. If declarer can make (*and predict*) a trick score of 100+ points then he is entitled to a bonus of 300 points (instead of 50 points).

To clarify: Making ten tricks in Spades will give declarer a trick score of 120 points (4×30). Making only nine tricks in Spades will net only 90 points. To get the 300 point bonus declarer has to predict that he will make ten tricks in Spades and then make his prediction come true. If he fails then he will hand 50 points (or more) to his opponents.

The way it works in practice is that declarer must nominate a **Game** or a **Part-score** as well as choosing the trump suit (or No-trumps). This means that declarer has to foresee **how many tricks** (roughly) his side will make.

Games are deals where declarer can score 100+ points in tricks alone.
Part-Scores are deals where declarer feels unable to take enough tricks to score 100+ points.

A small piece of mental arithmetic will show you that **Games** are:

9 tricks in **No-trumps** worth 100 points ($40 + 30 + 30$).

10 tricks in **Spades** or **Hearts** worth 120 points (4×30).

11 tricks in **Clubs** or **Diamonds** worth 100 points (5×20)

Lower numbers of tricks than these are all **Part-scores**. A simple example would be ten tricks in Clubs (worth 80 points).

So, for example, if declarer nominates Clubs as trumps and reckons his side could make no more than, for example, nine tricks he will say "**Part-score in Clubs**".

So, to be absolutely clear, after dummy is displayed declarer has to make two choices:

Firstly, declarer has to select the **strain** (a trump suit or No-trumps) and...

Secondly, declarer has to say whether he is going for **Game** or going for a **Part-score**.

When these details have been settled the play phase commences in the normal fashion: the player to declarer's left (one of the **defenders**) makes the opening lead and declarer has to make (at least) as many tricks as he has said.

It is worth pointing out that both sides (**declarer** and **dummy** on the one hand and the **defenders** on the other) have a target number of tricks. If, for example, declarer has stipulated "*Game in Hearts*" then his target is ten tricks. The defenders' target is *four* tricks. Can you see why?

If declarer is playing for a **Part-score** he must make at least seven tricks. This is exactly the same version of the game that we have been playing to date. The target for both sides (declarer – dummy and the defenders) is seven tricks.

If declarer has nominated a **Game** then he must make at least 9, 10 or 11 tricks depending on which strain the deal is played in. Failure to make the stipulated number of tricks will result in declarer conceding a penalty. Note that dummy has no part to play – the responsibility for playing dummy's cards and for nominating both the trump suit (or No-trumps) and the level remains with declarer.

The table below shows you the score that you will achieve if you declare a **Game**. Compare this with the table for part-scores that was printed on page 15 (and which is copied here below).

Which table you use depends on declarer's choice of **Game** or **Part-score**.

Scoring table if Game is nominated.														
Number of tricks taken.														
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
NT	-450	-400	-350	-300	-250	-200	-150	-100	-50	400	430	460	490	520
♠ ♥	-500	-450	-400	-350	-300	-250	-200	-150	-100	-50	420	450	480	510
♦ ♣	-550	-500	-450	-400	-350	-300	-250	-200	-150	-100	-50	400	420	440

Scoring table if Part-score is nominated.														
Number of tricks taken.														
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
NT	-350	-300	-250	-200	-150	-100	-50	90	120	150	180	210	240	270
♠ ♥	-350	-300	-250	-200	-150	-100	-50	80	110	140	170	200	230	260
♦ ♣	-350	-300	-250	-200	-150	-100	-50	70	90	110	130	150	170	190

Remember, if you have declared a **Game**, then you are entitled to a **bonus of 300** points if you achieve your aim. However, if you fail to make the requisite number of tricks (9, 10 or 11, depending on the strain) you will **concede a penalty of 50 points** for every trick you are short.