

§4: Basic scoring.

So far, scoring has been either non-existent or very simple (just a note of how many tricks each side has scored).

In this section we are going to see how **basic** scoring is done. (Yes, it does get more complicated). This is shown in the table below and, naturally enough, links with the game of bridge itself.

The basic principle of scoring is that declarer's partnership score points for every trick they take **above six** (think of that as being more than half of thirteen, which is the total number of tricks available on any deal).

Making six tricks or fewer is bad news for declarer – making seven tricks or more is good.

The points scored vary depending on the trump suit (or No-trumps). The table below shows the relative worth of the suits and No-trumps.

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	♣		

Some simple examples follow, firstly the *trick scores*:

1. Declarer sets Hearts as trumps and makes eight tricks. What does he score?
The answer is: **60** points – that is 2×30 .
2. If Diamonds were trumps and declarer made ten tricks he would score **80** points.
(That is 4×20).
3. If there were no trumps and declarer made eight tricks he would score **70** points.
(That is $40 + 30$).
4. If Spades were trumps and declarer made twelve tricks he would score **180** points.
(That is 6×30)

To make things slightly more difficult there are **bonuses** available to declarer. That is: for making more than six tricks declarer is always awarded an extra **50** points. The examples above, therefore, need to be modified as below:

1. If Hearts were trumps and declarer made eight tricks he would actually score **110** points.
(That is $2 \times 30 + 50$)
2. If Diamonds were trumps and declarer made ten tricks he would actually score **130** points.
(That is $4 \times 20 + 50$)
3. If there were No-trumps and declarer made eight tricks he would actually score **120** points.
(That is $(40 + 30) + 50$)
4. If Spades were trumps and declarer made twelve tricks he would actually score **230** points.

(That is $6 \times 30 + 50$)

In each case declarer's opponents score *nothing*. It is helpful to be declarer as his partnership (usually) scores points. However, should declarer fail to make seven tricks he will be penalised, as described in the following paragraph.

Failure by declarer to make at least seven tricks will concede a **penalty** of 50 points per trick short. Thus, if declarer makes six tricks he will lose 50 points, if he makes five tricks he will lose 100 points and so on.

These penalty scores do not depend on what suit is trumps.

Thus, for example, if declarer nominates Spades as trumps and makes five tricks his opponents would score 100 points (2×50) for two tricks short of seven. It wouldn't matter if Clubs had been trumps, it is still a penalty of 100 points. Declarer's side would score *nothing*.

Given that the declarer and dummy have more high cards than the opponents and have the privilege of selecting the trump suit, failure to make more than half the number of available tricks should not happen often!

The table below acts as a ready-reckoner for all possible outcomes. Can you see how all the scores are calculated?

Remember, in all occasions where seven or more tricks are taken there is a bonus of 50 points as well as a trick score.

		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

Naturally enough, these scores link in with the game of bridge itself so are useful to remember.

In the eight hands that follow you should try to calculate the score on each of the deals.

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