ELEMENTARY BRIDGE SCORING

You score points whenever you bid and make a contract.
You also score points for any overtricks which you make.
You lose points (i.e. your opponents will score points) whenever you bid a contract and fail to make it.

Points for tricks made
Trick points are scored for every trick bid and made over 6, depending on the suit in which the contract is played.

Spades/Hearts	**30** points per trick
Diamonds/Clubs	**20** points per tricks
No trumps	**40** points for the first trick and 30 points for subsequent tricks.

Examples

In a contract of 1♠ you will score 30 trick points for seven tricks (one over the six)
60 trick points for eight tricks
etc.

In a contract of 1♦ you will score 20 trick points for seven tricks
40 trick points for eight tricks
etc.

In a contract of 1NT you will score 40 trick points for seven tricks
70 trick points for eight tricks
100 trick points for nine tricks
etc.

Bonuses, Penalties, and Vulnerability

On each hand you will be either **vulnerable** or **non-vulnerable**.
In club bridge this will be colour-coded on the board. **Red is vulnerable, green is non-vulnerable**.
When vulnerable the 'stakes are raised'.
Both bonuses and penalties are increased.

Bonuses

You will score a 'game bonus' whenever you bid and make a contract worth 100 or more trick points.
So contracts of 4♥ and 4♠ bid and made (120 trick points) will each score a game bonus;
contracts of 5♣ and 5♦ bid and made (100 trick points) will each score a game bonus;
a contract of 3NT bid and made (100 trick points) will score a game bonus.

When **not vulnerable** you will score a bonus of **300** for any game contract bid and made .
When **vulnerable** you will score a bonus of **500** for any game contract bid and made.

You will score a part-score bonus of **50** for any contract (less than game) bid and made whether vulnerable or not.

(Note that the bonuses shown here are those awarded in 'duplicate' or 'club' bridge.
You may come across alternative versions if playing 'rubber bridge' at home, or playing in a bridge drive.)

Penalties

When **not vulnerable** you will **lose 50** points (i.e. your opponents will score 50 points) for each trick you are short of the contract.
When **vulnerable** you will **lose 100** points (i.e. your opponents will score 100 points) for each trick you are short of the contract.

Examples

If you bid 3♥
8 tricks will score you -50 (not vulnerable) or -100 (vulnerable) for one down;
9 tricks will score you 140 (3 x 30 + 50) whether vulnerable or not;
10 tricks will score you 170 (4 x 30 + 50) whether vulnerable or not.

If you bid 4♥
9 tricks will score you -50 (not vulnerable) or -100 (vulnerable) for one down;
10 tricks will score you 420 (4 x 30 + 300) when not vulnerable, or 620 (4 x 30 + 500) when vulnerable;
11 tricks will score you 450 (5 x 30 + 300) when not vulnerable or 650 (5 x 30 + 500) when vulnerable.

Further considerations
arise if you bid and make a slam (12 or 13 tricks) or if the contract is doubled.