Game bonus and Vulnerability - Summary Sheet

Forms of scoring

The form of scoring outlined below is that usually used in duplicate bridge, as played in most bridge clubs and on-line.

Vulnerability

When you are vulnerable you can win more or you can lose more.
The vulnerability for each deal is shown on the board containing the deal.

Game bonuses

Whenever you bid a contract for which the trick-points are worth 100 or more, and you make the contract (or better), you will score a game-bonus in addition to the trick-points.
When not vulnerable this bonus is 300.
When vulnerable this bonus is 500.

Penalties

When you fail to make a contract, you will score a penalty (your opponents will score points).
Not vulnerable this will be 50 points per trick as before.
Vulnerable the penalty will be 100 points per trick.

Part-score bonus

If you make a contract which is not sufficient for a game-bonus you will have made a part-score.
Part-scores earn a bonus of 50 points.

Example scores

3♥ making 9 tricks will score 90 + 50 = 140
3♥ making 10 tricks will score 120 + 50 = 170
4♥ making 9 tricks non-vulnerable will score -50
4♥ making 9 tricks vulnerable will score -100
4♥ making 10 tricks non-vulnerable will score 120 + 300 = 420
4♥ making 10 tricks vulnerable will score 120 + 500 = 620.

Tactics

With more strength than you have shown so far you should let partner know with a further bid in case a game can be made, but don't take silly risks and turn a positive into a negative.

Enough for game?

Experience has shown that, as a rough guide, 25 points between the two hands will usually be sufficient to make 10 tricks if you have found an 8-card suit fit.

Which game?

With an 8-card major suit fit you will usually play in four of that suit.
Failing this your next choice will be 3NT.
Least favourite game – five of a minor.

Opener

Single-suited (at least 6 cards) in a major:-
Open one of the suit, then rebid:-
two of the suit with 11 to 15 points;-
three of the suit with 16 to 18 points;
four of the suit with 19 to about 21 points.

5-4 shape (or better)
Open one of your longest suit, then rebid:-
your second suit at the lowest level with 11 to 16 points;
your second suit at the lowest level with 17 or 18, or 16 and a 6-card suit. then make a third bid if possible;
jump in your second suit (game-forcing) with 19 or more points.

Responder

With 4-card support for partner's major raise to the 2-level (5 to 9), the 3-level (10-12) or game (13+).

Otherwise, start with a simple forcing change of suit,
then:-
with 13+ points force to game;
with 10-12 points force to three of a suit with an eight-card fit or 2NT;
with 8 or 9 points try to find a further bid, just in case partner has 17 or 18.

Fora fuller treatment see my web-site – MJBridge.info/openers rebid/index.html and MJBridge.info/responders rebid1lev/page289.html